

Underworld LARP

Book of Soul Fragments

V.2.8



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Chapter 1: INTRODUCTION

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

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

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

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

Chart 1-1

Training and Teaching

To learn a vocation or frag sphere, the student must find a teacher in game at an event who possesses that vocation or sphere as well as the Teacher skill and is willing to teach them. If the teacher is another player, simply tell Logistics. If the teacher is an NPC, you will need Shaper approval.



Skill	Frag Cost	CP Cost	Prerequisites	Self Taught
A Friend in Need	10	OOG Skill	None	Yes
A Friend Indeed	25	OOG Skill	None	Yes
Culture	100	OOG Skill	See Cultures	No
Hindsight	5	OOG Skill	None	Yes
Luck	75	OOG Skill	None	Yes
Quick Study	10	OOG Skill	None	Yes
Race: Uncommon	75	OOG Skill	None	Yes
Race: Rare	150	OOG Skill	None	Yes
Race: Obscure	250	OOG Skill	None	Yes
Restricted Remort	750	OOG Skill	None	Yes
Skill Remort	250	OOG Skill	None	Yes
Spiritual Resolve	Special	OOG Skill	None	Yes
Unrestricted Remort	1250	OOG Skill	None	Yes
Vocation	150	OOG Skill	See Vocations	No
Blindfighter	15	All-15	Rogue	Yes
Escape	20	All-50	Rogue	Yes
Riposte	75	All-150	Rogue	Yes
Sucker Punch	30	All-65	Rogue	Yes
Thieves Cant	20	All-25	Rogue	Yes
Tumble	30	All-65	Rogue	Yes
Battlefield Repair	25	All-30	Warrior	Yes
Cripple	30	All-40	Warrior	Yes
Decapitate	75	All-150	Warrior & Slay	Yes
Disembowel	75	All-100	Warrior	Yes
Dirt in the Eye	30	All-45	Warrior	Yes
Trip	20	All-30	Warrior	Yes
Whirlwind of Blows	40	All-75	Warrior & Flurry of Blows	Yes
Combat Wizardry	50	All-50	Scholar & Self-Mutilate	Yes
Harvest	50	All-50	Scholar	Yes
Mortician	75	All-25	Scholar & Anatomy	Yes
Refocus	30	All-30	Scholar	Yes
Spell Parry	35	All-35	Scholar	Yes
Spell Versatility	½ Slot + 5	All-½ Slot + 5	Scholar	Yes
Spell Switch	50	All-50	Scholar	Yes
Arcane Spirit	10	All-10	None	Yes
Battlefield Medic	50	All-75	First Aid	Yes
Cold Dead Hands	30	All-20	None	Yes
Create Alcohol	10	All-25	None	Yes
Favoured	250	All-50	Lead Shaper Approval	No
Heavy Drinker	10	All-20	None	Yes
Intuition	50	All-50	None	Yes
Looting	5	All-15	NB-10	Yes
Paragon	100	All-Slot + 10	Lead Shaper Approval	No
Possum	25	All-30	None	Yes
Teacher	50	All-15	None	Yes
Sphere of Magic: Dark/Light	0	Normal Sphere cost	Favoured, Champion	No
Sphere of Magic: Draconic	0	Normal Sphere cost	Favoured	No
Sphere of Magic: Dredgecraft/Necromancy/Sigil/Wytch	100	Normal Sphere cost	None	No

Chart 1-2



Chapter 2: RACES



Frag races are divided into three categories: Uncommon, Rare and Obscure. Races are purchased during character creation and are only purchased for an individual character. They must be purchased again for another character of the same race. Frag race characters cannot be transferred to another guild for 6 months after the character is created.

Uncommon Races

Am'Rath (Humanoid)

The Am'Rath tribes are a version of humanity in its rawest and most primitive form. They are resilient, vicious and unforgiving opponents. A semi-organized and war-like people, they have divided themselves into tribes with differing priorities and leadership. Some tribes are deeply spiritual and shamanistic, some are focused on expansion and conquest, others are little more than rampaging Am'Raths.

Life Span: 40-60 years. Language: Primordial Common (English).

Racial Characteristics: Bone fetishes and/or beads worn throughout hair and facial hair, colourful tribal tattoos. Am'Raths tend to dye their hair and mark their bodies based on their individual tribe. Some tribes are also fond of war trophies and ritual scarification.

Advantages

Simple Weapon Damage Bonus (Automatic): Am'Raths gain +1 damage to all weapons in the simple weapon group.

Clobber (Purchased): This physical attack can be used with any melee strike and will cause 25 points of damage, the damage type based on the weapon used. If the attack misses, the skill is used. It may be augmented with magic and alchemy. It is used by calling out "Innate Clobber!" before the attack. Clobber may be used once per day per purchase.

Disadvantage

Simple Weapon Restriction (Automatic): To a Am'Rath, all melee weapons outside the Simple Weapon group are considered "exotic" for purposes such as proficiencies, slays and specializations. Ranged weapons are not included in this disadvantage.

Faun (Bestial)

Fauns are a benevolent and care-free race, often mistaken for Fae. In fact, they were once forest spirits, given mortal, Bestial form. This fact is something that fauns freely admit and embrace. Most fauns are friendly and compassionate, yet shy and reserved, though there are exceptions to the rule. Fauns have a natural affinity for forests and will feel drawn toward them as a habitat. Spending more than a day or two in an urban environment will cause a faun to feel lonely and disconnected. Many call fauns "deer-kin" for their resemblance to the animal. They mature slowly after they reach young adulthood, spending many centuries as young adults before rapidly maturing into old age.

Life Span: 1000-1200 years. Language: Punjabi.

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



Advantages

Companion (Automatic): A faun may declare another living creature a “companion” each day. This companion is decided at reset and cannot be changed until the next reset. If their companion enters their Death Count a faun may place both hands on their body and pause the Death Count. After 60 seconds of concentration, their companion will be affected by an “Innate Magic Life” effect from the Nature sphere. This ability may be used once per day.

Forest Revival (Purchased): Fauns may, one per day per purchase, fully heal their Body by placing both hands on any living tree within a forest and concentrating for 60 seconds. During this time they may not use any other skills and are considered to be “concentrating” as per spell-casting. Body Points are gained immediately at the end of the 60 second count.

Disadvantage

Restriction to Nature Healing (Automatic): When it comes to magical healing, fauns cannot be healed by any magic outside of the Nature sphere. This includes all Body Point healing and healing effects other than Mending. Natural and alchemical versions of these effects will work. Additionally, consuming a Goodberry will heal a Faun for 2 Body. Life spells from outside the Nature sphere will work on fauns but not as effectively – the Faun will receive the normal benefits of a Life spell, except that they will only be healed to 1 Body, not full Body. Life effects from Nature sources will operate as normal.

Minotaur (Fae)

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

Life Span: 50-60 years.

Language: Welsh.

Racial Characteristics: Brown makeup and large bull horns. White or light tan makeup around the mouth and the bottom of the nose in a muzzle shape covering at least 25% of the face. Black line extending from the nose to the top of the lips, and black lips. Black contouring from the cheeks to the muzzle.

Advantages

Enhanced Strength (Automatic): Minotaurs are incredibly strong. They will gain +1 Strength every five levels, starting at level 1, giving them +2 Strength at level 6, +3 Strength at level 11, and so on.

Fae Ward (Purchased): Long standing wars with creatures of the Fae Realm have given Minotaurs a natural ability to protect and ward themselves against pesky Fae meddling. A Minotaur with this ability may craft a special magical Fae Ward, capable of preventing entry by any Fae creature, including those



with only trace amounts of Fae blood in their veins. The Fae Ward must be carved on an object containing at least a small amount of iron and must be at least 1 square foot in size. The carving of the Fae Ward takes 10 minutes of roleplaying to draw. Once erected, no Fae creature, pure or thin of blood, may cross within 10 feet of the Ward. This includes True Fae, Redcaps and even the thin blooded relatives such as Carnal Fae and Wood Fae but does not include other Minotaurs. The Ward lasts for 5 days unless it is moved, defaced or destroyed at which point the magic of the Fae Ward is lost and must be re-carved. No Fae can move or interfere with the ward in any way. This ability is usable once per day per purchase.

Disadvantage

Fae Susceptibility (Automatic): Centuries of mind manipulation by the Fae have altered Minotaurs' reactions to mind magic. If a Fae hits a Minotaur with a magical mind effect of any kind, the Minotaur will become enraged for one minute. During this time, they may not attack the source of the magic. Once the minute is complete, the Minotaur will no longer be enraged and the mind-altering effect will affect them as normal. The mind alteration's duration begins at this point. Fae able to induce this effect include True Fae, Redcaps and even the thin blooded relatives such as Carnal Fae and Wood Fae but not other Minotaurs.

Kobold (Goblinoid)

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

Life Span: 170-200 years.

Language: Pig Latin.

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

Advantages

Innate Sap (Automatic): A Kobold receives one free Sap skill every other level, starting at first level. These Innate Saps are identical to the purchased skill. This racial does not hamper the Kobold's ability to purchase the Sap skill. The call for this is "Innate Sap".

KABOOM! (Purchased): Kobolds are natural Trappers. They excel in the craft above and beyond any other race. A Kobold may use this natural affinity to make an extraordinary, unique trap, even without the Trapper skill. This is similar to an Explosive Trap. For every 1 RM used to create the trap, it will do 2 points of damage to everyone within 5 feet of the trap when it is triggered. If the Kobold has 4 levels of Trapper, this amount is raised to 3 points damage per 1 RM. Kobolds may use any kind of RM to create these traps. Kobolds will receive one KABOOM! trap tag per day per purchase. The player must then affix the appropriate RM to the tag to determine the damage caused by the trap. This can be done at any time. Once the RM is attached to the KABOOM! tag, the trap is created and the timer must be set. The timer can be set for any time between 1 and 60 seconds, but this must be decided on trap creation, and will start counting down from then. The detonation cannot be triggered early. All normal Trapper rules apply to this trap, except

- The Kobold who made the KABOOM! trap can run with it without setting it off early



- The KABOOM! may be thrown without automatically detonating it, but if the timer is damaged or turned off in the throw, the KABOOM! becomes a dud and is used up without exploding
- KABOOM! traps cannot be scavenged for RM
- The phys-rep should be made of foam and a minimum of 1 foot cubic square in size. It should look like a bomb a kobold would make - scavenged and ugly. It still requires a timer like a regular Timer Trap

Disadvantage

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

Ogre (Goblinoid)

Typically massive, lumbering brutes, Ogres can best be described as monstrous. With superior strength and constitution, Ogres are the muscle and brute force in every Greenskin army. While not the brightest of thinkers, they are cunning, and what they can't out-think they will out-smash. The only saving grace is their shortened life span. Generally speaking, Ogres live anywhere, eat anything, and have very few moral dilemmas.

Life Span: 10-12 years. Language: Polish.

Racial Characteristics: Yellow skin and prosthetic tusks, red or white war paint covering at least 25% of the face.

Advantages

Ogre Constitution (Automatic): Because of their incredible size and strength, Ogres begin with +2 Strength, and +5 Body. Furthermore, Ogres gain an additional +2 Body per level.

Ogre Smash (Purchased): By summoning all of their great strength into a single melee attack, an Ogre can target an opponent's weapon or shield, causing grievous amounts of damage to it. Weapons and shields struck by this attack are affected by a "Shatter" effect, destroying them unless they are immune or have resistance. To activate this ability, the Ogre must let out a blood curdling war cry followed by the call "Innate Physical Smash!" The next hit, whether it is to the target's weapon or shield, will determine what is destroyed. This ability will only stay active for 10 seconds after the Ogre's Smash call and is considered used even if the attack misses. It is usable once per day per purchase.

Disadvantage

Untempered Rage (Automatic): If an Ogre takes more than 15 points of damage directly to their Body from any single effect from any source, they immediately fly into a mindless rage. They will immediately attack everyone nearby, friends and foes alike. This onslaught may only be stopped by dropping the Ogre into its Death count. Any effects that would incapacitate the Ogre, such as sleep magic/alchemy or unconsciousness, will still function, but the rage will carry on if they are revived prior to the duration expiring. After 10 minutes have passed since the attack, the effect will wear off. If the ogre is struck for more than 15 Body points a second time while Untempered Rage is active, its duration will reset and start again at 10 minutes.

Squamata (Bestial)

"Squamata" is a general term to describe a number of green-skinned lizard-like races. Some are related



closely, others are quite distant. The three most notable strains of the Squamata race are the Boggrel, the Gremmel and the Shak'tar. Although quite distinctive in regards to culture, personality and even physical appearance, these races all share the same advantages and disadvantages.

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

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

Shak'tar: Shak'tar, a race of snake people, can be found around the world, although they much prefer the warmer climates of the southern coasts. A primitive and aggressive race, they tend to be xenophobic and take what they need from the weak. They are not evil by nature - although some individual Shak'tar most definitely are - they simply believe in "might makes right".

Life Span: 40-50 years.

Language: Samoan.

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

Advantages

Seal Pores (Automatic): Squamata's pores are sealed to prevent toxic substances from entering the bloodstream, making them immune to packet-delivered alchemical attacks, stating "No Effect". This defense will not function against ingested or contact alchemy. Chemistry Gas Globes may also be resisted in this manner.

Tongue Pierce (Purchased): Squamata are able to lash out their long, needle-sharp tongues at opponents by calling "Innate Tongue Pierce 5 Body!" Considered a thrown weapon attack, the weapon phys-rep should be coloured red to indicate it is a natural weapon. This weapon may not be picked up by anyone besides the Squamata it belongs to. No skills may be used with this attack and specializations may not be purchased for the Tongue Pierce. Squamata may use this attack once per day, per purchase. If the Tongue Pierce is blocked or defended against, the Squamata will become silenced for 10 minutes.

Disadvantage

Soft Underbelly (Automatic): All Squamata take x2 damage from all physical Body weapon damage. As



with all racial vulnerabilities, physical Body weapon damage will bypass any thresholds a Squamata might have.



Rare Races

Avian (Bestial)

Avians are a race of mountain-dwelling bird people. They are tinkerers and inventors, one of the few races to circumvent magic with simple and basic steam-based machinery. Avians are linked to the Shadow Plane through generations of its use by their ancestors and their spirits have become tainted with its presence. Through uniquely crafted Goggles, they can amplify this connection to create a magical effect that allows them to briefly traverse the Shadow Plane and arrive someplace else. Unfortunately, this link to the Shadow Plane has drawbacks.

Life Span: 70-90 years.

Language: Hebrew.

Racial Characteristics: Feathered eyebrows and hair and yellow nails.

Advantages

Spirit Anchor (Automatic): Spirit Anchor allows an Avian to anchor their spirit to a specific location and be able to “shadow step” to it on a 10 second count, stating “Innate Spirit Anchor 1, Innate Spirit Anchor 2...”, once per day. This magical transportation is done via travel through the Plane of Shadow, a dark and dangerous place. The anchor itself is an in-game item that must be represented by an active glow-stick or LED attached to a “mechanical” steam-machinery based item. This item must be approved by a Shaper, cannot be magical in nature and can be destroyed by normal means. The Avian is transported with everything they currently carry but they cannot transport other spirits or items larger than they can physically carry, including creatures in their Bleed or Death Counts.

If the Spirit Anchor is destroyed, a new one can be created by the Avian without cost after an hour’s work. The new Anchor must be approved by a Shaper like the first. If an Avian attempts to transport themselves to a destroyed anchor, they will die. They will resurrect as normal, only all their belongings will reappear at the resurrection circle with them. If this death finalizes the Avian, all their belongings will appear at the resurrection circle without them. An Avian may also “disconnect” from their current Anchor and undergo the same 1 hour process as a destroyed one. An Avian must be able to see to use this ability, and must have full unobstructed vision. A spirit anchor may be used through a Garrotte, assuming the player resists or calls no effect on the Garrotte.

Create Goggles (Purchased): This ability allows the Avian to create a mechanical set of Goggles which only they can use. By spending 10 minutes gathering together pieces of scrap and old junk the Avian can state “Innate Create Goggles” and make them magical. The player must provide the phys-rep. Once created, an Avian has 10 seconds to infuse these Goggles with any 1st to 3rd Circle spell effect from the core rulebook. This is done automatically, with the Avian simply choosing the spell, it need not be cast into the Goggles. The Goggles function in the same manner as a 1/day magical item and detect as magical. These Goggles will last 5 days before the magic fades and the Goggles fall apart. A new pair can be made at this time, with the same or a different spell. Purchasing this ability a second time will grant all spells up to 6th circle and a 3rd purchase will grant up to 9th circle. No more than one set of Goggles may exist at any time unless this ability is purchased a 4th time. Any purchases beyond 3rd go toward building new sets of Goggles, following the same rules for spell levels that applied to the first set of Goggles (a 4th purchase allows a second set of Goggles with spell levels 1-3, a 5th purchase upgrades them to 1-6, etc.). When using the Goggles, the Avian does not need to know the Sphere, nor possess any of the requirements to cast the spell, but only the Avian may use their Goggles. Each pair of Goggles may be used once per day but the spell inside may only be changed every 5 days. If the Goggles are destroyed, they may be remade after the next reset, but the spell will be the same as before.



Disadvantage

Shadow Mark (Automatic): Avian's spirits are irrevocably tied to the Shadow Plane. Both dying and near-death experiences scar Avians with shadow energy, either temporarily or permanently. These scars manifest physically on the Avian in the form of grey slash marks across the eye socket. If an Avian enters its Death Count, they gain a Shadow Mark within 1 hour (giving the player the time to rep this). This Mark will last until the next skill reset. If an Avian dies, they will resurrect with a permanent Mark. Permanent Marks can never be removed or lost, even if Spiritual Resolve is purchased.

Each Mark adds +5 seconds to the Avian's Anchor count, +1 damage from all magic sources and -1 Strength. These negatives only affect the Avian between 6 PM and 6 AM.

When an Avian dies their final death, their body will materialize near the location of death, devoid of Shadow Marks. This Shadow double has only one purpose – the death and destruction of all things the Avian cared for in life. It will last for a minimum of 1 hour or until destroyed. Throughout the hour the Shadow double's emotions will drain until it is nothing but a husk, driven by a desire for destruction that will bring it no pleasure. The Shadow double will have all stats and abilities that the Avian had upon death, plus a full memory of its life. The Avian player will usually have the opportunity to NPC the Shadow double if they desire. The Shaper and player must agree for the Shadow double to last longer than 1 hour.

Blackmane (Special)

“The Ajaunti crone warned me that if I travelled through the Deadlands that my very spirit would be in peril. Why did I not listen?”

Blackmanes were once exceptionally powerful spirits of the Deadlands. Now they are cursed to possess the unwilling bodies of the living, over and over, for eternity.

Within the lost spirit world of the Deadlands, a few spirits that were not plucked from the Black Tide or washed into the Hellstack stand apart from their fellow ghosts. The sins that they committed in life were so vile, so overwhelmingly evil, that the weight of them upon their spirit dramatically warps the ghost, granting them fearsome powers at the cost of everything that they once were. This powerful ghost, known as a Blackmane, is often so ingrained in the Deadlands that it has become unkillable to the native spirits and denizens that dwell there. While Haldora and Vesmir are powerful enough to ward them from their territories, the Ajaunti Ancestor clans are not. As a result, the Ancestors were forced to lay a horrific curse on the sands of the Deadlands. When a Blackmane reaches their full spiritual power, they are instead ejected from the Deadlands and forever barred from returning.

This decision was ethically fraught, as while it does remove the Blackmane's memories and reduce their powers, it does not eliminate or imprison the foul spirit. Instead, they are bound to Arthos as a wandering spirit. While this state itself is powerless, many Blackmanes learn to claim by force the flesh of those mortals whose spirit has been separated from their body. The original spirit becomes severed from their physical form, trapped in the Deadlands as a wandering ghost. When the Blackmane spirit awakens, it kills the host body, causing it to resurrect. As the host body resurrects, the Blackmane becomes bound to it permanently until the body dies again, at which point the process begins again with a new husk and another trapped spirit.

The horrific crimes the Blackmane committed as a mortal are unknown to them and cannot part of the character's history upon submission. It is possible to discover them later on during play, but this should only happen as a result of a plotline written by one of your home guild's shapers.



Life Span: Same as possessed race. Language: Common (English).
Racial Group: Same as possessed race.

Racial Characteristics: The racial requirements of the possessed race. Additionally, they can manifest dripping orange veins around the eyes at will if desired.

Advantages

Deadlands Possession (Automatic): Blackmanes must possess a body to exist in this world. On an OOG level, the player can choose any race within the Core rulebook other than human and will gain the racial appearance requirements and the automatic racial that comes with that race. Gender may be changed along with the race if desired. In Game, the racial choice is based on random chance and distance to the nearest living NPC that is currently spiritually walking or manifesting within the Deadlands.

When a Blackmane dies, the body it was possessing dies as well, leaving behind a finalled corpse even if the Blackmane has not finalled. The spirit of the Blackmane is forced into the spiritless body of a new NPC who is actively manifested in the Deadlands. That unaware and innocent spirit now becomes a Ghost for eternity and the Blackmane resurrects in that stolen new body. This newly possessed body is what the Blackmane will now resurrect with. A Blackmane's facial features will alter to that of the Blackmane's player OOG and will NOT match the facial features of its former owner.

This process repeats until the Blackmane is flipping a coin for their final death and fails, at which point the current husk they are inhabiting suffers its final death and the Blackmane becomes unplayable. Exactly what happens to the spirit of the Blackmane is up to Shaper discretion, as the true fate of a Blackmane's spirit upon final death is unknown in-game.

While they are tied to a mortal body, Blackmanes are not considered Undead. They are "alive" for all intents and purposes. Unless the Blackmane is manifesting orange veins around their eyes, they will appear and sense for all purposes as the race they are possessing.

Please note: this may not be done to the body of a PC unless both players agree out of game in the presence of your guild's lead Shaper or ownership.

Spirit Fusing (Purchased): Blackmanes can fuse their spirits to material objects, creating spirit links naturally with any item which is not Favoured (Dark, Light or Draconic) in nature. These spirit links may be changed each reset if desired and the same item may be relinked indefinitely. Blackmanes may have 1 active Spirit Fusing per purchase of the racial ability.

Additionally, Blackmanes may "steal" an existing spirit link that belongs to another person so long as that person is within their Death count. This stolen spirit link cannot be a Champion's occupational item, due to the Blackmane's vulnerability. Successfully doing so requires the Blackmane to touch the spirit linked item for a 1-minute count, but if the target's Death count expires before the 1-minute count completes, the Spirit Fusing instantly completes. There is no limit to the number of stolen spirit links a Blackmane may have active at any time as they do not count against their Spirit Fusing limit, but stealing a spirit link during a Death count requires an unused Spirit Fusing charge, so the Blackmane must keep a charge open for this theft to occur. That charge will return at reset even if the stolen spirit link continues to exist on the Blackmane. When a spirit link is stolen by a Blackmane via Spirit Fusing, the original owner of that spirit link will know the item was stolen and will mentally see a visual image of the Blackmane "thief" upon resurrection, even if they forget their death. This vision will include the Blackmane's face and physical appearance (clothing, etc.) at the time the Spirit Fusing theft was initiated. If the stolen item's spirit link to the Blackmane ends, the item will no longer be spirit linked to anyone.

Spirit linked items confer the following benefits: the item linked cannot travel more than 5 ft away from



the spirit it is linked to for any reason. If it is more than 5 ft away, it will vanish and reappear, touching the spirit it is linked to. This effect does not end when the spirit is in their Death Count. The item that is spirit linked will dissipate when the spirit it is linked to dies and will reappear in the resurrection circle with them. If they suffer final death, the ritual is removed from the item, and the item remains where the death occurred.

Disadvantage

Favoured Vulnerability (Automatic): All harmful spells from the favoured spheres (Light/Dark/Draconic) do x4 damage and have a x2 duration (if applicable). Blackmanes cannot be the target of any beneficial favoured magic or gain the Favoured or Paragon skills.

Draconians (Draconic)

Draconians are rumoured to have descended from a bloodline infused with Draconic magic. Morally and philosophically, Draconians are usually matched closely with the Dragon whose colour they share, but this is not always the case. Their individual personalities are as varied as the Dragons themselves. Some are aggressive and warlike; others are peaceful scholars. Culturally, almost all Draconians find Divine Magic and the Gods morally reprehensible and would never accept Divine Magic or the blessings of a God. Draconians appear as humanoid dragons of various colours, always matching an existing Dragon.

Life Span: Immortal. Language: Old English.

Racial Characteristics: Minimum makeup requirements are at least two large horns protruding from the forehead and scales done in sequins, makeup or prosthetic which cover 40% of the face, and all other exposed skin. Their colour should match the Dragon they are linked to. For Dragons primarily of the colours black, yellow, red, and brown, the scales may only cover a maximum of 40% of the face. The remainder of the face should be natural skin colour, predominantly adorned with sequins, prosthetics, or scale pattern.

Advantages

Natural Threshold (Automatic): Draconians have a thick layer of scales which become harder than steel as they age. They gain a natural (normal) threshold of one for every three levels, starting at level 1, giving them a 2 Normal threshold at level 4, 3 Normal threshold at level 7, and so on.

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

Disadvantage

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

Fire Elves: The Cindus’Thalan (Elven)

This hardy, desert-native branch of elvendom goes by the name Cindus’Thalan, or Fire Elf. Fire Elves are regarded by many other races as an inhospitable, hard-headed, merciless people. Having a population much more numerous than their few fertile lands can provide, most Fire Elves wander in small tribes



following the rains. These nomads trade wares and materials, explore new lands for water and resources, and some are bold enough to engage in piracy – raiding settlements, ships, and merchant routes inhabited by the other races.

Fire Elves are conditioned to strive ambitiously to gain enough wealth, power and prestige to be called to spend their days in the few rich oases of their people. Though few have even laid eyes on these oases, it is taught by their elders that those influential enough to reside there live in marble houses, sleep on silk sheets, and enjoy wine by the bottle and fruit from the tree.

Most of these Elves ignore the spurious whims of Gods and Dragons alike, living by the saying “Me against my brother, my brother and I against the world.”

Life Span: 700-1000 years. Language: Arabic.

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

Advantages

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

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

Disadvantage

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

Goblin (Goblinoid)

Filthy, disgusting and mischievous, Goblins are generally regarded by all civilized races to be a plague upon the lands. Goblins exist in every known territory and almost every environment. They are harder to kill than cockroaches and they breed just as plentifully. Traditionally the frontline fodder of the “Greenskin” forces, Goblins excel in trapping, torture and treachery. They love the taste of kobold flesh. It is very rare to find a Goblin amongst the less monstrous races and any Goblin who aspires to greatness has their work cut out for them. There are many types of Goblins in the world but only the typical green Goblins are playable as this race.

Life Span: 40-60 years. Language: Ukrainian.

Racial Characteristics: Green skin, long pointed green ears, and thin black veins on the neck and around the mouth.



Advantages

Parasites (Automatic): The racial parasites that live in all Goblins come with a surprising advantage. Goblins can vomit these parasites onto creatures to keep them from bleeding out. If a Goblin spends 10 seconds vomiting on a target in their Bleed Count, they will be stabilised and go to 0 Body. During the 10 seconds, the Goblin should ask the target out of game if they're currently infected with Goblin Parasites. They can also explain what just happened during that time. If the target is already infected with Goblin Parasites, the skill will fail. Successfully doing this causes an infection similar to the one Goblins experience. The new infection will consume one half of all healing that is administered to the infected individual (rounded down) to a minimum of 1. Within the body of a Goblin, these parasites are so hardy that they can never be removed. In the body of someone targeted by Parasites, they can only be removed with extremely powerful cleansing effects. The only cures are Life effects, Nature's Restoration, Purify or Cleansing Light. These parasites are considered foreign life forms, not toxins or diseases. This ability may be used at will but the Goblin must consume some type of organic matter larger than an apple in between uses. This does not need to be done OOG, but appropriately sized food reps must be present. This ability cannot be used on other Goblins.

Amorphic Mucus (Purchased): All Goblins are equipped with a gland that produces mucus which, when coughed up, has the ability to replicate certain types of alchemy. To use this skill the Goblin must excrete and cough up the Amorphic venom on a 10 second count. After being excreted, the Amorphic Mucus must be put in contact with any alchemical gas globe for 1 minute. If successful, the mucus will harden and take on the exact same properties of the alchemy it was exposed to but will expire in 1 hour. This Mucus may be thrown by the Goblin like a gas globe as if they had the appropriate level of Alchemy. If the duration expires, or the mucus leaves the possession of the Goblin that created it, it will become inert and dissolve. Only one Amorphic Mucus may be prepared at any given time. This skill is usable once per day per purchase.

Disadvantage

Parasites (Automatic): Goblins, constantly living in filth and muck, have become host to racial parasites that feed off their spirit and vitality. These microscopic parasites are incurable even through resurrection and will always consume one half of all healing that is administered to the Goblin (rounded down) to a minimum of 1.

Risen (Undead)

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

It is widely believed that all Risen are chosen from lesser zombies and their horrific visage lends well to this theory. Risen have the ability to take on two forms: their default Undead form with the visual appearance of a rotting corpse, or the breathing, heart pounding, living form of their race before death. The living race is purely superficial and does not grant any of their former racial abilities or disadvantages. They will detect as that race, and should any skill or abilities specifically target that race, they will be affected while in living form. Only races from the Core Rulebook may be chosen, and it is important to remember that switching between the Undead form and living form requires proper racials (mask, makeup, etc). Risen racial automatic abilities and disadvantages change in accordance to their current form. While this race is very young, scholars theorise that the magic which reanimates them can



only last a finite amount of time before it runs out, leaving them mindless zombies. The current best guess for this lifespan is 100 years.

Language: Common (English).

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

Advantages

Spirit Skinning (Purchased): Any creature that has a spirit, is capable of resurrection, and is in their Bleed Count or unable to interrupt a killing blow, may be Spirit Skinned. The Risen must state “Innate Spirit Skinning,” and then perform a Killing Blow. If the Killing Blow is not interrupted, then the effects of this ability will instantly place the target into their Death Count and transfer part of their spirit into the Risen. A spirit skinning is a process with a visible component, the description of which is: “Visible white energy is ripped from the target’s body and consumed by the Risen”.

If successful, the Risen must immediately begin to transform to their living form by stating “Innate Arcane Race Change. Transform to living 1, transform to living 2, transform to living 3.” This transformation is automatic and cannot be stopped once the Risen has Spirit Skinned a target. If this ability is used while the Risen is already in their Living Form then a Spirit Recall will stack onto their spirit. A Risen may transform into their living form by using a Spirit Recall on their spirit, by stating “Innate Recall Spirit Skinning.” This will transform the Risen again into their living form, as if they had just cast the ability on a target. A Risen can, at will, change back into their Undead form by stating “Innate Arcane Race Change. Transform to Undead 1, transform to Undead 2, transform to Undead 3.” The living flesh begins to rot and a moment later the Risen is once again in their Undead form. There is no limit to the number of times a Risen can transform back to their Undead form nor is there any skill or ability that will physically force a Risen back into their Undead form save for a successful resurrection. A Risen may use Spirit Skinning at will. However, the maximum number of Spirit Recalls on their spirit is equal to the number of times they have purchased the Spirit Skinning ability. These Spirit Recalls expire in 5 days, but the living form obtained from Spirit Skinning is indefinite. Risen players may start their first game in either their living or Undead form, but they may not transform back into their living form without purchasing this ability. A Risen’s transformation cannot be interrupted.

Dual Race (Automatic): A Risen’s automatic advantage is dependent on which form the Risen is in at that time.

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

- 0 Silver Threshold levels 1 to 5 (from 6 PM to 6 AM only, no threshold during the day)
- 0 Magic Threshold levels 6+ (from 6 PM to 6 AM only, no threshold during the day)
- Heals from Infliction
- +2 Strength Bonus
- Considered a sentient Greater Zombie
- May be healed by a physician with knowledge of the Necromantic Arts
- May have First Aid administered by an individual with knowledge of the Necromantic Arts
- Standard Bleed and Death Count as if living



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

- Heals from Healing
- Sense as Life

Disadvantage

Dual Race (Automatic): A Risen's automatic disadvantage is dependent on which form the Risen is in at that time.

Undead Form: While in Undead Form the Risen gains the following Disadvantage:

- Sense as both Undead and Necromancy
- x4 Magic Body damage from Healing spells of any Sphere. This is a racial vulnerability
- Daytime Vulnerability: Undead take 1 Arcane damage per second if uncovered and outdoors between 6 AM and 6 PM. To be considered covered, an Undead must cover both hands and their head, as well as 90% of their body. This is a racial vulnerability
- Susceptible to spells and abilities that would target Undead such as Destroy Undead and Control Undead
- Requires 2 Life spells to take out of Death Count
- A barely functional anatomy forces an Undead Risen to still breathe and require functional organs to live. Therefore, they do not gain the typical Undead's immunity to Alchemy or mind-altering effects. This is not enough life to detect or register as living though magical, physical or spiritual means

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

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

Wolven (Bestial)

The Wolven race has only been known to exist for a few hundred years, rumoured to have been brought into existence by ancient druids to defend their sacred henges and groves. Wolven tend to look towards the eldest in their communities to solve disputes and make decisions, following a simple code of helping others in their community in order to be successful. Wolven consider respect to be the highest of virtues, and they are natural hunters. Highly adaptable by nature, Wolven assimilate themselves into other cultures with ease. Wolven may resemble any type of canine other than foxes.

Life Span: 40-60 years.

Language: Greek.

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

Advantages

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

Natural Hide (Purchased): Wolven are born with a natural thick hide. To represent this, a Wolven will gain 10 AP (Armour Points) with their first purchase of this ability and an additional 5 AP for every



subsequent purchase. This armour works in every respect to normal armour save that it cannot be refit. For a Wolven to repair their Natural Hide, they must heal it as though it were Body. A Wolven can never cure more Natural Hide AP than they have. Natural Hide AP will be removed after normal and Magical Armour but before Body points. Normal armour may be worn on top of Natural Hide.

Strength Bonus (Purchased): This skill represents raw physical power, increasing the character's Strength rating by +1. This skill can only be purchased once throughout the character's entire existence.

Disadvantage

Vulnerability to Fire (Automatic): Wolven have a natural fear of and vulnerability to fire. A Wolven will take x2 damage from all sources of fire, including Magical and Elemental. Should a Wolven take fire damage to Body, they will also become terrified of the source of that damage, unable to attack it or come within 10 feet of it. To quell the fear, the Wolven must either cower behind something which completely obscures them from view for 10 seconds or wait 1 minute. This effect cannot be resisted or dispelled in any way and should be role-played appropriately. As with all racial vulnerabilities, fire damage will bypass any thresholds a Wolven might have.

Yokai (Bestial)

Once a pack of fox Wolven known as the Charmolipi, the Yokai are a cursed race doomed by a selfless sacrifice to exist within the shattered state between demonic and mortal. Buried inside of each of them is a demon that hungers for blood, subdued only by their nomadic lifestyle and sheer force of inner will. They roam Arthos, searching for new meaning and clinging to whatever pieces of their old life they can maintain despite the distrust many now view them with. Where once they sought new adventure and glory, most Yokai now seek instead to defend the helpless and innocent while fighting their own inner demons.

Life Span: 80-100 years.

Language: Greek and Japanese.

Racial Characteristics: White makeup base on face with red and black around eyes and red lips. White with red or white with black canine ears. Red lines on face that start at the edge of the face and ending approximately underneath the eyes to represent whiskers. Nose black at the bottom with a thin black line on the philtrum. At least one burned demonic symbol on face, ending in slashes or barbed points. A tail is optional.

Advantages

Foxfire (Automatic): The Yokai have been infused with demonic energy and can focus it into short bursts of destructive power through their physical attacks. After stating "Innate Foxfire" the Yokai will gain a Magic Fire aura for 10 minutes. This enchants the Yokai's spirit to deal +0 Magic Fire using any melee weapon the Yokai is proficient with for the duration. This ability is usable once per day.

Enemy of my Enemy (Purchased): While some Yokai may be ashamed of being part demon, most embrace it as a point of pride because they still maintain control over it. Yokai can tap into that power and use it against other demons. Once per day per purchase a Yokai may strike a Lesser Demon with a packet attack and call "Innate Arcane Control Lesser Demon". For the next hour the target will do anything asked of it, including sacrificing itself. The specific abilities and limitations of the target will depend upon the type of demon being controlled. This ability has no effect against Greater Demons.

While a Yokai has a Lesser Demon under their control via Enemy of my Enemy they will be viewed by all other demons as a demon themselves. Weaker demons may avoid hostility so long as the Yokai does



not threaten them, as they fear the power that the Yokai is wielding. Greater Demons have a notoriously quick temper but if they're cunning, the Yokai may be able to sweet-talk their way through an encounter with one. This altered perception lasts for as long as Enemy of my Enemy remains active on a target and is considered a change in roleplay, not a Charm effect.

Disadvantage

The Stranger Within (Automatic): Yokai are simultaneously mortal and demonic. As such, Yokai will sense as demonic in response to "Sense Demonic" calls. They will also count as a Greater Demon for the purposes of skills such as Angelic/Demonic Arts and Exorcism. Finally, Yokai take x2 damage from Psionic spell damage, bypassing any thresholds they may have.

Obscure Races

Carnal Fae (Fae)

With grey skin and yellow veins, Carnal Fae tend to stand out in a crowd. They are a practical race, with a tendency towards self-preservation and a grim sense of humour. It is to this end that many have set up strong and extensive family ties, some even forming organized Houses. Although once mostly Fae-blooded, the millennia of exile has diluted their connection to the Dark Fae, causing a loss of many of their magical abilities and resistances, not to mention their immortality.

The Carnal Fae, as they are commonly known now exist in large numbers only in a few places. The remainder of their people are scattered across the known world, often integrating into foreign cultures. The Carnal Fae are best known (and for some, feared) for their ability to resist magical effects. Although seen as useful by some, this reputation has given them delicate ground to stand on around the world, especially in cultures where there is a high concentration of magic. History has shown that Carnal Fae often simply wait these kinds of problems out, something usually attributed to their long lifespan. Linked to the Fae much more closely than most races, some choose to embrace their heritage, searching out their distant kin, while others would prefer not to be seen as something so alien.

Life Span: 5000-6000 years.

Language: Gaelic.

Racial Characteristics: Carnal Fae have long pointed ears, grey skin and yellow veins which spider web over their body.

Advantages

Destroy Light (Automatic): This racial ability will allow the Carnal Fae to extinguish any magical or non-magical light source. The call for this ability is "Innate Destroy Light". If targeting a stationary light source not held by someone, a packet must be thrown and land within 5 feet of the light source to extinguish it. If held by a creature with a spirit, only the creature must be hit. This skill may be used once per day.

Greater Resist Magic (Purchased): This racial ability will allow the Carnal Fae to resist any single incoming magical attack. This absorbs the attack, causing no ill effects to the Carnal Fae. This racial ability will stop any magical attack regardless of power, including ritual, Draconic and Arcane Magic. The defensive call for this ability is "Racial Greater Resist Magic".

Disadvantage

Vulnerability to Iron (Automatic): A Carnal Fae cannot touch cold iron without experiencing extreme



discomfort. If damage is called and a Carnal Fae is struck with an iron weapon, the Carnal Fae will take iron damage x4. As with all racial vulnerabilities, iron damage will bypass any thresholds a Carnal Fae might have.

Faceless (Construct)

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

Life Span: Immortal.

Language: Common (English).

Racial Characteristics: Faceless have human bodies but wear Venetian (carnival) style masks at all times. These masks are considered spirit-linked to the faceless and may be removed but with penalty. The face under the mask is either featureless and pure white (repped by a plain white mask that is worn when the Venetian mask is removed) or a gruesome mess of scars. The mask must cover at least the top ¾ths of the face, with the mouth area open if desired. Some Faceless have scars on their bodies, but this is optional.

Advantages

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

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

Disadvantage

Demonic Spirit (Automatic): Although their origin may be shrouded in mystery, one fact that cannot be denied is that the Faceless have been tainted by demonic powers and owe their existence to it. As such, Faceless take x4 damage from sources of Psionic damage and this is considered a racial vulnerability. As with all racial vulnerabilities, Psionic damage will bypass any thresholds a Faceless might have. Also, Banish and Exorcism spells will not return a Faceless to their home plane but they will drop the Faceless



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

Gnomes (Dwarven)

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

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

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

Life Span: 400-500 years. Language: Finnish.

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

Advantages

Scavenger (Automatic): Gnomes have a natural talent for finding useful scrap, repurposing junk into amazing gadgets and making the impossible seem possible with raw material. Every Gnome is seemingly capable of pulling Raw Material out of thin air and using it for just about anything. At each Logistics, Gnomes may collect 5 universal RM.

Gnomish Device (Purchased): Through skilled tinkering a Gnome can create fantastical gadgets which mimic magic items without being magical. For each purchase of Gnomish Device, a Gnome is able to build and maintain one additional Device. The Gnome may choose from 3 lists of 10 Devices during Logistics, provided by the Shaper team. These lists are divided into Offensive, Defensive and Utility themed Devices. After choosing a list the Gnome's player will then roll randomly on whichever list they chose. They may see the lists prior to choosing a list. The result of the roll will determine which Device the Gnome receives. If the Gnome does not like the Device they receive, they can pay 5 RM per digits difference between the item they rolled and the item they want. For example: Wozzbur rolls a 7 after selecting the Defensive list. Wozzbur sees a Device he wants more, which is Device #3 on the list. Wozzbur can pay 20 RM (5 RM x 4) to select that Device instead.

Each Gnomish Device has one per day power and one negative effect that is either constant or activates along with the power. After the initial use, a Gnome may choose to feed RM to the Device to use it again. For every 5 RM of any type used to power their Device it will receive a new daily use of that power. If more than 5 RM is used on the Device at one time it will not be divided; any additional RM past 5 will be wasted. Each Device can be "recharged" up to 5 times per day.

Gnomish Devices do not expire, but during Logistics a Gnome may abandon an old Device and select a



new one from the Device lists. Devices may not be switched mid-event and may only be used by their creator. Device powers are not considered racial and will use prefixes based on their design – alchemical, elemental, magic, etc. Although some Devices will use magic prefixes for the sake of clarity, they will not detect as magical nor are they magical in-game.

Disadvantage

Psychosomatic Static (Automatic): Gnomes hate magic and magical items in particular, including spell foci. This manifests in a bizarre psychological condition. If a Gnome comes into contact with a magic item they will begin to itch violently, as if they were allergic to it, and must scratch themselves frantically. This itching will continue so long as the Gnome is touching the item or has it anywhere on their person. While the itching continues the Gnome is unable to speak, cast or use any skills, but can move at normal speed. This prevents a Gnome from activating magic items that have per day/hour/etc. abilities, as they cannot speak the activation words. Gnomes may handle magic items that don't require activation, such as magical swords and armour, but they will continuously experience their allergic reaction while doing so. It is important to note that this allergy isn't real – it's all in the mind of the Gnome. It will activate when the Gnome a) knows that an item is magical or b) believes it is magical. The Gnome cannot actively detect magical items and confirm their existence out of game, but they may react to items which simply seem magical. For example, if a wand covered in runes is glowing, a Gnome will believe it to be magical in nature. Gnomish hatred of magic is a racial disadvantage and is therefore impossible to overcome. Gnomes cannot be tricked into using magic, disbelieve in magic or otherwise avoid this racial hatred in any way. Gnomes are always able to distinguish Gnomish Devices from magical items.

Ice Elves: The Crissen'Thalan (Elven)

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

Life Span: 700-1000 years. Language: Portuguese.

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

Advantages

Scion of Suffering (Automatic): Ice Elves are conditioned to carry on when physical pain would leave any other race unable to do more than cry for help. When at 0 or 1 Body, Ice Elves remain conscious and able to perform all actions they normally could at 2 Body, without falling unconscious. Use of this ability does not require the skill Self Mutilate.

Memories in Flesh (Purchased): Once a day an Ice Elf may recall a lesson by carving into their skin with a blade a phrase, an image, a symbol, etc., that reminds them of their lesson. Doing so takes 5 minutes of focused concentration and will return the use of any tagged (daily, hourly, etc.) character ability or skill, including class abilities, that has been used since last reset. This ability may only be used when the Ice Elf



is at full Body. It will not return any skill or ability more than once per day even if the character has multiple purchases of the skill or multiple purchases of Memories in Flesh. Memories in Flesh will not refresh magic items or ritual spells on spirit. If Memories in Flesh is used to return a spell slot, that spell slot can only be used to cast the original spell memorised for that slot. Using this racial ability will lower the Ice Elf to 1 Body at the end of the 5 minutes of concentration. This ability may be used once a day per purchase, which will allow additional uses for different skills/abilities.

Disadvantage

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

Sidhe (Fae)

Sidhe are a race of "pure" fae, unlike the diluted blood of Wood Fae and Carnal Fae. Sidhe are recognized by the seasonal fae courts and most of them are members of a court, although some are not. Sidhe are independent fae, walking the mortal realms by choice, pursuing their personal interests. Few races and cultures trust Sidhe and that reputation is probably deserved. Mischievous and meddling by nature, even the best intentions of a Sidhe rarely come without strings attached. They are puppet masters, using the mortal races to further their goals even if those goals are noble ones. Sidhe are potent spell casters.

By their nature Sidhe are tied to the sun and moon, to the day and night. "Day Sidhe" are usually optimistic and positive, where "Night Sidhe" tend to be more distrustful and pessimistic. Because of this, a Sidhe's powers depend on the time of day. Day Sidhe are most powerful between 6 AM and 6 PM, whereas Night Sidhe are in their element from 6 PM to 6 AM.

Life Span: 5000-6000 years. Language: Gaelic.

Racial Characteristics: Long pointed ears and large horns. Contour the hairline and cheekbones in white, gold, orange or yellow for Day Sidhe and black, blue, grey or purple for night Sidhe, with small, accenting patterns of another colour within, for a combination of two colours only. The colours may be used to accent lips, horns, ears and nails, optionally.

Advantages

Formless Casting (Automatic): This racial allows a Sidhe to cast Battle Magic spells without requiring a free casting hand or the need to speak. Out of Game, the player must still correctly state the spell's incant and is still required to hit their target with a spell packet (if needed) however in-game the Sidhe will remain motionless and silent during casting. In other words, the rulebook process for casting a spell remains the same (incant + packet strike), it is only the In Game actions which change. Spell packets are still visible in game and any defences which the spell triggers will still create the normal flash of light when they go off. This racial ability functions at will for Day Sidhe between 6 AM – 6 PM and for Night Sidhe between 6 PM – 6 AM. To activate this power, a Sidhe must state "Formless Casting" prior to any incants.

Magic Echo (Purchased): Sidhe have the ability to "Echo" a spell that they have cast against a target. If their target successfully defends against a spell, the Sidhe can cause it to strike a second time in an attempt to bypass defenses. By using this racial, a Sidhe can force their opponent to defend a second time or take the effect. When the target is hit by a spell and calls an appropriate defense, the Sidhe may then call "Innate Echo!", causing the target to be instantly hit by the spell again, although they may still defend against it if possible. This racial ability functions for Sidhe at any time of the day. This skill cannot be



used to Echo magic items. Usable once per day per purchase.

Disadvantage

Fleeting Death Count (Automatic): Unlike other true fae, Sidhe do not have a vulnerability to iron. However, their spirits on the mortal realm are weak. Sidhe have a 10 second Death Count which cannot be extended or paused in any way. During these 10 seconds the Sidhe can stand on their feet as a spirit and cast any one spell from memory. After they choose to cast a spell, they cannot be Lived. They cannot speak during this time (minus their one incant) and both feet must remain planted after they have stood up. They are completely invulnerable for this period and appear as a ghostly version of themselves, unable to physically interact with people or objects. A Sidhe may choose to target themselves with a Life spell, throw a final spell at their enemy or assist an ally. This spell must still be incanted correctly and the target must be struck with a packet if required. Only a magical Life effect (cast by the Sidhe themselves or another) will revive them. Non-magical Life effects will have no impact. The 10 second window only exists for the Sidhe if they are in their matching time cycle – day for Day Sidhe, night for Night Sidhe – however there is no limit to the amount of times the 10 second window may be used during those periods. If they are not in their matching time cycle, they will bypass their Death Count and resurrect immediately.

Vulcan Dwarf (Dwarven)

A hardy and quick-tempered race, the fire-infused Vulcan Dwarves make their home within mountains, particularly volcanoes. When the Black Dragon Styphon awoke, their subterranean kingdom was sieged by Undead and the majority of their population was enslaved. What was once a proud monarchy has been reduced to a shadow of its former glory, barely more than forced labour for the Black Dragon. Some Vulcan Dwarves have managed to escape their volcanic home and have begun to explore the strange surface world.

Life Span: 400-500 years.

Language: Danish.

Racial Characteristics: Red beards shorter than 6 inches in length, black eye sockets with black veins that spiral out from their sockets.

Advantages

Volcanic Skin (Automatic): Vulcan Dwarves have an extremely thick skin, due to their acclimatization within an active volcano. The possession of this thick skin gives a Vulcan Dwarf the ability to resist any single Body damage attack, once per day, by calling “Racial Resist”. Resisting an attack this way will also allow the Vulcan Dwarf to resist any carriers that would have affected the Vulcan Dwarf if the attack was successful.

Endure Fire (Purchased): Vulcan dwarves have the ability to endure massive amounts of heat. Once per day per purchase a Vulcan Dwarf is able to endure elemental and magical fire for 10 minutes. During those 10 minutes they will subtract 25 damage from all sources of fire and heat to a minimum of 0. Each time this ability is purchased an additional -25 is added and an additional use is gained. Eg: If this ability is purchased 3 times, then 3 times a day a Vulcan Dwarf subtracts 75 damage from all fire damage sources for 10 minutes. This ability is activated by stating “Racial Endure Fire”.

Disadvantage

Crippling Vulnerability to Cold (Automatic): Due to their nature, Vulcan Dwarves are extremely susceptible to the cold. Vulcan Dwarves take x4 damage from Ice. Furthermore, if a Vulcan Dwarf is dropped into their Bleed Count via an Ice attack they will explode into chunks of frozen body parts and



enter their Death Count, removing the Bleed Count entirely. Only a Life spell or some other form of miracle will bring them back to life at that point. As with all racial vulnerabilities, Ice damage will bypass any thresholds a Vulcan Dwarf might have.



Chapter 3: CULTURES

Racial Cultures are an in-game way for characters to become a racial subculture. These subcultures are a branch of the original race. Cultures replace the original race's purchasable racial ability and add a small addition to their visual racial characteristics. All other aspects of the original race remain unchanged. A Culture's purchasable ability will replace the race's unique purchasable ability, but not their purchasable Strength or Body Point Bonus. At this time, only core races have subcultures.

Cultures must be discovered and earned in-game. While you cannot begin a character with a Culture, you can use your character background to "set the stage" to pursue the Culture once you attend events.

To earn a Culture, your character must find a member of the Culture that they want to join via the Shaper team and convince that Culture to allow you to petition to join. Typically, it takes a year of performing tasks both large and small, the specifics of which will depend on the Culture you are attempting to join, before becoming eligible. Once the Culture has deemed your character worthy of admission, a final ceremony will be performed. After that, you must spend 100 frags to purchase the Culture. Your existing purchases of your racial ability, if any, will be converted to the new cultural ability. In many ways, Cultures are the racial equivalent to how Vocations function with occupations. Cultures may only be joined via the Shaper team and cannot be taught by other players.

A character may not return to their original core race, once they have gained a Culture, by any means less powerful than a ritual race change.

Taliss Pride (Savar'Aving)

The Taliss Pride are a pride of guerilla warriors from Felnir tasked during the necromantic plague to combat not just the undead but the sources of necromancy, especially Malagant and his minions, functioning similar to traditional wytch hunters. Originally hunting exclusively within Felnir's forests, they have now spread beyond it. The Taliss Pride seek out churches of Malagant or other powerful necromancers with an intent to destroy any source of undeath without hesitation or mercy. Sometimes they are forced to operate outside the law and they will not hesitate to do so.

Indoctrination Rite: If invited to petition, a Savar'Aving is given a special brew to drink once a month for a year which slowly infuses their claws with magic, allowing them to better combat the undead. This is a long process and the magical effect will not be strong enough to make a discernible difference until the final, most potent brew is offered. During the year, the initiate is expected to fight and destroy undead using a variety of tactics. The bigger the kill, the more dangerous the mission, the more Taliss will be impressed. The Taliss also value stealth, ambushes and similar tactics. If accepted, a Savar'Aving's claws will become permanently magical against undead and the brew is no longer required.

Redeemer's Claws (Purchased): By stating "Innate Redeemer's Claws!", a Taliss Pride member can swing for Magic damage with their claws for 10 minutes. If their claws are already magically enchanted (swinging Magic damage) they gain an additional "Magic Weakness" suffix effect to their swings during the 10 minutes. This effect will cause a strength loss of -8, lowering the target's weapon swings by -4 to a minimum of 1. The Weakness will last one hour. The Redeemer's Claws Weakness and Magic damage will only function against Undead that the Taliss Pride member has identified with Necromantic Arts or witnessed taking damage from Healing. This ability does not stack. This ability is usable once per day per purchase.

Racial Characteristic Addition: A noticeable snow-white streak of fur, at least 6 inches long, either on



the face or starting on the face and moving into the hairline. If the fur pattern naturally included streaks, the Taliss streak should replace one of them.

Obsidian Shock Troops (Gargylen)

The Obsidian Shock Troops, also known as the Dark Hands of the Empire, were a military unit of Gargylen designed to be sent through the front lines or used covertly during the Eastern War against Clan Sprawn. They possessed the ability to transform their forearms into blades at the expense of their natural stone skin, and over time could improve the potency of those weapons. Since the war they have not seen much use, resulting in many of them escaping or being sold to interested buyers from which they eventually found freedom. They are sometimes sought out by other Gargylen to learn the secrets of their natural weaponry.

Indoctrination Rite: While any Gargylen can become an Obsidian Shock Troop, only a Forgeborn can cause that change to occur. Assuming the Forgeborn agree, a substantial payment is customary. The process takes a year to complete. Every two months the Forgeborn will smith and graft new weapons onto the Gargylen, using secret magic learned at the Conclave and combined with their own natural blacksmithing talents. The process is a painful one and the weapons used as material components must be provided by the Gargylen. No more than one step can be completed every two months as the changes must be given time to heal. The first alteration requires two normal medium weapons. The second requires two iron medium weapons. The third requires two medium weapons which have an active Razor's Edge on each of them. The fourth requires two medium silver weapons and finally the fifth requires two medium weapons which are enchanted with ritual magic. All five sets of weapons are required even if the Gargylen never advances their ability with Obsidian Arms to the full extent.

Obsidian Arms (Purchased): Once per day per purchase, Obsidian Shock Troop Gargylen can turn both of their arms into medium natural weapons on a 10 count. This lasts for 1 hour, but may be ended earlier on a 3 count, which uses up the ability. The damage type and amount can be increased by additional purchases. With one purchase, they do 2 Normal damage. Two purchases of this ability makes the damage type Iron; three grants +1 damage; four makes them Silver; and five purchases makes them Magic. Obsidian Arms cannot be augmented or enchanted through any means other than Strength. Obsidian Arms follow the same rules as Savar'Aving Natural Claws, except where otherwise stated.

Racial Characteristic Addition: Black arms with veins of iron and silver, covering 75% of forearms and hands.

Clan Icebreaker (Mountain Dwarf)

A small clan from the frigid ice floes south of the Walking Sea, these hearty Dwarves sometimes travel south in search of adventure. While they originally stayed in the area due to the rich marble veins found in the islands, they've grown fond of the challenges and isolation. To help them survive in their inhospitable climate they commonly chew the leaf of the Rockbud plant which permanently damages their vitality but enables them to withstand the extreme cold. They dwell underground in sheltered cave systems near the shoreline and come up to fish and hunt. They have a reputation for disliking long conversations and being extremely close-knit.

Indoctrination Rite: Elders of Clan Icebreaker prefer isolation, so finding one to mentor under can be difficult, though not impossible. Once an Elder is found, they may be convinced to teach their ways by means of up to a year's service. The applicant will be tasked to bring them the hearts of three Rimesnapper lobsters. Rimesnapper lobsters feed on Rockbud plants, which are a type of seaweed that grows on the shores of the colder regions of the Elemental plane of Ice. A secret Icebreaker recipe brews Rimesnapper hearts into a tea which transforms a Mountain Dwarf's famous vitality into a means of



summoning frost over their weaponry. The applicant Dwarf will be given a special fishing lure by the Elder and told to find a pond. When the lure enters the water, the water will begin to freeze. After 30 minutes the water will be frozen over completely and open a rift to the plane of Ice near a Rimesnapper fish, which will be drawn through the rift, into the material plane. The Dwarf (and friends) must fight the horse-sized, aggressive lobster, which uses Elemental Ice and its massive claws to defend itself. Once three hearts are collected in this manner, they may be returned to the Elder and brewed into tea.

Ice Blade (Purchased): By stating “Innate Ice Blade”, a Clan Icebreaker Dwarf can summon elemental ice to cover their weapon. This mimics the effect of Greater Elemental Blade, adding +5 damage in addition to the weapon’s normal damage and changing the damage type to “Magic Ice” against one specific target. This effect will remain on the target’s spirit until they change targets, go more than one minute without attacking, or they or their target are no longer conscious. This ability can stack with the spell “Elemental Blade”. This ability is useable once per day per purchase.

Racial Characteristic Addition: Light blue around the eyes and white streaks in the beard.

House Mortuus (Dark Elf)

Darkness rules within Antioch, both literally and figuratively. But even in a city famous for wickedness being a way of life, there is one noble house whose presence can intimidate even clerics of Raze – House Mortuus. Less a true noble house and more of mage’s guild which studies necromancy and undeath exclusively, they have nonetheless been given noble status within the Dark Elven capital. Initiation to the House is open to any Dark Elf who desires it, no matter who they might serve in body or spirit, so long as they are driven to furthering the study of necromancy. On rare occasions, even non-magi are welcomed into the fold.

Indoctrination Rite: Although House Mortuus is based out of Antioch, its members do not need to live there. House Mortuus is in constant need of agents in the field, performing experiments, collecting magic items and watching over initiates who seek to join the House. If a Dark Elf shows promise they may be invited to join. During the year, the petitioner will be expected to collect knowledge and lore specific to necromancy, donate necromantic magic items, catalysts, ritual scrolls and similar, as well as show promise as a necromancer themselves or assist those who are. This is a cutthroat process, and it would not be frowned upon for one petitioner to outright murder a competitor. Once finally accepted into the House an elaborate necromantic ritual is cast on the petitioner by members of House Mortuus, which permanently changes their biology and makes them naturally capable of controlling undead.

Death Clad (Purchased): Masters of undeath, members of House Mortuus can clothe themselves in necromantic energies that would mutilate anyone else. When a House Mortuus Dark Elf takes Infliction damage, they can state “Innate Death Clad”, taking no damage and instead gaining Magical armour equal to twice the Infliction they would have taken. Eg: If the Dark Elf is hit by a spell that deals 10 Infliction, they would instead gain +20 Magical armour. This armour cannot be refit and is removed before physical armour. It can stack with other sources of Magical armour but not itself. While the Dark Elf has any amount of Magical armour from this ability, Lesser Undead will ignore them so long as the Dark Elf takes no hostile action against them. They should state “Innate Undead Affinity” when passing Undead to indicate this. The Magical armour lasts for 1 hour or until destroyed. This ability is usable once per day per purchase.

Racial Characteristic Addition: Purple veins instead of black.

Domaine Magique (High Elf)

Prior to the destruction of Suvant, the elvish kingdom contained a small but well-respected mage’s guild.



After Suvant's fall, some of the mages who were outside of the city during its fall chose to rebuild within Day'ten but many others have chosen to travel the world, teaching what they know to other High Elves and to continue their own pursuit of magical knowledge. Given the High Elves' natural affinity for magic, only they may learn the Ritual Affinity of the Domaine Magique.

Indoctrination Rite: Joining the Domaine Magique is a straightforward process and one which should be familiar to most magi. First, one must petition a current member and offer to become their apprentice. Members of the Domaine Magique will not simply train anyone who requests it. An applicant must prove that they possess not only great potential as a student but will also be a valuable asset to their mentor as they pursue their own studies. The prospective student will be expected to assist their mentor when needed and, once a month for one year, they must also demonstrate their skill in ritual magic at a level of difficulty which pushes their ability to its maximum. Sometimes this test will be to the benefit of their mentor in their own field of study and quite often it will be a dangerous endeavour. After a year of apprenticeship, if the mentor deems the student worthy, a ritual will be cast upon them, twisting their natural defence against psionics into a similar defence for ritual magic.



Ritual Affinity (Purchased): Once per day per purchase, the user can either resist the effects of a ritual flaw against themselves (but not backlash) or gain an extra ritual spell slot that can be used solely to act as a secondary caster in a ritual. The choice of which ability to use must be decided at the time of reset. The user may take advantage of the latter ability even if they do not have any ritual slots of their own but must be able to read rituals and cast a sphere of magic.

Racial Characteristic Addition: Milky white fingernails and lips.

Kraken (Wild Elf)

Though they call themselves the Storto di Coa in their native tongue, these isolationist, sea-bound wild elves are more commonly known as the Kraken tribe to outsiders. Living upon a fleet of ancient, living wooden ships grown with powerful nature magic, they primarily serve as guardians and caretakers of sacred aquatic spaces. As prideful and prejudiced against land-dwellers as they are, occasionally an outsider proves themselves worthy of joining them in their venerable duty.

Indoctrination Rite: Joining the Kraken tribe is difficult. They do not look kindly upon most outsiders and their trust must be earned through service. A prospective Kraken must forswear all loyalty to their old tribe, and they must serve as an agent of the Kraken tribe for many months prior to joining. Though the Kraken see the land as spiritually barren at best, they recognize that ignoring both it and the peoples that live upon it would be foolish. Thus, these agents serve as extensions of their will. At the direction of a proper Kraken they gather intelligence, eliminate threats, conduct trade, and so on. Once their sponsor believes they have proven themselves, the prospective Wild Elf is invited to join the tribe. They are fed a draught of enchanted saltwater drawn from Coa's Cove. This powerful drink forever changes their physiology, altering their ears to grant them a superb sense of balance as their limbs flow like water.

Freedom of Movement (Purchased): This ability grants the user Freedom of Movement for 1 minute, stating "Racial Freedom of Movement", making them immune to effects which would immobilise or slow them. This ability is usable once per day per purchase.

Racial Characteristic Addition: "Webbed", serrated ears.



House of Séasúir (Wood Fae)

The House of Séasúir (Seasons) have become disenchanting with their chaotic, free-living kin. They have instead devoted themselves to the True Fae seasonal Courts, hoping to trade in their carefree upbringing for one of order, structure and servitude. The House of Séasúir is an organisation that serves the noble houses of the True Fae in whatever capacity is needed. The first step is to join the House of Séasúir, and to swear loyalty to the True Fae Courts in an elaborate ceremony involving Fae magic.

Indoctrination Rite: To join House of Séasúir a Wood Fae must find and petition a True Fae noble house to sponsor them, through gifts or service. Gifts must be considered valuable to the True Fae they are attempting to impress, either due to craftsmanship or worth. The nature of the personal service greatly depends on the True Fae being petitioned and should not be taken lightly. Acts betraying one's friends and family or involving dangerous situations are not uncommon – the Fae do not trust lightly and test their would-be allies accordingly. This application period typically lasts for one year and in the end the Wood Fae may simply be thanked and never hear from the True Fae again... but if they've truly impressed a True Fae, the benefits may last a lifetime.

Blessing of the Queen (Purchased): To use this ability the Wood Fae must mark two locations as being "Fae Touched". This can be done by adding flowers, tying colourful ribbons or similar methods personal to their Fae sponsor. This ceremony must be roleplayed for 5 minutes at each location and the Wood Fae must not leave the areas during this time. The ceremony for the second location must occur within 1 hour of the first ceremony. Once completed, once per day per purchase, they may enter one of the two locations, touch the center and be transported to the other location on a 5 count. The time it takes to be transported to the other location is the time it takes the player to walk to that location. This ability will allow for passage through Nature-based barriers, such as Henges, but not other magical barriers such as Vaults. The two locations cannot be farther than 3 miles apart. The Wood Fae may take one "passenger" along with them so long as they are willing and an additional usage of Blessing of the Queen is expended. If the physical items marking the location are destroyed, the location will no longer work. Only one pair of locations may be created per day and to change either location, both must be redone.

Racial Characteristic Addition: Colourful swirling "Fae style" marks on the face and neck, typically matching the personality of the True Fae who sponsored them.

Ebon Khan (Orc)

The specifics of the arcane rites that created the newborn Ebon Khan Orcs of Amarinthia are kept closely guarded by the Den Mothers and their Hivfather Scissa Manyeyes. These fearsome Orcs took on the traits of Brood, to better combat their encroachment upon Orcish territory. After the Ebon Khan lost their localised hive mind upon the death of the Brood Matriarch dragon Ta-Ba-Ret, they gained a new appreciation for the individuality of the sisters and brothers that helped them during the Amarinthian War. As such, the Hivfather revealed an unprecedented secret: a rite to imbue Orcs with Brood essence even after they have come of age. While still macabre to some and lacking the true abilities of an Ebon Khan, the Hivfather's gift has been offered to many Orcs seeking a taste of their strange power.

Indoctrination Rite: Once an Orc finds the Ebon Khan and asks to join, they will be questioned at length about their motivations. If accepted, they must hunt down as many Brood as possible. Each Brood must be captured alive and its chitin must be surgically removed, then brought back to their Ebon Khan mentor, who will typically grant an audience once per month. The hunt should start with a regular Brood and increase in danger to more powerful ones, finishing with a Tanker Brood. After each successful hunt, the Orc will be given an acid-soaked piece of Brood flesh to consume and they will be trained a little more. If their training is deemed successful at the end of the year, a ceremony will be performed by three Ebon Khan members involving Brood Oil, which can only be obtained from Brood Queens. The oil will be



mixed into a chitin cocoon made from the pieces the Ebon Khan has obtained throughout the year, to simulate how true Ebon Khan are made at birth. The Orc steps inside the acid- and oiled-soaked cocoon, burning and changing them.

Brood Constitution (Purchased): The Orc gains +1 Strength and subtracts 5 damage from all packet-delivered sources of acid to a minimum of 1. Once per day when the Orc has 50% or more of their total natural Body points (rounded up), they may spit a globule of their corrosive blood on a 3-count, which will deal “Innate Alchemical 5 Acid”. They must use an orange spell packet as if they were throwing an Alchemical Gas Globe. This skill may only be purchased once.

Racial Characteristic Addition: Blood and scars around lower mouth and chin due to acid.

Clan Vinatore (Ajaunti)

Clan Vinatore are a reclusive clan, travelling in pursuit of spirits needing to be put to rest or hiring themselves out to rich nobles with haunted property. Members of this clan consider doing this a mercy as they believe these spirits are trapped in this realm, unable to go to the afterlife. This does not mean that the Clan Vinatore underestimates the danger of these spirits – they come prepared. The Vinatore have dedicated themselves to aiding their ancestors and combating Haldora’s influence in the Deadlands.

Indoctrination Rite: Joining this clan involves performing a monthly séance, led by the Ajaunti’s NPC mentor, for a year in which the Ajaunti physically travels into the Deadlands to briefly speak to an ancestor and help them in some way. The more ancestors helped, the more likely an Ajaunti will be accepted into Clan Vinatore. If their training has been completed and deemed a success, a final séance will be performed. In it, they will be visited by their ancestors, who will mark new member’s cheek with the names of the ancestors they helped, as a reminder of those who have laid the foundation for the Ajaunti before them, and the eventual destination for all Ajaunti that are alive today.

Spirit Hook (Purchased): The Ajaunti may throw a packet and declare “Innate Arcane Spirit Hook”. If it strikes a target that is a non-corporeal Undead, they will be affected by an Arcane Web effect that immobilizes them from the neck down. Creatures trapped this way are unable to do anything except talking, reading, and skills that require no movement. Trapped creatures may also activate Magical items if the items are touching them, though few items would be beneficial, for the victim cannot use their hands to direct the activated item by throwing packets. Creatures with a Strength bonus of +6 may rip free from the web, taking three seconds and doing 6 Body in the process regardless of threshold. Otherwise, they may be cut out which takes 6 minutes of time to completely remove the sticky strands. Webbed creatures cannot be moved. This effect lasts as long as the Ajaunti has line of sight of the Undead.

If used on a ghost whose spirit is trapped in the Deadlands, this ability will function as a binding circle and force it to remain in place. This does not give the Ajaunti control over the creature but it does prevent its escape. Once a creature is successfully struck with the packet, a 5-foot diameter circle of salt and ash will appear centered around the ghost. The Ajaunti can keep the ghost in the circle indefinitely until it is put to rest or the circle is destroyed. The ghost can converse through the circle, assuming anyone has the ability to understand it. Should the circle be crossed or breached by anything or anyone, the effect will end immediately and the ghost trapped inside will be freed. The Ajaunti may choose to drop the circle at any time. The circle perimeter must be represented by a rope or a similarly identifying prop.

This ability has no impact on people who are possessed by ghosts. This ability is usable once per day per purchase.

Racial Characteristic Addition: Flowing black script written on the cheek under the cheekbones that describes some ancestors and their names.



True Berserker (Einher)

Many Einher can conjure up an inner controlled rage which makes them truly fearsome in battle, but some Einher go further. These Einher embrace tradition and spirituality and make that strength a lifestyle of its own. Most holy to a True Berserker is their Mantle: a realistic wolf or bear headpiece which has internal hooks and spikes that dig into the Einher's flesh when worn. The Mantle represents the Berserker offering themselves to the wolf or bear spirit, inviting them to possess their body for the battle. While the Mantle is not strictly necessary to use their Berserker Poison, it is considered incredibly important. A lost or destroyed Mantle can be replaced with minimal effort so long as the Berserker has access to another full bear or wolf skin.

Indoctrination Rite: To become a True Berserker, an Einher must first meet and convince an existing True Berserker to tutor them. If accepted, this mentorship begins with the Einher making a short pilgrimage to an isolated location in the wilderness. There they will remain for a week, meditating and consuming hallucinogenic mushrooms. The purpose of this spiritual journey is to form a bond with either the wolf or bear, which will become the base of their Mantle. If successful they will return to their mentor where they will be given ten tasks over the course of a year. These tasks will be tests of strength, endurance and hardship. The final test will involve hunting a bear or wolf, the more fearsome the better, with no armour and only simple weapons. Not every test need be successful – sometimes the greatest lessons are taught in failure – but the Einher must show resolve and succeed at the final test, as the Berserker's Mantle will be made from that final kill.

Berserker Poison (Purchased): The Einher may brew an “Ingested Alchemical Berserker Poison” that lasts until reset. This brew takes 10 minutes to make and is made from bodily fluids, local fungi and water from a source that is spiritually significant to the character. Unlike regular ingested alchemy, the brew cannot be mixed with any other food or drink. This brew can be ingested or poured over the Berserker's Mantle, where the liquid will drip into the hooks that are lodged in the True Berserker's skin. When a True Berserker drinks this brew, they will go in a Berserk state in which they are immune to fear effects and gain 1 AP for any unarmoured armour location. This armour cannot be repaired. They will also gain +1 Strength. The Strength and AP increase by 1 when the character purchases the skill four, seven and ten times. While in their Berserk state, the Einher must try to kill anyone who they consider an opponent, and anyone who gets in their way, friend or foe. If there are no opponents remaining, they will perform a Killing Blow on any unconscious opponents to ensure that they are dead. At the end of a fight, it takes 5 minutes for the effects of Berserk to wear off. The character cannot end the rage sooner and must continue to fight so long as opponents are visible, even if they are cleansed of the Berserker Poison itself. Afterwards, no skills or abilities may be used for the same length of time that they were Berserking, to a minimum of 10 minutes. If anyone but a True Berserker drinks this brew, they will take an Alchemical Enrage effect for 60 seconds, causing them to attack the first person they see. They will not gain any of the other effects. This ability is useable once per day per purchase. This ability does not stack.

Racial Characteristic Addition: Pictish-style war paint covering any exposed flesh.

Five Sons Bakery (Hobling)

It is a poorly kept secret that this famous Berphauntian bakery is a front for a business that supplies poisons and alchemy to the world's assassins. Their products are frequently used to deliver vials, but as they are also genuinely fabulous bakers, they also create such wonders as a poisoned bread which cannot be detected by normal means, known as “the Humble Loaf”. Five Sons will only hire Hobblings due to their racial ability to develop an immunity to this undetectable poison and they must be initiated via consuming a toxin which grants it. Unfortunately, this immunity permanently alters the Hobling's nervous system, impairing their natural ability to move quickly.



Indoctrination Rite: To become a “baker” at Five Sons, the Hobling must gain their attention by showing their skill as an alchemist or chemist. This will lead to being offered a franchise of the bakery. The process takes a year, mostly because the hopeful baker must consume a vial of toxin once a month and build up their immunity to the poison of the Humble Loaf. This is very much a business arrangement; the prospective baker must create orders sent to them by Five Son’s (and may earn a profit by doing so) and are encouraged to set up their own shop.

Adapted Insides (Purchased): The same numbing of the Hobling’s nerves that causes their natural quickness to slow also causes a resilience to dangerous substances. A Hobling with Adapted Insides is highly resistant to all forms of alchemy, including ingested or beneficial alchemies, excluding acid and chemistry. The first time they are hit with alchemy in a day, they resist the effect and their resistance disappears for 1 second. The second time, their resistance disappears for 10 seconds. The third time removes it for 1 minute. The fourth time removes it for 10 minutes. Each subsequent time removes it for 1 hour. The refractory period resets during the daily skill reset. Once per day per purchase they may fully resist a single acid or chemistry effect, which does not trigger a refractory period.

Racial Characteristic Addition: Consuming the toxin when joining the bakery causes a permanent purple discolouration around the mouth and lips.



Chapter 4: RENOWNED OCCUPATIONS



Demagogues: Clerics & Dragon Knights

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

Clerics, Lightweavers and Darkweavers

Clerical Magic is divided into two opposing forces: Light and Dark. A Cleric's disposition and access to these forces are determined by which Sphere of Magic their God will grant them. Clerics of a Light God will choose a path of Light and Clerics of a Dark God will choose a path of Dark. Once their path is chosen, Clerics of Light, often known as Lightweavers and Clerics of Dark, often known as Darkweavers, can choose from their own list of Occupational Abilities

Dragon Knights

Unlike those on the path to Godly favour, those wishing to become a Dragon Knight need not follow tenets or adhere to Celestial rules. Instead, they must become the embodiment of their dragon itself, taking on the Temperament of their Firstborn and feeding its Passions in order to be recognised and some day rewarded.

Champions: Paladins & Dread Knights

When the Gods have issues that cannot be resolved with words, they call in Champions.

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

When the Gods choose an individual to become an (un)holy warrior for their cause, that person becomes a Champion of their Deity. These Champions come in two forms, the Paladin (Light) and the Dread Knight (Dark). They are expected to have total devotion to their faith, total fervour in its protection and a willingness to do whatever their God and its church asks of them.

Paladins

A Paladin is the epitome of a Holy Warrior. They are expected to fight for good, justice, light and the protection of innocence. To do this Paladins are given an arsenal of abilities and weaponry which they use to battle enemies of their God. They are specialists in the field of Undead destruction but are well equipped for almost every evil encounter. They will not hesitate to use these weapons if an innocent is at risk and evil to be thwarted. In addition to their Occupational Abilities, Paladins can also purchase access to the Sphere of Light, when they first purchase the skill Favoured.

Dread Knights

If Paladins uphold the Light then Dread Knights truly are the darkness. They are masters of evil, often wicked and cruel. They bring the hammer of hatred and deceit onto all those who dare not bow before their God. Like Paladins, Dread Knights are given a full assortment of weapons and abilities to help them



serve their Dark God's will. They are masters of Dark magic. Dread Knights can also learn from the Divine Spheres but they choose the darker path. As such they must purchase Favoured, giving them access to the Sphere of Dark Magic, though they must still purchase the Sphere.

Obtaining Favour

The path to favour is a long and arduous one. There is no quick route nor any guarantees. Most who start down the path fail and every player with aspirations of greatness should recognize that the odds are stacked against them. A potential Champion or Demagogue will be watched and judged by their God or Dragon. Gods and Dragons are always represented by your Lead Shaper.

The journey of one thousand miles begins with a single step and for potential Chosen that step is a written proposal to the Lead Shaper which states your intentions. It may be written In-Game or Out-of-Game; however you see fit. Be as creative and unique as you want and remember you are vying for the attention of a creature with near omnificent power. It's important to stand out. An aspiring Chosen must maintain the highest level of RP possible, never dropping out of character, always maintaining the realism of the game. As well, their RP must portray a character who sincerely desires to further the goals of their church from a martial or clerical standpoint. Their religious obligations must become the most important things in their lives.

Be better than the current pool of aspiring Chosen. Find unique ways to lessen their power, roleplay your devotion better than they do and please your God or Dragon. Finally, keep your Shaper team updated on your progress. While they don't need to read every prayer, if you do something of note, make sure they are informed. As stated before, there are no guarantees. Chosen are moderated by your Lead Shaper based on the current population of the game. You must be better than the rest.

The latter steps differ depending on whether the aspiring player wishes to become a Demagogue or a Champion. For a Demagogue, the most important step is to convert. Gather around you those who would fight and die under your God's or Dragon's banner. Gods and Dragons grow powerful with each member of their church or temple. For a Champion, the focus is on exerting the will of your God on the world. A Champion is the hand of their god in the mortal realm, performing their God's Light or Dark works by the sweat of their brow.

Finally, it is important to note that both the Gods and Dragons of Arthos, even in their purest and (un)holiest of forms, are still jealous, fickle and territorial of mortal worship and admiration. They all, in their own ways, want followers and while they may work with their own kind toward shared goals, they will not share that which gives them power. Gods covet worship and, as such, tend to choose from amongst the masses, those that possess independence from other Gods. Dragons on the other hand want reverence and the most valuable to them are the individuals who gather specific offerings that reflect their Temperament and increase their horde. While the interests and motivations of Gods and Dragons differ greatly, they both rely on and expect their prospective favoured to obtain and grow a base of followers to increase their power. For a God, this power comes from the prayers and faith of the devout, while a Dragon's power relies on the size of their horde. The more followers a God or a Dragon can obtain, the more likely that their will and goals are achieved. It is a primary task of all favoured to bring these followers together to ensure their Celestial or Firstborn's influence is maintained across Arthos.

While nothing is ever set in stone, it is advisable to those seeking Divine blessing of favour, to strive to establish a camp and convert followers outside of another God or Dragon's domain. Furthermore, obtaining favoured is an admission that a God or Dragon feels a mortal is worthy of a place among the ranks of their supreme leadership. It is expected that their leaders divide themselves among the masses of the ignorant and not collect among themselves, thereby limiting the reach of a God or Dragon's power. Thus it is very rare to see more than a single Demagogue lead an individual camp or faction, though Gods



typically encourage their Demagogue be supported by a single Champion. Champions on the other hand are encouraged to seek out a Demagogue to support. If a Demagogue or Champion rise from under an already established Favoured in a camp or faction, it is generally assumed that they will separate themselves from their current group to establish a Church or Temple of their own. This has led to both powerful expansions and chaotic schisms of followings, and the ascendance of multiple Demagogues and Champions of the same God or Dragon within the same territory must be carefully considered by both new and established favoured.

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

Gods

Aspiring favoured that follow the divine must go on a series of quests once the Head Shaper has deemed them worthy of the chance to prove themselves. They will be given no warning or information about the quests and, in some cases, they won't even know when they have begun. Favoured quests must take place at the candidate's home guild. If the candidate transfers home guilds, the new home guild may reset their progress.

Each step in the quest to obtain the favour of a God will involve a different task. No two tasks will occur at the same time. Achieving favour is not an easy path. A potential favoured can expect both challenges and hardships that could take as long as a year, if not longer. The specific requirements to accomplish these tasks will depend on the specific God that the character worships, which strengths and weaknesses the character must prove or overcome, and whether the player is trying to become a Demagogue or a Champion. Despite these differences the tasks will always fall into the following general categories:

Task 1: Capability

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

Task 2: Faith

This portion of the quest will test to see if the candidate is willing to place themselves completely in the hands of their patron. An example could be: The candidate comes to a cavern with a crevice blocking their way. Inscribed faintly on the far wall is the symbol of their God. Do they step out into the abyss? The candidate may be given several choices throughout the event during which this test occurs, all of which must be difficult. These choices could be moral dilemmas or having to choose between several bad options. Above all, they must show that they trust their God's will completely, even above their own.

Task 3: Sacrifice

This portion of the quest forces the aspirant to give up something important to them in order to show their devotion. For Gods of Light, this sacrifice may be material, such as giving all of one's wealth and possessions to the construction of a church, even if this leaves them defenseless. It may instead be personal, such as giving up a position of power to be able to focus on their faith. For Dark Gods, the sacrifice tends to be physical, such as the harming or slaying of a loved one. The candidate must be willing to do whatever is needed of them by their faith, even if seems self-detrimental, such as opposing



enemies of the faith that far exceed their own power.

Dragons

For those who aspire toward the favour of a Dragon, a series of Passages must be made which establish both loyalty and a willingness to serve in the image of the Dragon. Every Passage incorporates a Vow the character makes directly to their chosen Dragon. The first Passage establishes an aspiring favoured's intentions and is known as the Passage of Commitment. Once accepted by the Head Shaper, the aspirant must prepare and execute three further Passages. Favoured Passages must take place at the candidate's home guild. Unlike the aspiring favoured of Gods, an aspirant of a Dragon must set their own tasks before them and must achieve the aims of their Vows to the satisfaction of their Draconic patron. These Vows must appease the individual Dragon and thus must reflect both the Dragon's Temperament and Passions. Each Passage establishes the journey the aspiring Favoured lays out for themselves and the Vows taken should not be uttered lightly. Vows should embody both escalating hardship and increasing sacrifice in order to prove oneself worthy of a place among a Dragon's most loyal and valued agents. The expectations and worthiness of each Vow an aspiring Dragon Knight makes largely depends on the specific Dragon that the aspirant reveres, but they will always fall into the following general categories:

Passage 1: Commitment

In this Passage the candidate seeks to earn the gaze of their patron Dragon and create a connection with them. To do this, the aspirant must build a Pillar in reverence to the Dragon. Pillars are crafted with three components: the casting of Draconic Magic imbued upon any item or structure with enough surface area to hold a fully inscribed or drawn Dragon Mark, an effigy of the Dragon that has been handcrafted by the aspirant, and a Vow that signifies their everlasting loyalty to the Dragon and its cause. If the individual preparing the Pillar is in the domain of the residing Dragon, a simple Battle Magic Dragon Mark of that Dragon holds enough power to call upon the Dragon's attention. In cases where the candidate is seeking the attention of a Dragon outside of their territory then either a Dragon Mark of the desired patron Dragon must be cast or an item containing an active Firstborn's Dragon Mark from the desired patron Dragon must be incorporated into the Pillar. This is often done by using the 3rd level Dragon Knight ability, 'Shrine'.

Once the Pillar is created, the aspiring Dragon Knight may submit their essay to their local Shaper team. The essay takes the place of the prospective Dragon Knight's Vow and should clarify what the candidate has done for the Dragon to date. The essay must also indicate a concrete goal called the 'Grand Vow' which the candidate will achieve by the time all other Passages have been completed. In short, the aspirant must present an overarching plan to the Dragon as to how they will prove they are worthy both now and into the future. The Grand Vow must be grand enough in scale and design to impress the Dragon. Candidates are encouraged to use their imagination and to be as direct as possible. Any essay brought forward without clear intent in their Vow will be rejected and the candidate will be required to present again. The Grand Vow itself can work in tandem with other Vows the candidate may make during other Passages, but its completion must require actions unique to itself. Succeeding in the other Vows cannot be all that is required to complete the Grand Vow. The potential Dragon Knight has until the end of their fourth Passage to complete this Grand Vow, although it may be completed sooner. Once the first Passage has been completed and accepted, the effigy will be consumed in a manner suitable to the Dragon, and the candidate will be magically marked by their Dragon. These marks usually take the appearance of a long claw scar, in the colour of the Dragon, on the aspirant's back or chest.

Passage 2: Adherence

Much like the first Passage, the candidate must create another Pillar to make a Vow to the Dragon that they intend to follow through upon. This Pillar does not need Draconic magic cast upon it; a handcrafted effigy will suffice. In this Vow, they must show, through sacrifice, their understanding of the Dragon's



Temperament by vowing to take action and conduct themselves in the most extreme manner that exemplifies the Dragon's nature. A Dragon's Temperament is the means by which it achieves its goals and the candidate is expected to conduct themselves in the same way. When the candidate is confident that they have lived up to their Vow, they will go before their Pillar and express all the ways that they have excelled in the embodiment of the Dragon's Temperament. If these deeds are found worthy, the Pillar will glow and the effigy will be consumed, indicating that the Dragon has accepted their Adherence. A second Mark will be added beside the first and the candidate may proceed to the Passage of Embodiment.

Passage 3: Embodiment

Anyone on this path must make a Vow to bolster the Passions of their Firstborn. As in the second Passage, the candidate must craft another Pillar. Each Dragon has their own Passion that they covet and, to complete this Passage, the aspirant must sacrifice a worthy amount to their Dragon's horde. As the Dragon's horde is its source of power, the candidate should expect their offering to live up to their Dragon patron's level of greed. A meager offering will result in a meager response. The offering must be specific and physical in nature. While some Dragons are mysterious in nature, their desires are quite concrete. When the candidate has collected all that they vowed to offer to the Dragon's horde, they must put it all upon the Pillar at once. It will be immediately accounted for. If it is not worthy or does not live up to the Vow, then the candidate may find themselves waiting a lifetime for a response. If it is deemed worthy, then all that was offered will disappear and the Pillar will glow and the effigy will be consumed. A third mark will be added to the candidate's body, and the candidate may proceed to the Passage of Ascension.

Passage 4: Ascension

At this point in the journey the aspirant has lived up to their Vows, carried themselves in a way that reflects their Firstborn's Temperament, and empowered them by providing Passions for their horde. Once again, a new Pillar must be created. To show that they are truly worthy of Ascension, the aspirant must make a concentrated effort to undermine, destroy, or devalue the Divine presence in the world. How this looks will vary from Dragon to Dragon and will often depend on the local area and what presence the Divine holds there. Converting local leaders of Divine faith to the Firstborn, the destruction of Divine churches or the removal of powerful items from those of Divine faiths are all examples of things a candidate might do. The larger the impact the aspiring Dragon Knight inflicts upon the Divine presence in the area, the more likely it is that their Firstborn will deem them worthy of completion of the final Passage. Upon completion of this Passage, and the Grand Vow, the final Pillar will be consumed. The candidate's Firstborn will remove the marks upon their body and bestow upon them the rank of Dragon Knight and all the mighty powers that come with it.

Example: Saperage Bloodaxe, an Orc from the mountains of Gerdain, has left the lands of Rathenoch and laid roots along the Western Coast. The land he now calls home is the territory of the Firstborn Styphon, the Black Wyrn. Saperage, true to the Dragon of his homeland, aspires to become favoured in Rathenoch's eyes. As this is not his dragon's territory, he requires a Dragon Knight of Rathenoch to come and cast their magic on what will become his first Pillar. Saperage spends his remaining few gold and sends letters to the three largest Rathenoch temples in his homeland, petitioning a Dragon Knight to come and give guidance. The plan works and shortly after a Dragon Knight arrives. In exchange for a simple quest this Dragon Knight casts his Mark on an old executor's stump Saperage had acquired earlier. Once this is complete, Saperage makes his Vow. He speaks of the honour he has bestowed upon Rathenoch in the past and the gold he has claimed in the Firstborn's name. Knowing he must also begin his Grand Vow he thinks hard on what would please the Red Firstborn. Because Rathenoch values combat and violence he pledges to, by the end of his fourth Passage, not only lead the charge against the neighbouring and warring Shak'tar tribe, but also eradicate each and every man, woman and child by his or his warriors'



hand. Rathenoch finds this Vow worthy and accepts, marking Saperage with a red claw scar on his chest and moving him to the second step, the Passage of Adherence.

Saperage knows that the Temperament of Rathenoch is rage and greed. He vows to live a life exemplifying this Temperament and, over the next few months, aims to meet all insults with maximum violence. He thinks first with his blade, answering all challenges with brutal violence and bloodlust. He takes everything from those he kills, sharing naught with anyone else, even those who may have aided him. After a few months of this Saperage feels he has completed his Vow and shouts each of his deeds to the Pillar. The Firstborn is proud of his young warrior and his Pillar glows a bloody red. He is marked a second time and moved to the third Passage.

Having shown Rathenoch his dedication to the Red's nature, Saperage must now make a worthy offering to Rathenoch's Passion. The Red's lust for gold is unrivaled and, as Saperage looks upon the spoils of those he has slain, he realizes the paltry 100 gold he has collected will not do. If he is to embody his patron he must do better and live up to the Red's greed. Saperage lifts his axe to the pillar and vows that he will get Rathenoch a literal king's ransom. Saperage fights his way down into the local caverns where he has heard word that the Dwarves of the area are hauling a cart of their most valued golden treasures to pay a ransom for a kidnapped lord. It is not long until Saperage is covered in Dwarf blood and hauling a large crate of priceless golden objects. Saperage dumps this gold upon his Pillar along with the spoils from his kills. The altar radiates a brilliant red glow and, as the glow fades, the gold disappears. When Saperage looks upon his chest he sees a third mark and knows his bounty has been accepted.

Saperage feels pride knowing he has the great Red Dragon's attention. He has shown understanding of his patron's Temperament and commitment to the Dragon's horde. Now he makes his Vow to the unending war against the Divine. When going through the pockets of the Dwarves he slew he found a note. Saperage, who didn't waste time learning to read, found a local farmer and put him to axe-point. The terrified farmer read the note to Saperage. It seemed the ransom he had liberated from the Dwarves was headed to a local Darkweaver of Erasmus. After gathering more information, always at axe-point, Saperage learned that the Darkweaver operated out of a local gambling den and facilitated many illicit deals. Saperage lifts his newly sharpened axe to the Pillar and vows he will teach these priests why they should fear the Red Firstborn – a lesson they will learn through death.

Surrounded by the bodies of the Darkweaver's paid guards, Saperage mounts the Weaver's head on a spear. He can't write, but he is confident that the message will be received. He packs up their coin in several large sacks and heads back to his campsite. On his Pillar he drops the Weaver's blood-soaked holy symbol and describes to the Red how he destroyed the Firstborn's cowardly enemy and has taken what was theirs for his own. The Pillar radiates a red light. Saperage is so close now. All he must do now is complete his Grand Vow.

The Red had no use for a paltry silver coin, but the two Ogres Saperage hired do. The blood-soaked gambling den he had liberated from the Erasmus follower happened to be on a well-used trade road. Saperage and his Ogre thugs spent two months stopping all travelers and demanding they tithe half of their possessions to Rathenoch or find themselves in a resurrection circle. It isn't long before Saperage has enough coin to pay for enough Greenskins to assault the Shak'tar village. They attack without cause or warning, for the love of war itself. Saperage, true to his Vow, takes a direct hand in the wanton slaughter of every living thing. As the last life fades from a Shak'tar child's corpse, his feeling of pride turns to one of power, and a final red Dragon Mark appears on him. Drawing on the Red's mighty power he watches as his hands become fierce talons and he is filled with overwhelming rage. Rathenoch has found his warrior, approved of his offerings and bestowed upon him his favour. Saperage is now a Dragon Knight and, as the marks fade from his chest, he is pleased.



Achieving Favour

Should the aspirant pass their tests and complete the quest, they will receive a sign from their God. For a Champion, one hand of the candidate will be branded with the holy symbol of their patron God to show that they have become the hand of said God. This symbol cannot act as a spell focus. A Demagogue, meanwhile, will find that their God or Dragon now communes with them. This allows for the Demagogue to memorise their Divine or Draconic magic straight from their connection with their patron, rather than from scrolls.

Once the aspirant has proven themselves worthy and has accepted the blessing of their God, they must now change their Occupation to the applicable Advanced Class and purchase the skill “Favoured”. This requires Head Shaper approval. The Favoured skill grants the candidate access to the Sphere of Magic unique to their new Occupation, be it Light or Dark. Once the character obtains Champion or Demagogue status, their current class is removed and all CP for current skills are refunded. The character is now a Dread Knight, Paladin or Cleric, depending on the circumstance, and may spend, without penalty, their entire banked and refunded CP on skills and abilities of their new class.

Losing Favour

Every God has an established set of tenets that must be followed. Every Dragon has a Temperament which must be embodied and a Passion which must be fed. Should you, as a devout follower, violate the will of your God or Dragon, you may find yourself the focus of their ire. Many times, a warning will be given first. Perhaps you may lose access to your unique Sphere of Magic, or your divine weapon calls for *your* blood. Should you truly lose favour repeatedly or perform some act that is so incredibly outside the desires of your God or Dragon, you may have your Favoured skill and Chosen status stripped from you. Doing so will remove any access to the unique Sphere of Magic and all Occupational Abilities of your renowned occupation. These skills are not lost, but instead severed from Chosen until they atone for their sins. Atonement can take many forms and is almost as difficult to complete as obtaining the Occupation itself. The process of Atonement is something the fallen Chosen must find out in game. Severed skills lost this way do not qualify for a CP refund even if Atonement is never obtained.

Abandoning Favour

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



Dread Knight: Occupational Abilities

Where Darkweavers are the voice of the Gods, Dread Knights are the hand of their God in the mortal realm. To do this, they use their personal brand of unholy tools. Each class ability for Dread Knights involves an item of power. These items may be anything the player desires, so long as it is of the type specified. The exact item should suit the God served. Upon purchasing each class ability, the item must be collected in game by the Dread Knight. Each item must have a value of 10 gold or more and be Blessed by their God. The Dread Knight must perform a 10 minute Rite on the item, whereupon it becomes spirit-linked and indestructible. This will activate the item. Any of these items might instead involve a special plotline to acquire the item, if the Shaper team so desires. This plotline may be as simple or as difficult as the Shaper team desires. The Dread Knight may choose to forego this process and provide their own item as long as it fulfills the requirements. The items can be enchanted. They are considered items created with the Dark sphere and radiate Dark magic.

Items of power can be replaced if they are destroyed by collecting another item of appropriate type and value which is Blessed by their God and performing the same 10 minute Rite. Only one of each item of power may exist at a time (except Rings, if the Dread Knight has purchased that skill multiple times). This does not require an additional skill purchase.

An item which is spirit linked to an individual may not travel more than 5 feet away from the spirit to which it is linked. Any time it is moved more than 5 feet away, it will reappear touching the spirit to which it is linked. This effect continues during the spirit's Death Count. If the spirit resurrects, the item will dissipate and reappear in the resurrection circle with the spirit. All the items of power return to their original mundane form upon the Final Death of the Dread Knight.

An item of power can be given to a Darkweaver of the same God, allowing the Darkweaver to use its powers for a time. This will spirit link the item to the Darkweaver for 1 hour. When the hour ends, the item will reappear at the feet of the Dread Knight. The Dread Knight may end this effect early by touching the Darkweaver, if they so desire.

Harbinger's Blade

Pre-requisite: Occupation at 3rd Level

This ability allows the Dread Knight to channel the power of their God into a melee weapon or non-simple ranged weapon, known as their Harbinger's Blade. This will grant the effects of an item of power, described above. Each purchase of this ability grants the Dread Knight +3 Body permanently. Each time this ability is purchased the Dread Knight may change weapons if desired. Any enchantments on the previous weapon not gained via Dread Knight class abilities will be lost if the weapon is switched. This new weapon will then be considered the Harbinger's Blade. This class ability does not grant the weapon skill needed to use the weapon.

Unholy Ring

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Dread Knight Ability

This ring grants the Dread Knight a magic aura for any weapon they swing with the hand the ring is on. It will also allow the Dread Knight to touch cast or Spellstrike a Dark Bolt once per day. The call for this is "Activate Dark Bolt 20 Dark" if it is touch cast or "Activate Spellstrike Dark Bolt 20 Dark" if it is Spellstruck. This damage will be halved if the target has any active Bless spell on their person. These powers only work via the hand wearing the ring. They will work for two-handed weapons and missile weapons. Each additional purchase of this ability allows the Dread Knight to create a new ring with the same properties.



Unholy Symbol

Pre-requisite: Occupation at 9th Level and at least one 6th Level Dread Knight Ability

This Unholy Symbol must be the symbol of the Dread Knight's God. If the Dread Knight has purchased the Dark sphere, it must be their spell focus. It cannot be the same item as their Harbinger's Blade. The Unholy Symbol must be held or displayed to use either of its abilities. The holy symbol must either be the item in question (eg: an actual lantern, if the holy symbol is a lantern) or an item whose sole purpose is being a holy symbol (eg: an amulet depicting a labyrinth, if the holy symbol is a labyrinth). A holy symbol cannot be simply drawn on an object or the caster's body.

This Symbol will grant the Dread Knight +2 Strength for one hour if they perform a Killing Blow on a creature capable of resurrection, at will. The creature must either final or resurrect for this effect to occur. The call for this is "Innate Spirit Drain" following the Killing Blow. The Strength bonus cannot be stacked with itself by killing multiple creatures but if it is lost it can be replaced at will. The Unholy Symbol only needs to be visible/held when performing the Killing Blow. It can be hidden on the Dread Knight's person without them losing the Strength bonus.

The Unholy Symbol also grants the Dread Knight a packet delivered attack. The call for this ability is "Activate Magic Maelstrom". Maelstrom constricts the target in black tentacles, rendering them unable to speak or move. After 10 seconds the target is hit with a Death effect. If anyone else touches the target during the 10 seconds, they will be hit with the same effect. If they call a defence they will be immune to that particular Maelstrom. If the target receives any numeric healing during the 10 seconds, this will remove the Maelstrom effect from them. Each purchase of this ability grants the Dread Knight another use of Maelstrom.

Headpiece

Pre-requisite: Occupation at 12th Level and at least one 9th Level Dread Knight Ability

To activate this ability, the Dread Knight must state "Activate Headpiece". This ability augments the other class abilities as follows for 10 minutes:

1. The Harbinger's Blade may swing for Elemental damage of a type of the Dread Knight's choosing. The Harbinger's Blade also grants the Dread Knight one Parry, but if this is used the Elemental damage ends as well.
2. The Unholy Rings grant +5 damage (total, not per ring) to any weapon held in a hand wearing one.
3. The Unholy Symbol's Spirit Drain can now stack, granting the Dread Knight +1 Strength for each creature killed after the first to a maximum of +6.

The Headpiece must be worn for the 10 minutes this ability is active. This ability is usable once per day per purchase and does not stack.



Paladin: Occupational Abilities

Where Lightweavers are the voice of the Gods, Paladins are the hand of their God in the mortal realm. To do this, they use their personal brand of holy tools. Each class ability for Paladins involves an item of power. These items may be anything the player desires, so long as it is of the type specified. The exact item should suit the God served. Upon purchasing each class ability, the item must be collected in game by the Paladin. Each item must have a value of 10 gold or more and be Blessed by their God. The Paladin must perform a 10 minute Rite on the item, whereupon it becomes spirit-linked and indestructible. This will activate the item. Any of these items might instead involve a special plotline to acquire the item, if the Shaper team so desires. This plotline may be as simple or as difficult as the Shaper team desires. The Paladin may choose to forego this process and provide their own item as long as it fulfills the requirements. The items can be enchanted. They are considered items created with the Light sphere and radiate Light magic.

Items of power can be replaced if they are destroyed by collecting another item of appropriate type and value which is Blessed by their God and performing the same 10 minute Rite. Only one of each item of power may exist at a time (except Rings, if the Paladin has purchased that skill multiple times). This does not require an additional skill purchase.

An item which is spirit linked to an individual may not travel more than 5 feet away from the spirit to which it is linked. Any time it is moved more than 5 feet away, it will reappear touching the spirit to which it is linked. This effect continues during the spirit's Death Count. If the spirit resurrects, the item will dissipate and reappear in the resurrection circle with the spirit. All the items of power return to their original mundane form upon the Final Death of the Paladin.

An item of power can be given to a Lightweaver of the same God, allowing the Lightweaver to use its powers for a time. This will spirit link the item to the Lightweaver for 1 hour. When the hour ends, the item will reappear at the feet of the Paladin. The Paladin may end this effect early by touching the Lightweaver, if they so desire.

Defender

Pre-requisite: Occupation at 3rd Level

This ability allows the Paladin to channel the power of their God into a melee weapon or non-simple ranged weapon, known as their Defender. This will grant the effects of an item of power, described above. Each purchase of this ability grants the Paladin +3 Body permanently. Each time this ability is purchased the Paladin may change weapons if desired. Any enchantments on the previous weapon not gained via Paladin class abilities will be lost if the weapon is switched. This new weapon will then be considered the Defender. This class ability does not grant the weapon skill needed to use the weapon.

Holy Ring

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Paladin Ability

This ring grants the Paladin a magic aura for any weapon they swing with the hand the ring is on. It will also allow the Paladin to touch cast or Spellstrike a Light Bolt once per day. The call for this is "Activate Light Bolt 20 Light" if it is touch cast or "Activate Spellstrike Light Bolt 20 Light" if it is Spellstruck. This damage will be halved if the target has any active Bless spell on their person. These powers only work via the hand wearing the ring. They will work for two-handed weapons and missile weapons. Each additional purchase of this ability allows the Paladin to create a new ring with the same properties.

Holy Symbol

Pre-requisite: Occupation at 9th Level and at least one 6th Level Paladin Ability

This Holy Symbol must be the symbol of the Paladin's God. If the Paladin has purchased the Light sphere, it must be their spell focus. It cannot be the same item as their Defender. The Holy Symbol must



be held or displayed to use either of its abilities. The holy symbol must either be the item in question (eg: an actual lantern, if the holy symbol is a lantern) or an item whose sole purpose is being a holy symbol (eg: an amulet depicting a labyrinth, if the holy symbol is a labyrinth). A holy symbol cannot be simply drawn on an object or the caster's body.

This Symbol will grant the Paladin the ability to Power Word Directed Arcane Rebuke Undead and Demons. To use this power the Paladin must state in a loud voice "Innate Power Word Directed Arcane Rebuke <Undead/Demon>". The target is physically pushed away from the Paladin until it is at least 10 feet away. The target may not get closer than 10 feet away from the Paladin while the Paladin maintains concentration and holds their Holy Symbol towards the target at eye level with both hands. If the target cannot retreat any further and the Paladin approaches the creature within the ten feet, the effect will fail. This ability can be used at will but it takes 1 minute of prayer to recharge for further use. This will not function against vampires and some unique or powerful Undead and demons. If the target calls "No Effect", the ability cannot be used until the next reset.

The Holy Symbol also grants the Paladin the ability to call forth a massive pillar of elemental destruction via packet attack. Upon purchase of the skill, the Paladin must select the elemental type. This selection is permanent. The call for this is "Activate Holy Pillar – 20 Massive Elemental <type>". This may be used indoors, but since it is a massive pillar of destruction, it may cause structural damage. Holy Pillar is usable once per day per purchase. Subsequent purchases may select different elemental types.

Headpiece

Pre-requisite: Occupation at 12th Level and at least one 9th Level Paladin Ability

To activate this ability, the Paladin must state "Activate Headpiece". This ability augments the other class abilities as follows for 10 minutes:

1. The Defender may swing for Elemental damage of a type of the Paladin's choosing. The Defender also grants the Paladin one Parry, but if this is used the Elemental damage ends as well.
2. The Holy Rings grant +5 damage (total, not per ring) to any weapon held in a hand wearing one.
3. The Holy Symbol's Arcane Rebuke now becomes a Destroy effect for Lesser Undead and Demons. It stays the same for Greater Undead and Demons. To use this power, the Paladin must state in a loud voice "In the name of <God> I destroy you, Undead/Demon! Innate Power Word Directed Arcane Destroy Undead/Demon".

The Headpiece must be worn for the 10 minutes this ability is active. This ability is usable once per day per purchase and does not stack.



Darkweaver: Occupational Abilities

Unholy Altar

Pre-requisite: Occupation at 3rd Level

This ability creates an Unholy Altar devoted to the creator's God. These Altars require physical representations in game and should be decorated to match the God to which they're devoted. To create an Unholy Altar, the Darkweaver performs a 10 minute rite devoted to their God and then states "Innate Create Unholy Altar". This will empower the Altar with their God's power for 5 days. At the end of the 5 days the Altar will remain, but it will no longer be empowered and the rite must be performed again. If an Unholy Altar is moved more than 20 feet from its original location, it will lose its empowerment. Only one Unholy Altar can be active at any time. Once empowered, Unholy Shrines have 100 Body and a 10 Normal threshold. They do not have spirits. A tag describing these stats should be placed on the Unholy Altar once empowered. When not empowered, the Altar is as destructible as what it is made from in game.

Unholy Altars provide a number of powers. The first allows its creator to transfer active Blesses from their own spirit to other people or even items. This is done by stating "Innate Transfer" and touching the target. Doing this will remove the Bless from the Darkweaver and give it to the target. This transfer is only possible within 20 feet of the Unholy Altar. The Bless will keep its original duration. This ability can be used at will.

Additionally, Unholy Altars create 3 vials of unholy blood each day per purchase. These vials appear on the top of the Unholy Altar and will remain there until reset if undisturbed. Once removed from the Altar, they will last for 1 hour before transforming into normal water. The vials may be used for any one of these three effects:

1. The vial may function as a light source once removed from the Unholy Altar. The light source should be repped by a green, yellow or red glow stick or LED light.
2. The vial may be thrown at a target to cause 10 seconds of Alchemical Blindness. This is a packet delivered attack. Do not throw an actual vial. Doing this will use up the vial and it will revert into water immediately.
3. The vial may be consumed to grant the consumer a Bless of the Darkweaver's God which will last for 5 days. Doing this will use up the vial.

Sacred Bond

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Darkweaver Ability

Sacred Bond will link the Darkweaver to their Unholy Altar from a distance. This link allows the Darkweaver to access some of their God's unholy power as they do their work away from their Altar. Each of the two abilities may be used once per day per purchase; you do not need to choose between them.

1. The Darkweaver may grant 15 mending to any target. This healing type is special; it will heal any target for its natural healing type. Thus, it can be used to heal Undead, Gargylen or anything that can receive Healing. It cannot be used offensively. The call for this is "Innate Arcane 15 Mend". It may be touch cast or packet delivered. This may be used once per purchase of Sacred Bond.
2. The Darkweaver may activate magical items with "per day" or "ever" charges left on the Altar as if they were in possession of it. A Sacred Bond must be created between the item and the Altar. The Darkweaver must perform a 10 minute RP Rite. At the end of the Rite, the item will be absorbed into the Altar, making it vanish inside. This will allow the Darkweaver to use it from afar. It will last until the next skill reset. Tags for the magic item must still be carried and produced if requested. This Sacred Bond will only function for "ever" or "per day" powers, even if the item has multiple types of powers, such as a sword with both a magic aura and a once per



day Life spell; the Life spell can be used, but the magic aura cannot. Inapplicable item powers will be ignored. If the Altar is destroyed or the next reset occurs, the item will reappear. This power works within 1 km of the Altar, although your God may extend the range in special circumstances. It will not pause a Spirit Link. Sacred Bond cannot be used with items which have Light or Draconic magic. Only one Sacred Bond may be active per purchase and the Bond will only allow the Darkweaver to use the item.

Sacred Vessel

Pre-requisite: Occupation at 9th Level and at least one 6th Level Darkweaver Ability

This ability allows the Darkweaver to perform a 1 minute Rite to create a Sacred Vessel for their Unholy Altar. The Sacred Vessel may be anything, but it should be appropriate to the Darkweaver's God – a skull for Malagant, a spear for Pandora, etc. These Vessels can store Battle Magic spells while they remain on the Altar. Anyone may cast spells into the Vessel to store them. Spells may be from any core rulebook sphere or the Dark sphere. Spells cast by the Darkweaver will not be lost from the Darkweaver's memory, but spells cast by others will. After absorbing a spell, the Vessel requires 1 hour of time to attune to the magic, at which point it will become accessible. The Sacred Vessel itself may only be used by the Darkweaver. Stored spells are used by stating "Activate Vessel: <Spell Name>". Spells cast from the Vessel are considered cast by the Vessel's owner and otherwise function normally. Sacred Vessels may not be combined with Sacred Bonds.

Each Sacred Vessel can store a single spell. This spell may cast an infinite number of times by the Darkweaver within 20 feet of the Altar. After the first use of the spell, each subsequent use must consume a blessed catalyst. To bless a catalyst, the Darkweaver must transfer their Bless into the catalyst itself.

Sacred Vessels are as destructible as the item naturally is. Magic items may be used as Vessels. A Sacred Vessel will last for 5 days. The Vessel must remain within 20 feet of the Altar or it will permanently lose its power and be destroyed, even if the item was magical prior to becoming a Vessel. If a Vessel merely expires or has all its stored spell(s) used, it will not be destroyed. Spell(s) cast into Sacred Vessels should have their spell tags affixed to the phys-rep of the Vessel. These tags should be removed or crossed off when the spells are cast. If the spell is cast by the Darkweaver, and therefore not lost from their memory, they should write the spell on the Vessel tag and affix that instead.

One Sacred Vessel may exist per purchase of this ability. If a Sacred Vessel is destroyed, a new Sacred Vessel may be created after the next reset.

Church

Pre-requisite: Occupation at 12th Level and at least one 9th Level Darkweaver Ability

At the 12th level, the Darkweaver may construct a truly Unholy Church devoted to their God, pray for 10 minutes and then state "Innate Create Church" to activate it. The Church is a 20 foot square centered around the Unholy Altar. It must be properly phys-repped with great care and excellent props. The Church will grant the following powers:

The Unholy Altar is now indestructible but its duration remains the same. The Church may be destroyed by physically removing or destroying the majority of the unholy items, trappings, and vestments that make up the church. This will include things like flipping tables, tearing down banners, breaking candles and pews, etc. Note that these items should only be destroyed in game; you can never destroy anyone's property out of game without their permission. The phys-reps should be removed or moved in such a way that it is clear that the Church has been ransacked. If the Church is destroyed, the Unholy Altar will once again become destructible. If the Church is destroyed, it may be recreated at the next reset following the same method.

The Darkweaver may decide whether the area inside Church is considered to be in day time (6 AM to 6 PM) or night time (6 PM to 6 AM) at all times by performing a 10 minute Rite involving lighting or



extinguishing candles. This may be done at will. The time of day will apply to Undead, the Darkweaver, and anyone with a Bless of the same God. To everyone else, it will be considered day or night based on whether it is really day or night. If the time chosen is day time, the candles must remain lit for the effect to continue – these must be fake candles (eg: LED candles) for fire safety.

Once per event, a Darkweaver casting a ritual within their Church may re-pull a stone when determining the success of the ritual.

If a person within the Church has a Dark Bless of any God and they are struck by a Light or Draconic spell, the Bless will act as a Shield Magic and be expended. If the Darkweaver is struck by a Light or Draconic spell and they have a Bless, it will function like a Reflect Magic and be expended.

Sacred Vessels from other Darkweavers may be created on the Unholy Altar, even if the God the other Darkweaver follows is different. Sacred Vessels created in this manner will only function for the owner of the Church. The Sacred Vessel will still be considered to belong to its creator, but only the Church's Darkweaver will be able to access the stored spells.

Depending on the quality of the Church's props and the roleplay of the Darkweaver and their followers, Shapers may grant additional powers in special circumstances. Any powers granted will be tailored to the God and situation in question. These powers will only function within the Church. These 'miracles' will vary in power and effect and should be gauged by the size and power of the Church, as well as the average power level of the Guild the Church exists in. Examples of miracles include a temporary boost to the defensive abilities of a Church of Malagant besieged by the Citadel of Light, or a boost to damage done to Einher within a Church of Pandora.



Lightweaver: Occupational Abilities

Holy Altar

Pre-requisite: Occupation at 3rd Level

This ability creates a Holy Altar devoted to the creator's God. These Altars require physical representations in game and should be decorated to match the God to which they're devoted. To create a Holy Altar, the Lightweaver performs a 10 minute rite devoted to their God and then states "Innate Create Holy Altar". This will empower the Altar with their God's power for 5 days. At the end of the 5 days the Altar will remain, but it will no longer be empowered and the rite must be performed again. If a Holy Altar is moved more than 20 feet from its original location, it will lose its empowerment. Only one Holy Altar can be active at any time. Once empowered, Holy Shrines have 100 Body and a 10 Normal threshold. They do not have spirits. A tag describing these stats should be placed on the Holy Altar once empowered. When not empowered, the Altar is as destructible as what it is made from in game.

Holy Altars provide a number of powers. The first allows its creator to transfer active Blesses from their own spirit to other people or even items. This is done by stating "Innate Transfer" and touching the target. Doing this will remove the Bless from the Lightweaver and give it to the target. This transfer is only possible within 20 feet of the Holy Altar. The Bless will keep its original duration. This ability can be used at will.

Additionally, Holy Altars create 3 vials of holy water each day per purchase. These vials appear on the top of the Holy Altar and will remain there until reset if undisturbed. Once removed from the Altar, they will last for 1 hour before transforming into normal water. The vials may be used for any one of these three effects:

1. The vial may function as a light source once removed from the Holy Altar. The light source should be repped by a green, yellow or red glow stick or LED light.
2. The vial may be thrown at either an Undead or demon to inflict 10 Alchemical Acid. This is a packet delivered attack. Do not throw an actual vial. Doing this will use up the vial and it will revert into water immediately.
3. The vial may be consumed to grant the consumer a Bless of the Lightweaver's God which will last for 5 days. Doing this will use up the vial.

Sacred Bond

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Lightweaver Ability

Sacred Bond will link the Lightweaver to their Holy Altar from a distance. This link allows the Lightweaver to access some of their God's holy power as they do their work away from their Altar. Each of the two abilities may be used once per day per purchase; you do not need to choose between them.

1. The Lightweaver may grant 15 mending to any target. This healing type is special; it will heal any target for its natural healing type. Thus, it can be used to heal Elementals, Gargylen or anything that can receive Healing. It cannot be used offensively. The call for this is "Innate Arcane 15 Mend". It may be touch cast or packet delivered. This may be used once per purchase of Sacred Bond.
2. The Lightweaver may activate magical items with "per day" or "ever" charges left on the Altar as if they were in possession of it. A Sacred Bond must be created between the item and the Altar. The Lightweaver must perform a 10 minute RP Rite. At the end of the Rite, the item will be absorbed into the Altar, making it vanish inside. This will allow the Lightweaver to use it from afar. It will last until the next skill reset. Tags for the magic item must still be carried and produced if requested. This Sacred Bond will only function for "ever" or "per day" powers, even if the item has multiple types of powers, such as a sword with both a magic aura and a once per day Life spell; the Life spell can be used, but the magic aura cannot. Inapplicable item powers



will be ignored. If the Altar is destroyed or the next reset occurs, the item will reappear. This power works within 1 km of the Altar, although your God may extend the range in special circumstances. It will not pause a Spirit Link. Sacred Bond cannot be used with items which have Dark or Draconic magic. Only one Sacred Bond may be active per purchase and the Bond will only allow the Lightweaver to use the item.

Sacred Vessel

Pre-requisite: Occupation at 9th Level and at least one 6th Level Lightweaver Ability

This ability allows the Lightweaver to perform a 1 minute Rite to create a Sacred Vessel for their Holy Altar. The Sacred Vessel may be anything, but it should be appropriate to the Lightweaver's God – a medical kit for Cassandra, an hourglass for Vesmir, etc. These Vessels can store Battle Magic spells while they remain on the Altar. Anyone may cast spells into the Vessel to store them. Spells may be from any core rulebook sphere or the Light sphere. Spells cast by the Lightweaver will not be lost from the Lightweaver's memory, but spells cast by others will. After absorbing a spell, the Vessel requires 1 hour of time to attune to the magic, at which point it will become accessible. The Sacred Vessel itself may only be used by the Lightweaver. Stored spells are used by stating "Activate Vessel: <Spell Name>". Spells cast from the Vessel are considered cast by the Vessel's owner and otherwise function normally. Sacred Vessels may not be combined with Sacred Bonds.

Each Sacred Vessel can store a single spell. This spell may be cast an infinite number of times by the Lightweaver within 20 feet of the Altar. After the first use of the spell, each subsequent use must consume a blessed catalyst. To bless a catalyst, the Lightweaver must transfer their Bless into the catalyst itself.

Sacred Vessels are as destructible as the item naturally is. Magic items may be used as Vessels. A Sacred Vessel will last for 5 days. The Vessel must remain within 20 feet of the Altar or it will permanently lose its power and be destroyed, even if the item was magical prior to becoming a Vessel. If a Vessel merely expires or has all its stored spell(s) used, it will not be destroyed. Spell(s) cast into Sacred Vessels should have their spell tags affixed to the phys-rep of the Vessel. These tags should be removed or crossed off when the spells are cast. If the spell is cast by the Lightweaver, and therefore not lost from their memory, they should write the spell on the Vessel tag and affix that instead.

One Sacred Vessel may exist per purchase of this ability. If a Sacred Vessel is destroyed, a new Sacred Vessel may be created after the next reset.

Church

Pre-requisite: Occupation at 12th Level and at least one 9th Level Lightweaver Ability

At the 12th level, the Lightweaver may construct a truly Holy Church devoted to their God, pray for 10 minutes and then state "Innate Create Church" to activate it. The Church is a 20 foot square centered around the Holy Altar. It must be properly phys-repped with great care and excellent props. The Church will grant the following powers:

The Holy Altar is now indestructible but its duration remains the same. The Church may be destroyed by physically removing or destroying the majority of the holy items, trappings, and vestments that make up the church. This will include things like flipping tables, tearing down banners, breaking candles and pews, etc. Note that these items should only be destroyed in game; you can never destroy anyone's property out of game without their permission. The phys-reps should be removed or moved in such a way that it is clear that the Church has been ransacked. If the Church is destroyed, the Holy Altar will once again become destructible. If the Church is destroyed, it may be recreated at the next reset following the same method.

The Lightweaver may decide whether the area inside Church is considered to be in day time (6 AM to 6 PM) or night time (6 PM to 6 AM) at all times by performing a 10 minute Rite involving lighting or extinguishing candles. This may be done at will. The time of day will apply to Undead, the Lightweaver,



and anyone with a Bless of the same God. To everyone else, it will be considered day or night based on whether it is really day or night. If the time chosen is day time, the candles must remain lit for the effect to continue – these must be fake candles (eg: LED candles) for fire safety.

Once per event, a Lightweaver casting a ritual within their Church may re-pull a stone when determining the success of the ritual.

If a person within the Church has a Light Bless of any God and they are struck by a Dark or Draconic spell, the Bless will act as a Shield Magic and be expended. If the Lightweaver is struck by a Dark or Draconic spell and they have a Bless, it will function like a Reflect Magic and be expended.

Sacred Vessels from other Lightweavers may be created on the Holy Altar, even if the God the other Lightweaver follows is different. Sacred Vessels created in this manner will only function for the owner of the Church. The Sacred Vessel will still be considered to belong to its creator, but only the Church's Lightweaver will be able to access the stored spells.

Depending on the quality of the Church's props and the roleplay of the Lightweaver and their followers, Shapers may grant additional powers in special circumstances. Any powers granted will be tailored to the God and situation in question. These powers will only function within the Church. These 'miracles' will vary in power and effect and should be gauged by the size and power of the Church, as well as the average power level of the Guild the Church exists in. Examples of miracles include a small healing aura in a Church of Cassandra or a field which makes elves immune to Sense calls in a Church of Ll'yandra.



Dragon Knight: Occupational Abilities

Draconic Shrine

Pre-requisite: Occupation at 3rd Level

This ability creates a Draconic Shrine devoted to the creator's Dragon. These Shrines require physical representations in game and should be decorated to match the Dragon to which they're devoted. To create a Draconic Shrine, the Dragon Knight performs a 10 minute rite devoted to their Dragon and then states "Innate Create Draconic Shrine". This will empower the Shrine with their Dragon's power for 5 days. At the end of the 5 days the Shrine will remain, but it will no longer be empowered and the rite must be performed again. If a Draconic Shrine is moved more than 20 feet from its original location, it will lose its empowerment. Only one Draconic Shrine can be active at any time. Once empowered, Draconic Shrines have 100 Body and a 10 Normal threshold. They do not have spirits. A tag describing these stats should be placed on the Draconic Shrine once empowered. When not empowered, the Shrine is as destructible as what it is made from in game.

Draconic Shrines provide a number of powers. The first allows its creator to transfer active Dragon Marks from their own spirit to other people or even items. This is done by stating "Innate Transfer" and touching the target. Doing this will remove the Dragon Mark from the Dragon Knight and give it to the target. This transfer is only possible within 20 feet of the Draconic Shrine. The Dragon Mark will keep its original duration. This ability can be used at will.

Additionally, Draconic Shrines create 3 vials of ink the colour of the Dragon Knight's Dragon each day per purchase. These vials appear on the top of the Draconic Shrine and will remain there until reset if undisturbed. Once removed from the Shrine, they will last for 1 hour before transforming into normal water. The vials may be used for any one of these three effects:

1. The vial may function as a light source once removed from the Draconic Shrine. The light source should be repped by a green, yellow or red glow stick or LED light.
2. The ink may be applied to the target's skin to grant a +2 threshold of whatever type of threshold the target already has for 1 hour. If the target does not have a threshold, they receive a 2 Normal threshold. If, for example, they have a 3 Magic threshold already, they receive a 5 Magic threshold. This effect cannot be stacked with itself. Doing this will use up the vial.
3. The vial may be consumed to grant the consumer a Dragon Mark of the Dragon Knight's Dragon which will last for 5 days. Doing this will use up the vial.

Draconic Covenant

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Dragon Knight Ability

Draconic Covenant will link the Dragon Knight to their Draconic Shrine from a distance. This link allows the Dragon Knight to access some of their patron Dragon's power as they do their work away from their Shrine. Each of the two abilities may be used once per day per purchase; you do not need to choose between them.

1. A Dragon Knight can corrupt and use Divine magic items that are brought to their Shrine. This ability will only function on items which have magic from the Light or Dark spheres within them. Once the item is placed upon the shrine, the Dragon Knight may initiate a 10 minute Rite by stating "Innate Divine Corruption!" When completed, the item will be immediately destroyed and its abilities – now corrupted – will be absorbed by the Dragon Knight, even Light and Dark effects. The Dragon Knight may innately use the item's powers with the prefix "Innate Corruption <normal item activation phrase>". The Dragon Knight will be considered to have any and all prerequisites fulfilled when using an item in this manner. Corrupting an item will change the duration of its powers. All times-per-day charges become times-ever. All continuous powers become 1 hour. Light and Dark powers will not be converted into the Draconic equivalent; if an



item granted the user the ability to cast Light Bolts, that will be the ability gained. The absorbed powers themselves will last 5 days before fading away.

2. A banner with the symbol or colour of the Dragon Knight's patron Dragon may be activated for one hour and carried away from the shrine. Anyone with a Dragon Mark of the same Dragon as the Draconic Covenant's creator will receive a magic aura on their weapon swings so long as they are within line of sight of the banner, up to a range of 100 feet. The banner may be carried by the Dragon Knight or anyone with their patron's Dragon Mark. If the banner is carried by someone without the proper Dragon Mark, the banner's powers will immediately end and the daily use will be expended. The banner may be exchanged between people at will.

Draconic Trove

Pre-requisite: Occupation at 9th Level and at least one 6th Level Dragon Knight Ability

This ability allows the Dragon Knight to perform a 1 minute Rite to create a Draconic Trove for their Draconic Shrine. The Draconic Trove may be anything, but it should be appropriate to the Dragon Knight's Dragon – a seashell for Physignathus, a skull for Styphon, etc. These Troves can store Battle Magic spells while they remain on the Altar. Anyone may cast spells into the Trove to store them. Spells may be from any core rulebook sphere or the Draconic sphere. Spells cast by the Dragon Knight will not be lost from the Dragon Knight's memory, but spells cast by others will. After absorbing a spell, the Trove requires 1 hour of time to attune to the magic, at which point it will become accessible. Stored spells are used by stating "Activate Trove: <Spell Name>". Spells cast from the Trove are considered cast by the new caster and otherwise function normally. Draconic Troves may not be combined with Draconic Covenants.

Each Draconic Trove can store three spells at once. These spells must be cast into the Trove within 1 minute of each other. Once stored, anyone with a Dragon Mark of the Trove's creator's Dragon, or any Dragon Knight, may access the stored spells. Anyone capable of accessing the spells may touch the Trove and know what spells are stored within it. Once a stored spell is cast, it is used up. A Trove may only store a particular spell once per day, unless a catalyst is expended for any subsequent storage of the same spell.

Draconic Troves are as destructible as the item naturally is. Magic items may be used as Troves. A Draconic Trove will last for 5 days. The Trove must remain within 20 feet of the Altar or it will permanently lose its power and be destroyed, even if the item was magical prior to becoming a Trove. If a Trove merely expires or has all its stored spell(s) used, it will not be destroyed. Spell(s) cast into Draconic Troves should have their spell tags affixed to the phys-rep of the Trove. These tags should be removed or crossed off when the spells are cast. If the spell is cast by the Dragon Knight, and therefore not lost from their memory, they should write the spell on the Trove tag and affix that instead.

One Draconic Trove may exist per purchase of this ability. If a Draconic Trove is destroyed, a new Draconic Trove may be created after the next reset.

Temple

Pre-requisite: Occupation at 12th Level and at least one 9th Level Dragon Knight Ability

At the 12th level, the Dragon Knight may construct a truly magnificent Temple devoted to their Dragon, meditate for 10 minutes and then state "Innate Create Temple" to activate it. The Temple is a 20 foot square centered around the Draconic Shrine. It must be properly phys-repped with great care and excellent props. The Temple will grant the following powers:

The Draconic Shrine is now indestructible but its duration remains the same. The Temple may be destroyed by physically removing or destroying the majority of the items, trappings, and vestments that make up the temple. This will include things like flipping tables, tearing down banners, breaking candles and pews, etc. Note that these items should only be destroyed in game; you can never destroy anyone's property out of game without their permission. The phys-reps should be removed or moved in such a way



that it is clear that the Temple has been ransacked. If the Temple is destroyed, the Draconic Shrine will once again become destructible. If the Temple is destroyed, it may be recreated at the next reset following the same method.

The Dragon Knight may decide whether the area inside Temple is considered to be in day time (6 AM to 6 PM) or night time (6 PM to 6 AM) at all times by performing a 10 minute Rite involving lighting or extinguishing candles. This may be done at will. The time of day will apply to Undead, the Dragon Knight, and anyone with a Mark of the same Dragon. To everyone else, it will be considered day or night based on whether it is really day or night. If the time chosen is day time, the candles must remain lit for the effect to continue – these must be fake candles (eg: LED candles) for fire safety.

Once per event, a Dragon Knight casting a ritual within their Temple may re-pull a stone when determining the success of the ritual.

If a person within the Temple has a Dragon Mark of any Dragon and they are struck by a Dark or Light spell, the Dragon Mark will act as a Shield Magic and be expended. If the Dragon Knight is struck by a Dark or Light spell and they have a Dragon Mark, it will function like a Reflect Magic and be expended.

Draconic Troves from other Dragon Knights may be created on the Draconic Shrine, even if the Dragon the other Dragon Knight follows is different. Draconic Troves created in this manner will only function for the owner of the Temple. The Draconic Trove will still be considered to belong to its creator, but only the Temple's Dragon Knight will be able to access the stored spells.

Depending on the quality of the Temple's props and the roleplay of the Dragon Knight and their followers, Shapers may grant additional powers in special circumstances. Any powers granted will be tailored to the Dragon and situation in question. These powers will only function within the Temple. These 'marvels' will vary in power and effect and should be gauged by the size and power of the Temple, as well as the average power level of the Guild the Temple exists in. Examples of marvels include a creating a portal to the plane of Ice in a Temple of Ahriman or a defensive protection in a Temple of Tezoth.



Renowned Occupation Skill Costs

Please refer to Charts from 3-1 to Chart 3-5 for specific skill costs for all Renowned Occupations. Descriptions of these skills can be found in Chapter 4 of the Underworld LARP Core Rulebook.

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

Chart 4-1

Production Skills	Champion	Demagogue	Prerequisites
Alchemy	90	70	None
Artifice	85	120	Level 10 Blacksmith
Blacksmith	75	110	None
Chemistry	100	80	Level 10 Alchemy
Create Scroll	50	40	Read Magic
Tradesman <Type>	40	40	None
Trapper	85	85	None

Chart 4-2

Scholar Skills	Champion	Demagogue	Prerequisites
Anatomy	40	40	None
Demonic/Angelic Arts	40	45	None
Elemental Attunement	25	25	Elemental Sphere of Magic
First Aid	60	60	Anatomy
Mysticism	50	50	None
Necromantic Arts	40	45	None
Physician	45	45	First Aid
Read & Write	50	40	None
Read Magic	30	15	Read & Write
Read Magic: Advanced	50	25	Read Magic
Read Magic: Ritual	50	40	Read Magic: Adv.
Spell Slot: 1 st Circle	10	10	Sphere of Magic: 1 st
Spell Slot: 2 nd Circle	20	10	Spell Slot: 1 st Circle
Spell Slot: 3 rd Circle	40	20	Spell Slot: 2 nd Circle
Spell Slot: 4 th Circle	40	20	Spell Slot: 3 rd Circle
Spell Slot: 5 th Circle	50	30	Spell Slot: 4 th Circle
Spell Slot: 6 th Circle	60	30	Spell Slot: 5 th Circle
Spell Slot: 7 th Circle	70	40	Spell Slot: 6 th Circle
Spell Slot: 8 th Circle	80	40	Spell Slot: 7 th Circle
Spell Slot: 9 th Circle	100	50	Spell Slot: 8 th Circle
Spell Slot: Ritual Base *	30*	10*	Spell Slot: 9 th Circle
Advanced Ritual Casting	275	200	Level 1 Ritual Slot
Sphere of Magic: 1 st	50	50	Read Magic
Sphere of Magic: 2 nd	200	175	Sphere of Magic: 1 st
Sphere of Magic: 3 rd or Higher	300	225	Sphere of Magic: 2 nd

Chart 4-3



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

Chart 4-4

Rogue Skills	Champion	Demagogue	Prerequisites
Critical +2: Specific	140	180	None
Critical +2: Group	180	200	None
Dodge	170	200	Critical +2: Group or Specific
Dodge: Additional	170	200	Additional Critical +2: Group or Specific
Execute	170	200	Critical +2: Group or Specific
Execute: Master	190	220	Critical +2: Group
Execute: Subsequent	170	200	Additional Critical +2: Group or Specific
Execute: Subsequent Master	190	220	Additional Critical +2: Group
Garrote	140	150	None
Sap	55	60	None
Vital Blow	85	100	None

Chart 4-5



Chapter 5: VOCATIONS

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

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

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

The cost of purchasing skills will remain the same as their base occupation.

To teach a vocation, a character must purchase the Teacher skill.



Archer

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

Pre-requisites: Weapon Group Proficiency: Medium or Large and Weapon Specialization (Specific or Group).

Arrow Dodge

Pre-requisite: Occupation at 3rd Level

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

Stand and Deliver

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Archer Ability

Stand and Deliver allows the Archer to steady which and fire a more damaging ranged attack. The Archer must plant both feet (crossbow users may also choose to kneel or brace their crossbow on a table or stable object) and state “Innate Stand and Deliver”. The Archer may add +2 to their damage with their ranged attacks for as long as they maintain the position. Moving from that position or taking damage of any kind will cancel this effect and they must wait at least a minute before they can use it again. Using any type of Dodge skill or spell protections will not break this effect. This ability may be purchased multiple times. Each purchase increased the damage modifier by an additional +2. (+2 for one purchase, +4 for two purchases, etc.).

Maim

Pre-requisite: Occupation at 9th Level and at least one 6th Level Archer Ability

At 9th level, an Archer can fire a projectile that when struck will cripple the target’s defenses temporarily. For 60 seconds after being hit with a Maim attack, the victim will receive x2 damage from all physical sources and be affected by a “Swampwalk” effect, forcing them to pause for 3 seconds between each step of movement. The archer must call out “Innate <damage> Maim!” and the attack must hit Body to function. If the Maim attack misses, the skill is lost.

Death Arrow

Pre-requisite: Occupation at 12th Level and at least one 9th Level Archer Ability

Death Arrow allows an Archer to concentrate and focus on a shot with the hopes of killing their target in a single strike. After 10 seconds of concentration the Archer will be ready to fire. If the 10 seconds are interrupted the archer must begin the 10 seconds again, but the skill will not be wasted. Only releasing the missile will activate the skill. After the preparation time the Archer may fire with a call of “Innate <damage> Death!”, with the damage amount being their normal damage call. As with all carrier attacks, the damage must strike Body points to take effect. If it does, the target will immediately drop into their Death Count as if struck by a death effect. If the attack misses, the Archer may fire a second Death Arrow within 10 seconds. Regardless of whether that attack hits or misses, the ability will be used up. It is usable once per day per purchase.



Artisan

Artisans seek to be masters of their trades and crafts, and of merchandising in general. Most Artisans have focused on earning wealth and fame through trade and manufacturing rather than adventuring. Skilled marketers and vendors, streetwise and charming, Artisans prove that there's more ways to earn fame and fortune than spell and sword.

Pre-requisites: Level 10 Tradesman or Level 5 Tradesman and 5 levels of production skills (total).

Treasure Hunter

Pre-requisite: Occupation at 3rd Level

Artisans have a nose for gold. Treasure Hunter allows them to sense gold and silver at will by touching the target and performing a 3 count – “Innate Sense Coin 1, Sense Coin 2, Sense Coin 3.” If the target has gold or silver coins in their possession they must respond with “Here!” in a normal speaking voice. The sense and response calls are considered out of game. Doing this does not let the Artisan know the exact pinpoint location of the gold, only that it is on the person. In game, this is the Artisan hearing the familiar jingle of coins and watching the target's body language as they move. This has no effect on coins not on a person but will work on corpses and immobile targets. Eg: It cannot be used to detect gold inside chests.

Treasure Hunter also helps Artisans loot bodies. Once per day per purchase, the Artisan may touch a target that is unconscious, dying or dead, and which they have already used Sense Coin on within the 3 seconds, and ask out of game one of the following questions: “Innate Treasure Hunter – do you have any coins / magic items / gems / catalysts on you?” Doing this will instantaneously loot the target of all tags of that type (coin, magic item, gem or catalyst). The target must hand over all the tags of that type on their person, regardless of whether the target has any ranks of Looting.

Bribe

Occupation at 6th Level and at least one 3rd Level Artisan Ability

In times of dire need, an Artisan may slip out of dangerous situations by offering up a charm-infused bribe. If the Artisan offers a target an item worth at least 1 gold piece or 10 RM in base creation value which they have created themselves, they may be able to save their skin. While holding out the item the Artisan must declare “Innate Magic Bribe!” and strike the target with a spell packet. If target defends against the Bribe, for every 3 gold or 50 RM in base creation value of the item, the Artisan may use an “Innate Echo!” effect in a second attempt. If the initial Bribe is resisted but the Echo is successful, the original Bribe attempt will be temporarily forgotten – its memory suppressed by the glamour of the item being offered a second time. If the Bribe succeeds, the target will not be aware that they are being charmed until the effect wears off.

When a Bribe is successful, the Artisan has 3 seconds to place the item on the ground or in the target's hands, as decided by the target. The target will then take the item. For the next minute, the target cannot take hostile action against the Artisan unless the Artisan initiates any hostile actions toward the target. Actions are determined to be hostile or not by the target of the Bribe. The target will not necessarily trust the Artisan; they will simply avoid initiating hostilities. Bribe has no effect against mindless and Undead creatures and it can be resisted the same way as a magical charm. Items made with conventional production skills may be used for this skill. This skill can be used once per day per purchase.

Magnum Opus

Pre-requisite: Occupation at 9th Level and at least one 6th Level Artisan Ability

For each purchase of Magnum Opus an Artisan may choose to augment either their Production or Tradesman skills. At Logistics, they can craft a single item through their Production skills using any type of RM. Alternatively, the Artisan can focus on their Tradesman skills and increase the value of one item created by 3 gold. No matter which of the abilities is used, a catalyst will be generated. This catalyst must



be a physical tool that was used somehow in the item's creation. Both its type and emotion radiated may be decided by the Artisan. An Artisan may choose to stack uses of this ability to create a single, even more expensive item. For example, they could use 3 uses of this ability to increase the value of the item by 9 gold. This skill may be used once per event (at Logistics) per purchase.

Vault

Pre-requisite: Occupation at 12th Level and at least one 9th Level Artisan Ability

When an Artisan reaches this level of skill they may call in favours to build the ultimate strong-room free of charge – the Vault, a 10'x10'x10' square room with a ritual-level magical barrier. The Vault must be phys-repped by a tent or building, or the inside of a tent or building. The Vault has one door and one key, which is spirit linked to the Artisan. The Vault may have windows, but even they will be magically protected. This magical barrier is special and cannot be breached or dispelled by any means, including such powers as Passwall, Counter Magic or ritual Destroy Magic, other than Shaper approved abilities. Only those with a spirit-linked key may enter the Vault. For each additional purchase of Vault an Artisan may increase the Vault's size by 10'x10'x10', may add an additional spirit-linked key to one additional person and may add another door if desired. All lock(s) and key(s) will be tagged and have matching numbers assigned to them. If anyone with a spirit-linked key suffers a final death the key will still exist and may still be used to open the Vault but will no longer be spirit-linked. If the Artisan dies a final death, the Vault loses its magic and becomes a normal building.

The Artisan may only have one Vault at a time. If desired, the Artisan can deactivate their Vault and create another somewhere else. If a Vault is deactivated, the Artisan may not make another for 5 days – favours take time to cash in. It takes 10 minutes to create a new Vault. A Vault cannot be constructed around a person or creature. When the new Vault is created, the Artisan will receive a number of new keys equal to their purchases of this ability. The old keys will become normal keys which do not unlock anything.



Battle Mage

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

Pre-requisites: Sphere of Magic: 2nd or Spell Slot: 4th Circle.

Amulet

Pre-requisite: Occupation at 3rd Level

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

Maximize

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Battle Mage Ability

In order to use this class ability, the Battle Mage must state "Innate Maximize:" before a spell incant for a spell that involves damaging or healing with numerical amounts and a duration of instant. If the spell is successfully cast, those healing or damaging numbers are x2. The Battle Mage must state the total number at the end of the incant. This is extremely taxing to the Battle Mage and after the spell is cast they are stunned for 5 seconds and cannot use any skills whatsoever. While stunned, the Battle Mage is unable to take any action, including blocking, moving and the use of skills, minus the ability to call "interrupt" against killing blows. They may also interrupt any counts against them. Automatic defenses such as Shield Magic will still operate, but ones requiring conscious thought such as Advanced Shield Magic will not.

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

Twin Spell

Pre-requisite: Occupation at 9th Level and at least one 6th Level Battle Mage Ability

When casting a Battle Magic spell and using Twin Spell, the Battle Mage is able to throw two packets simultaneously, either two packets in one hand or a packet in each hand. Both packets are considered the same spell and either packet will do what the spell would normally do. No more than 1 second can pass between throwing both packets. For defensive purposes they are considered two separate spells. In order to activate this class ability, the Battle Mage must state "Innate Twin Spell:" before the incant. Although considered two spells, only one spell is removed from the mage's memory and spell slot. If the spell is miscanted, the Twin Spell ability will be wasted.

The magical energy required to duplicate a spell is taxing on the mind, the Battle Mage will thus be stunned for the next 5 seconds after using this ability. The effects of this stun are identical to those of Maximize. Twin Spell can be used once per day per purchase.

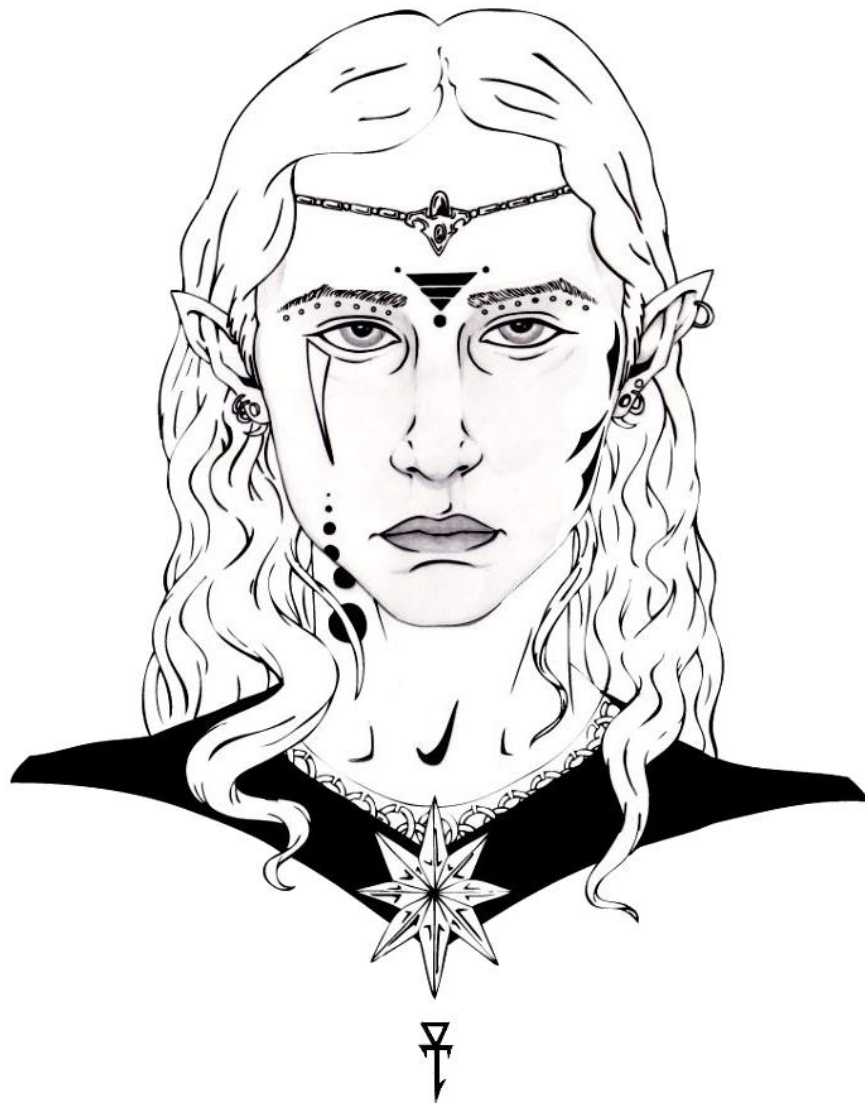
Wizard Staff

Pre-requisite: Occupation at 12th Level and at least one 9th Level Battle Mage Ability

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



takes an hour of concentration and requires a staff to imbue with this power. Any type of staff may be used. During that creation, the Battle Mage must choose to align their staff with any one spell sphere they have purchased. Once created the staff will function as a magic weapon in the hands of its creator and will swing for magic. Also, the sphere they have chosen to align with their staff no longer requires the use of incants to cast. Those incants are replaced with “Magic <Spell>”, eg: “Magic Swarm”. The staff must be in the hands of the Battle Mage for all abilities to function, it will act like a simple staff in the hands of anyone else. If a Battle Mage wishes to align their Wizard Staff to a different sphere the same staff may be used but the hour of concentration must be completed again. For purposes of destruction, the staff is considered whatever type of staff was used to create it and can be broken like one. A Wizard Staff will last 5 days before the magic fades, returning it to its previous state. A Wizard Staff may be created once per day per purchase, but only one may exist at any time.



Blood Reaver

As their name implies, Blood Reavers collect blood from magic users and use it as the source of their power. The most proficient Blood Reavers can draw forth magic spells and abilities and can make their enemies more vulnerable to their attacks. Blood Reavers come in many forms, from the scholarly mage studying the fringes of magical theory to the shamanistic orc who rips magic from the minds of their enemies. Woe be to those who cross the path of the Wytch who studies this art.

Pre-requisites: Self Mutilate, Anatomy and First Aid.

Blood Harvest

Pre-requisite: Occupation at 3rd Level

By touching a target and stating, “Innate Magic Blood Harvest”, a Blood Reaver can instantly magically transfer 1 litre of blood from the target to an empty vessel which is waiting in their off hand. The Blood Reaver’s hand will briefly glow red and cause 1 Magic Body damage to the target. If the damage is negated, Blood Harvest will fail. Blood collected in this manner will last for 3 months, not the standard 1 month duration. This ability can be resisted via Resist Magic, Shield Magic and other forms of defence against magical spell-like touch-casts. If used against targets without blood or used without an appropriate empty vessel, it will have no effect and the ability will be used up. If successfully used, the tag for Blood Harvest should be signed by the target OOG when next possible, and the tag must be affixed to the vessel used to hold the blood until it is used or expires. This ability is useable once per day per purchase.

Master of Vitae

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Blood Reaver Ability

The Blood Reaver can now utilise the power they’ve been studying. By stating “Innate Master of Vitae” while holding 1 litre of blood from a specific target in their off hand, the Blood Reaver will have 10 minutes to physically touch that same living target and state “Arcane Blood Infusion”. Doing so will consume the blood, heal the Blood Reaver to full Body and will reset the duration of any active Battle Magic spells on the Blood Reaver as if they had just been cast. A Blood Reaver cannot use their own blood for this ability and must use the blood of a target which is capable of resurrection. This ability is useable once per day per purchase.

Blood Boil

Pre-requisite: Occupation at 9th Level and at least one 6th Level Blood Reaver Ability

By possessing at least one litre of a target’s blood, the Blood Reaver may cause that target to become vulnerable to the Blood Reaver’s attacks. To activate this ability the Blood Reaver must hold their target’s blood in one hand (within a container) while pointing at the target and stating, “Arcane Power Word Directed: Blood Boil”. Unless the target resists the ability, all physical attacks made by the Blood Reaver for the next 10 minutes will have their damage doubled against the target. This damage should be calculated by the target, as the Blood Reaver might be unaware of duration or resistances. In addition, any Battle Magic spells successfully cast by the Blood Reaver against the target will gain the “Penetrating” prefix. Activating this ability will consume the blood, even if the target successfully resists. This ability is useable once per day per purchase.

Tap the Vein

Pre-requisite: Occupation at 12th Level and at least one 9th Level Blood Reaver Ability

Tap the Vein allows the Blood Reaver to steal a memorised spell or magical ability from the mind of a target that has a functioning metabolism which uses blood. To do so, the Blood Reaver must touch a target within their Bleed count and state, “Arcane Tap the Vein – what is the highest level spell you have memorized?” If the target does not resist and has a spell memorised, they must inform the Blood Reaver OOG what their highest level spell is and provide the spell tag for it. If the target has multiple spells at the highest level they may decide which to offer. The offered spell is then lost from the memory of the target



and the Blood Reaver has 1 hour to cast the spell by stating “Magic <spell name>”. This ability will function with all Battle Magic spells, including all spells from spheres from the Soul Frag book.

If the target of Tap the Vein has no spells memorised, the Blood Reaver may ask them OOG if they have any hourly or daily natural magical abilities. If so, the target will inform the Blood Reaver of up to 3 magical abilities they possess and the Blood Reaver may select one to steal. The target will lose a use of this ability and the Blood Reaver will have 1 hour to use the ability by stating “Magic <ability name>”.

A Blood Reaver may choose to use Tap the Vein to learn the target’s highest level spell or hourly/daily natural abilities without stealing them.

If the target has no spells memorised or magical abilities, Tap the Vein will fail but will not be used up. Tap the Vein does not function against occupational abilities. This ability is useable once per day per purchase.



Brew Master

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

Pre-requisites: Level 5 Create Alcohol or Level 5 Alchemy.

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

Iron Gut

Pre-requisite: Occupation at 3rd Level

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

Mixologist

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Brew Master Ability

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

- 1) A potent beverage that does 20 points of Stamina damage.
- 2) A soothing drink that does 10 points of Mending for any creature that can drink it, but also does 4 Stamina damage.
- 3) A Molotov cocktail which explodes on impact when thrown (packet delivered) and does 10 elemental fire damage. "10 Elemental Fire!" is the call when thrown.

A Brew Master can create 1 drink total per day, per purchase. Each drink lasts 5 days before becoming inert. These drinks cannot be time-extended.

Firebreathing

Pre-requisite: Occupation at 9th Level and at least one 6th Level Brew Master Ability

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

Drunken Master

Pre-requisite: Occupation at 12th Level and at least one 9th Level Brew Master Ability

When a Brewmaster with Drunken Master reaches 0 Stamina, instead of becoming a slurring mess of intoxication like everyone else, they may choose to enter the eye of the storm. At 0 Stamina they may activate Drunken Master, stating "Innate Drunken Master". A Brew Master may also choose to activate this ability by taking 40 Stamina damage in less than one minute, which will reduce them to 0 Stamina regardless of their true total stamina. If they activate this ability, for 10 minutes they gain a 2 Normal threshold, a +1 Strength, +5 damage with hand to hand, 2 Parries with Hand to Hand, an immunity to Charm effects, an immunity to further stamina damage and +25 Body points. When the 10 minutes



expires the Brew Master returns to 1 Stamina. As normal, a Drunken Master cannot use other skills while they are at 0 Stamina. This ability may be used once per day per purchase.



Bounty Hunter

Bounty Hunters are specialists in the art of capture or killing of criminals and fugitives for bounties. Some Bounty Hunters will hunt to kill and others will track, then capture people to extract information or a reward. Most Bounty Hunters operate in a grey area between the laws. Their motivations vary – some do the work for coins and will take bounties from anyone, while others are politically motivated or work with the law to assist in the apprehension of criminals.

Prerequisites: Sap and Ambidexterity.

Mercy

Pre-requisite: Occupation at 3rd Level

This ability allows a Bounty Hunter to add the suffix “Mercy” to the end of a weapon swing call. Eg: “4 Normal Mercy”. A “Mercy” suffix means that the attack will not drop the target below 0 Body regardless of how much numerical damage it does. This ability may be combined with other weapon skills. This ability may be used at will. Note that Mercy will not prevent damage from other sources.

Bola

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Bounty Hunter Ability

Bolas are a special thrown item designed to trip up a target’s legs and force them to the ground. This ability is delivered via a spell packet, which represents multiple weighted balls attached together with rope. The call is “Innate Bola – Physical Snare”. If successfully struck by the spell packet, the victim’s right foot will be stuck to the ground as per the Snare spell. A target can only be affected by one Bola at a time. The Bounty Hunter must be holding a Bola phys-rep in their off hand at the time of the throw. This ability can be used at will so long as the player has 1 Bola tag for each Bola thrown. A Bola may be cut through with a two-minute count and may also be ripped free from by the victim if a +2 or greater strength is used, both of which will destroy the Bola. Ripping free will cause the victim to take 2 points of damage straight to Body regardless of threshold. It takes three seconds to rip free from the Bola. Bola tags can be reused if the Bola spell packet is recovered in game and has not been destroyed. A Bounty Hunter can recover the Bola if it misses the target, or if they remove the Bola from the victim on a 5 count. Bola tags cost 20 RM of blacksmithing material to create. Bounty Hunters can make a number of Bolas up to their number of purchases of this ability during Logistics. This does not require the Blacksmithing skill. Bolas expire 2 years after creation. Bolas are considered tools, not weapons, and cannot be enchanted, augmented, made of silver, etc. Bola phys-reps should be a string or small rope with a ball at each end and should never actually be thrown.

Smoke Bomb

Pre-requisite: Occupation at 9th Level and at least one 6th Level Bounty Hunter Ability

This area-of-effect blindness attack is activated by the Bounty Hunter throwing a spell packet at their feet and declaring “Innate Alchemical Smoke Bomb!” This will blind anyone within a 10-foot radius of the Bounty Hunter for 10 seconds, except for the Bounty Hunter. This is usable once per day per purchase.

Impale

Pre-requisite: Occupation at 12th Level and at least one 9th Level Bounty Hunter Ability

This ability causes a tagged throwing weapon to strike a vital point on the target, causing extreme pain which prevents the victim from using any tag skills until the victim performs a 10-second count to remove the weapon while not moving, or until 60 seconds have passed. The call for this is “Innate 5 Body Impale”. Until the weapon is removed or the time expires, the victim can move no faster than 1 step per second. Removing the weapon manually causes an additional 1 Body of damage. Impale will only function against living targets and those that feel pain. It cannot be combined with other skills and the damage cannot be increased, though specific damage types such as “Silver” or “Magic” may be called based on the weapon used. This ability is usable once per day per purchase.



Conqueror

Conquerors are larger than life heroes who charge into battle and leave strategy to the bookworms. They fight the biggest monsters, earn the most glory and believe that every minute you spend talking you could be punching the bad guy in the mouth instead. They believe that shields are for cowards, hate monologues and think brute force is the only effective problem solver. They specialize in two-handed weapons and kicking ass.

All Conqueror abilities require the use of a two-handed melee weapon (other than simple weapons).

Prerequisites: Slay with a 2-handed weapon (other than simple weapons).

Cleave

Pre-requisite: Occupation at 3rd Level

This ability allows the user to strike 3 different targets in quick succession, doing increasing damage with each swing. The first swing will do the normal amount of damage. The second swing will add +5 damage and the third swing will add +10 damage. Cleave must hit three separate targets in succession with no more than 5 seconds between each strike. If one of the swings misses, the effect ends. To activate this ability, the Conqueror must state “Innate Physical Cleave!” before the first swing. This ability is useable once per day per purchase.

Ego Armour

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Conqueror Ability

While wearing 20 or fewer points of physical armour, a Conqueror may state “Innate Ego Armour” to double their physical armour points using this ability. This is not magical in nature. It simply makes the armour being worn twice as effective. Each purchase of this ability will raise the maximum armour that this ability can be used with by 5. Ego Armour cannot be repaired once damaged. If any armour is physically removed or put on, the effect will end. Otherwise, the additional points will remain until destroyed or until skill reset. This ability does not stack with itself. This ability is useable once per day per purchase.

Breakthrough

Pre-requisite: Occupation at 9th Level and at least one 6th Level Conqueror Ability

This ability only works against targets with shields. The Conqueror must state “Innate Physical Breakthrough”. They can then swing, once, for 40 points of damage to the shield itself. The swing must strike the shield itself. Regardless of whether the shield is destroyed by that damage, the target must drop it. If the shield is destroyed by the damage, the target will also be stunned for 5 seconds. This ability is useable once per day per purchase.

Rallying Cry

Pre-requisite: Occupation at 12th Level and at least one 9th Level Conqueror Ability

After yelling “Innate Blood and glory!”, the Conqueror will gain +5 damage with all Conqueror-appropriate weapons for the next minute. Anyone else who hears the shout who is also using Conqueror weapons or who is a Conqueror themselves will also gain +5 damage to their next swing with a Conqueror weapon, within the next minute. This will affect both friends and foes. This ability does not stack with itself. This ability is useable once per day per purchase.



Shaman

Shamans are practitioners of mysterious arts which link themselves to the spirits of the animal kingdom, called ‘Animists’. Almost every culture on Maud’adir has versions of Shamans within it – mystical seers, wise storytellers and potent allies. To the Wild Elves they are called ‘Wildspeakers’, communing with nature directly. Einher Shamans are distrusted but highly valued for their wisdom and divination. Goblin Shamans are powerful ‘Warcallsers’ in battle, augmenting the strength of their Warband. Some Shamans are reclusive, interacting with only their own kin or when aid is directly requested. Other Shamans take the role of advisors or soothsayers.

Shamans tend not to take direct action. Instead, they aid those who join them by sharing their wisdom or empowering them through magical Fetishes. The Shaman’s closest allies are called ‘Braids’, which Shamans name. Braids are almost always the same race as the Shaman, although rare exceptions may be made. No person can ever be a member of more than one Braid at a time. If a Braid member ever becomes a Shaman they will be removed from the Braid to forge their own path. Likewise, if a Braid or Shaman’s Fetish is not Empowered for a year, their connection to the Braid will fade and they will be removed from it. If the Shaman finally, the Braid connection disappears.

As with any character you play in Underworld LARP, we ask that you please be respectful with your roleplay and avoid using modern day cultures and themes when roleplaying your shaman.

Pre-requisites: Level 7 Mysticism or Spell Slot 5th Circle (Nature sphere).

Rite of Weaving/Unweaving

Pre-requisite: Occupation at 3rd Level

This rite allows a Shaman to induct new members into their Braid, build them a Fetish, and Empower a Braid member’s Fetish when its power fades. The first time a Shaman uses a Rite of Weaving they will do so for themselves, creating their own Fetish and becoming a true Shaman. Fetishes are sacred items that should be personal and important to the Braid member. Creating or Empowering a Fetish requires the Shaman to perform a ceremony at least 10 minutes long. The specifics of the ceremony will depend on the Shaman’s culture, race and style.

If the Braid member is new, the Shaman will decide on an Animist animal for the new Braid member based on their personality and will present them with their Fetish. This Fetish must be made by the Shaman and should be smaller than a child’s doll, but otherwise can be anything. The Braid’s Animist may be any land-based animal and is considered to be either a Predator or a Prey Animist. The animal must be a natural, non-magical animal – bears are acceptable, basilisks are not. The Shaman states “Innate Rite of Weaving” and attaches the tag for their Rite of Weaving to the Fetish. Once the ceremony is complete, this new Fetish will grant Animal Kinship with that animal group for the Braid member at will. Animal Kinship will cause any animal of that group (eg: all ‘cats’ for a Lion Animist) to see the Braid member as friendly. It is used by stating “Innate Magic Animal Kinship <animal>”. Animals in this group will not initiate hostilities against the Braid member but will respond to hostility normally. A Shaman may induct a new Braid member by creating a new Fetish for them once per day per purchase.

The Rite of Weaving may also be used to empower expired Fetishes at will by the Shaman. Being inducted into the Braid is considered a lifelong commitment, but the power of a Fetish will last for 5 days before needing to be empowered again. Should the Fetish be destroyed or leave their person, membership in the Braid continues, but the Rite of Weaving must be performed again to create a new Fetish. Empowering an existing Fetish does not use up a daily use of Rite of Weaving, but replacing a missing Fetish does. A Shaman may not empower another Shaman’s Fetishes. A Shaman can have up to one Empowered Fetish per level of the Shaman, excluding themselves.



A Shaman can sense their own Braid members with Empowered Fetishes. This can be accomplished by stating “Sense Braid <Braid Name>!”. All Braid members with Empowered Fetishes must respond “Here!” out of game. This power may be used at will by the Shaman and once per day by Braid members.

A Shaman can remove Braid members who have become disloyal – by force. To remove a Braid member, the Shaman must kill them and eat their heart to reclaim the Animist within it. The Shaman empowers each of the other Braid members with Empowered Fetishes who participate in this reclamation with +2 Strength for one hour once the body vanishes to resurrect or dies a final death. Either way they are removed from the Braid.

Finally, Shaman are vulnerable to betrayal their own Braid members. A Shaman who is killed, directly or indirectly, by one of their Braid members who shares their race will have a 50% chance of taking two deaths upon resurrection. If the Braid member who committed the betrayal is of another race, this automatically raises to two deaths. This occurs even if the Shaman is unaware of the betrayal. The death must have been intentionally caused by the Braid member. The Braid member should report this to the Shaper team if the Shaman is unaware. The Shaman is vulnerable to this effect for up to one year after the betrayal.

Rite of War

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Shaman Ability

This ability allows the Shaman to strengthen and empower their Braid by banging on war drums, singing, or chanting. At the beginning of the Rite, the Shaman senses their Braid members with the Rite of Weaving. For each Braid member that the Shaman senses, the Shaman can resist any one physical strike or hostile Battle Magic spell. While the Rite of War is going on, all Braid members with Empowered Fetishes within earshot and line of sight will gain a power based on their Fetish, as described below. While the Rite of War is active, the Shaman can take no other action besides walking and performing the Rite. The Shaman cannot stop for more than 3 continuous seconds or the rite will end. To initiate a Rite of War the Shaman must state “Innate: Rite of War!” and then begin their performance. This rite is usable once per day per purchase and lasts for up to ten minutes.

Predator: Predators Braid members with an Empowered Fetish participating in the Rite of War gain temporary hide armour worth 5 Armour Points. This armour increases by 5 AP for each Braid member, other than the Shaman and themselves, who participates in the Rite of War who has an Empowered Fetish. This armour functions like normal armour except that it cannot be refitted or repaired. To repair their natural hide, the Braid member must heal it as though it were Body points.

Prey: When any Braid member with an Empowered Fetish falls into their Bleed or Death Count during the Rite of War, Braid members with Prey Animists may touch their fallen bodies and state “Innate Spirit Walk 1, Innate Spirit Walk 2, Innate Spirit Walk 3”. This transfers the body in spirit form to the Shaman’s location by calling on the target’s Animist. Upon reaching the Shaman the body, including its possessions returns to the material world with the same Spirit Walk count. During this travel time, their Bleed or Death count will continue and their body cannot be Lified because their spirit is not in it. If the spirit cannot find or reach the Shaman, they will return to their body. Their spirit will pass through non-magical barriers if any block their route to the Shaman, but must travel around magical barriers. This ability may be used at will by Prey Braids with Empowered Fetishes during the Rite of War.

Rite of Vision

Pre-requisite: Occupation at 9th Level and at least one 6th Level Shaman Ability

The Rite of Vision is a one minute ceremony that allows the Shaman to become a ghostly version of their Animist for a period of time. For each Braid present in the ceremony with an Empowered Fetish, the Rite of Vision becomes more powerful.

To begin, the Shaman must create a new Fetish of their mortal form, the size of a child’s doll or larger.



This Fetish will take the place of their body and has 1 Body point. All damage to this Fetish acts as a Killing Blow and will cause the Shaman's physical body to fall into its Death Count when the Shaman returns to it. If there is no Marshal present when the Fetish is damaged, the killer must find a Marshal and inform them that they performed a Killing Blow on the Fetish. The Marshal will then inform the Shaman. The Shaman's character sheet should be left with the Fetish along with the tag for the Rite of Vision.

Once their Fetish is prepared the Shaman will state "Innate Rite of Vision!". This will manifest a shimmering, transparent version of their Animist which they now possess. The Shaman's physical body and all items on them will be absorbed into their special Fetish. The Fetish cannot be moved by any means until the Shaman returns to it. The ghostly Animist is now controlled by the Shaman and all that it experiences will be experienced by the Shaman. The Animist has a silver threshold, 25 Body points, two claws which swing for 5 Normal each, and 25 hide Armour Points. This armour functions like normal armour except that it cannot be refitted or repaired. To repair their natural hide, the Shaman must heal it as though it were Body points. The Shaman may speak in this form.

The Shaman may touch cast one memorised spell through their claws for each Braid member that participated in the Rite of Vision. No other skills or abilities may be used and no items of any kind may be carried by the Animist. This possession will last for 10 minutes per Braid with an Empowered Fetish who participated in the Rite. When the duration expires or the Animist reaches 0 Body, the Shaman's spirit will return to their Fetish and their body will reform, along with anything it was wearing. If the Animist was destroyed by reaching 0 Body, when the Shaman's spirit returns to its body they will be at 2 Body. For the next hour, 2 Body will be their maximum Body. If a Shaman's special Fetish suffered a Killing Blow during the Rite of Vision, upon returning to its body the Shaman enters their Death Count.

Rite of the Monolith

Pre-requisite: Occupation at 12th Level and at least one 9th Level Shaman Ability

This powerful Rite will create a sacred area for the Shaman and their Braid, dominated by a large stone or monolith. The Shaman must perform a 1-hour roleplay rite to create the Monolith. This area will encompass a space 20 feet by 20 feet. The stone must be at least 5 feet but does not need to be real stone out of game. A Shaman may only have one active Monolith at a time. The Shaman can destroy their Monolith by doing 50 pts of damage to it. They may then create another somewhere else, after 5 days.

The area around the Monolith will function as a resurrection circle for the Shaman's Braid members who have Empowered Fetishes. Resurrections may be performed by the Shaman but will also happen automatically if they are not there. A Shaman may construct a special Spirit Mask for this purpose. This mask must be at least 1 foot long and 8 inches wide, made of wood or bone in game and have large adornments. It should not be able to be mistaken for an NPC mask. The Shaman's Animist animal should be represented in some manner on the mask. If the Shaman resurrects a Braid member while wearing this Spirit Mask and tells that Braid member a resurrection dream themed around them being their Animist, the resurrection will only take 5 minutes. The mask will only function for resurrections performed on Braid members within the Monolith area.

One per day per purchase, a magic, transparent barrier can be created around the Monolith area. It will last for 1 hour for every Empowered Fetish present within the area when activated. The entire barrier may be temporarily disabled at any time when active by the Shaman or any Braid members with Empowered Fetishes by stating "Barrier up/down!" at will. While the barrier is up, it behaves like a Circle of Protection. The magic of this barrier is considered ritual level.

Any sentient creature capable of resurrection may be sacrificed upon the Monolith. If the creature suffers a Killing Blow and has their heart removed, any Braid members, including the Shaman, who eat a piece of it will gain +2 Strength for one hour once the body vanishes to resurrect or dies a final death. This power may be used once per Braid member or Shaman per day.



Stalwart

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

Pre-requisites: Heavy Armour, Shield, and a Parry (Specific or Master).

Shield Parry

Pre-requisite: Occupation at 3rd Level

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

Conviction

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Stalwart Ability

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

Fortress

Pre-requisite: Occupation at 9th Level and at least one 6th Level Stalwart Ability

When Fortress is used, the Stalwart gains the ability to activate a defensive stance that grants the Stalwart a 5 Normal threshold and +40 armour points that remain as long as the Stalwart keeps one foot planted. The Stalwart also gains an immunity to fear and cower effects during this time. While in Fortress, the Stalwart is immune to Strength-based pushing, magical or physical.

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

Imbue Shield

Pre-requisite: Occupation at 12th Level and at least one 9th Level Stalwart Ability

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



Swashbuckler

Swashbucklers are flamboyant and daring, larger than life adventurers who use their speed and wits rather than heavy armour and brute strength in combat. They come in many forms – pirates, duelists and brigands are all examples of Swashbucklers. Most Swashbucklers are romantics at heart, more concerned with winning fame and fortune than safety or consequence, though some Swashbucklers are far more dark and self serving in their motivations. You might encounter Swashbucklers on the high seas raising a cutlass over a canon, in gambling dens with aces up their sleeves or attempting to win your heart with a sword in hand and rose between their teeth. Most swashbucklers live very short lives but their legends may continue for centuries.

To use any Swashbuckler ability, the Swashbuckler must have a 1-handed melee weapon in their main hand and must not hold any weapon in their off hand other than a dagger, throwing knife, or stiletto.

Pre-requisites: Ambidexterity, plus either a Slay (Specific or Master) or a Dodge.

Finesse

Pre-requisite: Occupation at 3rd Level

Light on their feet and nimble, a Swashbuckler trains to maneuver around weapon strikes and absorb the inertia of blows. Each time this ability is purchased the Swashbuckler gains 5 Armour Points. These 5 AP are considered armour, but they cannot be repaired, refitted or augmented in any way. Finesse AP are removed before regular AP if the Swashbuckler takes damage. Finesse AP will regenerate as a Swashbuckler's energy returns. For every 60 second spent roleplaying limbering up, calming their breathing, tightening straps, etc., the Swashbuckler will regain up to 10 Finesse AP. During this time no other skills may be used. AP from Finesse will be temporarily lost if the Swashbuckler wears metal armour. If Finesse's AP are lost because of these restrictions it will take 10 seconds for them to return after the restrictions have been met. Finesse AP cannot be used if the Swashbuckler is unable to move.

En Garde!

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Swashbuckler Ability

This ability improves a Swashbuckler's skill at fighting with a weapon in one hand against a single target. En Garde! Grants the Swashbuckler +1 damage with their main weapon for 10 minutes. This bonus damage is not granted to their off-hand weapon, if they use one. If the Swashbuckler has two weapons, they may select their 'main' weapon when the ability is activated. To activate this ability the Swashbuckler will point or motion toward one target and state: "Innate En Garde!" En Garde! Only grant this damage bonus against the declared target. Each time this ability is purchased the Swashbuckler will gain an additional +1 damage and another 10 minute period in which can use En Garde! Per day. Eg: If purchased 3 times the Swashbuckler will gain +3 to main weapon damage for 10 minutes, three times a day. Only one En Garde! Can be activate at the same time.

Prise de Fer ("pree-z [deh fair] »)

Pre-requisite: Occupation at 9th Level and at least one 6th Level Swashbuckler Ability

This physical attack will disarm an opponent's weapon and cause it to land in the Swashbuckler's hand. By striking the opponent's weapon with their own and calling "Innate Prise de Fer!" the Swashbuckler can force their opponent to give them the targeted weapon, if the Prise de Fer is successful. A Swashbuckler has a 3 second grace period to determine what to do with the captured weapon before any negative effects from the Swashbuckler weapon restrictions begin. Prise de Fer is considered a physical attack. It will not grant the skill to use the weapon captured. Prise de Fer will only function against 1-handed weapons unless two Prise de Fers are used at once. If the Swashbuckler does not have a free hand to catch the weapon it will fall on the ground at their feet. Prise de Fer is usable once per day per purchase.



Aegis

Pre-requisite: Occupation at 12th Level and at least one 9th Level Swashbuckler Ability

By declaring “Innate Aegis!” the Swashbuckler may use the Parry defense multiple times within 10 seconds. For every level of the Swashbuckler, they may use one Parry. Parry enables the player to parry any weapon blow, as well as touch casted spells. To Parry an attack, the Swashbuckler simply calls “Parry”, which negates the last hit taken. Parry cannot block Massive damage, Spellstrikes, or Surprise Attacks. While Aegis is active, no other skills may be used. Aegis may be used once per day per purchase.



Undead Hunter

Undead Hunters have undergone specialized training to hunt and destroy Undead creatures. This training is mostly appealing to those with physical combat training who want to refine their capabilities. An Undead Hunter's tools are potent. They have the means to heal themselves while damaging undead, force sunlight upon them and even destroy them outright.

All of Undead Hunter's Occupational abilities will only work on Undead that they have identified using Necromantic Arts or Undead they have witnessed taking damage from Healing.

Pre-requisites: Necromantic Arts and either Weapon Specialization (Specific or Group) or Spell Slot: 5th Circle (Healing).

Hunter's Focus

Pre-requisite: Occupation at 3rd Level

When the Undead Hunter wields any silver, Master Crafted or Legendary weapon they may call magic damage. This ability is usable at will.

Hunter's Attrition

Pre-requisite: Occupation at 6th Level and at least one 3rd Level Undead Hunter Ability

Hunter's Attrition is a powerful magical ability that damages Undead while healing the Undead Hunter. By using a weapon appropriate for Hunter's Focus, an Undead Hunter may call "Innate Spellstrike Hunter's Attrition: 25 Magic Healing". When successfully delivered, this ability does 25 Magic Healing damage (100 Magic Body damage vs Undead) and also mends the Undead Hunter for 25 Body, in the appropriate type for them to heal from, regardless of race. This damage is considered healing magic for all purposes. In order for the healing function of this ability to function an Undead must have been successfully damaged. Hunter's Attrition can be used once per day per purchase.

Crystal of Light

Pre-requisite: Occupation at 9th Level and at least one 6th Level Undead Hunter Ability

At 9th level an Undead Hunter can create and throw a magical crystal of sunlight, which when striking an Undead causes it to explode in natural sunlight. This sunlight will bathe the Undead for 1 minute and cause it to be affected as though it was between the hours of 6:00 AM and 6:00 PM. This will strip magical thresholds and supernatural strength from Undead and may have additional effects based on the Undead type. If the target is not Undead the crystal will have no effect and will not activate magical defenses. It may be used once per day per purchase and the call is "Innate Arcane Crystal of Light".

Final Rest

Pre-requisite: Occupation at 12th Level and at least one 9th Level Undead Hunter Ability

This ability allows an Undead Hunter to destroy an Undead creature immediately. By using a weapon appropriate for Hunter's Focus, an Undead Hunter may call "Innate Spellstrike: Arcane Death!" against any Lesser or Greater Undead. Some powerful or unique Undead may be able to resist this effect. This skill is usable once per day per purchase.



Chapter 6: SKILLS

Out of Game Skills

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

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

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

A Friend in Need

Pre-requisites: None

Frag Cost: 10

This skill will allow a character to come into game with the following protections: Shield Magic, Magic Armour and Simple Resist Toxin. This is a one-time purchase; it will allow the character to start game with these protections *once*, after which it can be purchased again for the same effect. This skill can only be used in the guild whose frags were used to purchase it.

A Friend Indeed

Pre-requisites: None

Frag Cost: 25

This skill will allow a character to come into game with the following protections: Advanced Shield Magic, Advanced Magic Armour and Complex Resist Toxin. This is a one-time purchase; it will allow the character to start game with these protections *once*, after which it can be purchased again for the same effect. This skill can only be used in the guild whose frags were used to purchase it.

Hindsight

Pre-requisites: None

Frag Cost: 5

This skill gives the character an additional 25% chance of remembering their death upon resurrection, instead of a 10% chance, the first time that character resurrects. It can be purchased multiple times for an additional 25% increase. All purchases will be used up the first time the character resurrects. The bonuses will stack with other abilities, but the total combined percentage is capped at 90%. This is a one-time purchase; it will allow the character to start game with this benefit *once*, after which it can be purchased again for the same effect. This skill can only be used in the guild whose frags were used to purchase it.

Luck

Pre-requisites: None

Frag Cost: 75

Luck is a powerful “do over” ability. It does not always guarantee success; it will only allow you to take a mulligan against any situation where you have to flip a coin, roll a dice or pull a stone from a bag. Examples of the use of Luck would be re-pulling a ritual backlash or flipping for final death. Luck is purchased per character. Luck is a one-time purchase. Once it is used, it must be re-purchased. During the year following its use, it may be re-purchased only once, for 300 frags. Once a year has passed, the frag cost will go back to 75 frags.



Quick Study

Pre-requisites: None

Frag Cost: 10

This skill will allow a player to reset outside of the normal 6 PM-midnight reset period once ever. It will not allow them more resets than they would normally have. There must still be at least 6 hours between resets. Once used, this skill must be purchased again in order to be used again. This skill can only be used in the guild whose frags were used to purchase it.

Race: Uncommon

Pre-requisites: None

Frag Cost: 75

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

Race: Rare

Pre-requisites: None

Frag Cost: 150

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

Race: Obscure

Pre-requisites: None

Frag Cost: 250

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

Restricted Remort

Pre-requisites: None

Frag Cost: 750

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

Spiritual Resolve

Pre-requisites: None

Frag Cost: 100 frags for a level 1-4 character

250 frags for a level 5-9 character

500 frags for a level 10-15 character

This purchase allows the player to buy an additional life to add to their character of choice up to their maximum “free” lives (2 for most races). This means a character who has never died cannot buy this skill, a character who has died once can buy it back once and so forth. This skill cannot be purchased for characters over level 15.

Skill Remort

Pre-requisites: None

Frag Cost: 250

Purchasing a Skill Remort allows a player to remove one skill from any character. The skill removed cannot be a pre-requisite for another skill that character possesses, however a Skill Remort can be purchased multiple times to remove a chain of pre-requisite skills from the top down. If the character has multiple stacks of the skill to be removed, Skill Remort will only remove one of them. For example, to remove 6 purchases of Physician, you will need 6 Skill Remorts. A skill which is a pre-requisite can be removed only if it is being replaced with another skill which acts as the same pre-requisite (eg: removing



Sphere of Magic: Nature and replacing it with Sphere of Magic: Healing without needing to remort all the spell slots). A Skill Remort is used once, immediately after being purchased.

Unrestricted Remort

Pre-requisites: None

Frag Cost: 1250

Purchasing an unrestricted remort allows you to permanently remove all skills on one character and then respent the CP, but will not grant refunds for frag skills which might have been spent. It will also allow a class and/or race change. It is used once, immediately after purchase.

In Game Skills

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

Rogue Only

Blindfighter

Pre-requisites: None

Frag Cost: 15

CP Cost: 15

Once per day per purchase, the character may resist a Blind effect.

Escape

Pre-requisites: None

Frag Cost: 20

CP Cost: 50

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

Riposte

Pre-requisites: None

Frag Cost: 75

CP Cost: 150

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

Sucker Punch

Pre-requisites: None

Frag Cost: 30

CP Cost: 65

This skill allows the rogue to sneak in a devastating attack to an unprepared opponent, stunning them for a short time. If the attack is successful, the target takes one Body, is blinded and is stunned for 5 seconds. While stunned, a victim is unable to take any action, including blocking, moving and the use of skills,



minus the ability to call “interrupt” against killing blows. They may also interrupt any counts against them. This skill may use the “Surprise” suffix in its damage call if the attack is delivered from behind and between the target’s shoulder blades. To successfully deliver this attack, the rogue must strike his or her opponent on the torso with a red hand-to-hand or claw rep. To activate this ability, the rogue must call “Sucker Punch!” This skill cannot be stacked with any other skill and is usable once per day per purchase.

Thieves Cant

Pre-requisites: None

Frag Cost: 20

CP Cost: 25

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

Tumble

Pre-requisites: None

Frag Cost: 30

CP Cost: 65

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

Warrior Only

Battlefield Repair

Pre-requisites: None

Frag Cost: 25

CP Cost: 30

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



Cripple

Pre-requisites: None

Frag Cost: 30

CP Cost: 40

This skill allows the warrior to attack a target's limb with a devastating crippling attack. If the attack is successful, Cripple does one Body to the target and cripples the struck limb for 5 seconds. If the limb is a target's arm, they will be disarmed of any items they are holding and unable to use that arm. Shields or items strapped to the arm or unable to be dropped will be considered useless and any damage taken to those items will instead be taken by the target. A crippled leg denies the target the ability to move for the duration of the ability. Cripple must be delivered by a melee weapon attack and must strike a limb to be successful. The damage call for this ability is "Cripple!" If the weapon's damage type is not normal, the damage type precedes "Cripple". There is no numerical value for this attack, so when determining if the attack is stopped by a threshold, only the damage threshold type is taken into account. For example, a "Silver Cripple" will breach a +2 Silver threshold, but not a Magic one. Cripple cannot be stacked with any other ability and is usable once per day per purchase.

Decapitate

Pre-requisites: Slay

Frag Cost: 75

CP Cost: 150

This powerful ability attempts to separate the head from the body of a target and kill them in a single shot. Decapitate can only be used with a melee weapon that the warrior is capable of Slaying with. In order to use this skill a warrior must declare: "You are not prepared!", then strike their opponent. The strike must hit the torso (not limbs) of their target. The damage call for this skill is "10 Body Decapitate". If the target's Body is damaged by the attack then they are decapitated, immediately falling into their Death Count. Creatures with no discernible heads are immune to this attack. Unlike a Slay, Decapitate does not remain active if you miss the initial strike. The numerical damage cannot be changed, but the damage type may be altered with spells and effects. For example: if you have a +2 Magic sword, you still only swing for 10 damage, but the call would be "10 Magic Body Decapitate". This skill is usable once per day per purchase and requires 1 Slay purchase for every purchase of Decapitate.

Dirt in the Eye

Pre-requisites: None

Frag Cost: 30

CP Cost: 45

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

Disembowel

Pre-requisites: Specialization +1: Group or Specific

Frag Cost: 75

CP Cost: 100

This ability allows the warrior to create a grievous gash in the target's torso. The attack must strike the target's torso from the front. The call for this ability is "5 Body Disembowel" (or whatever type of damage the weapon they are using deals). If a target struck with this attack does not drop everything in their hands and use both hands to hold onto their lower stomach, they suffer a Death effect after 10



seconds. If the target does hold onto their guts, they buy themselves 1 minute before the Death effect, as long as they continue to hold onto their lower stomach. If the target does not have Self Mutilate, they must drop everything to hold onto their lower stomach. Healing the 5 Body damage before the 10 seconds or 1 minute has passed will stop the Death effect entirely. Disembowel does not affect creatures with alien physiology. The weapon used to perform the Disembowel must be the same as the weapon which has the prerequisite Specialization. This ability is useable once per day per purchase.

Trip

Pre-requisites: None

Frag Cost: 20

CP Cost: 30

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

Whirlwind of Blows

Pre-requisites: Flurry of Blows

Frag Cost: 40

CP Cost: 75

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

Scholar Only

Combat Wizardry

Pre-requisite: Self Mutilate

Frag Cost: 50

CP Cost: 50

When a mage purchases Combat Wizardry, their spell casting is no longer interrupted by Body damage. They may also speak while maintaining concentration. This skill is considered "always on".

Harvest

Pre-requisites: None

Frag Cost: 50

CP Cost: 50

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

Mortician

Pre-requisites: Anatomy

Frag Cost: 75

CP Cost: 25

This macabre ability allows the Mortician to examine a finalled corpse to determine what led to its demise. The skill will never identify a specific killer. It may be used to ask the following questions. When questions refer to what 'killed' the corpse, this refers to the last thing that dropped the victim into their



Bleed or Death Counts, or whatever delivered the Killing Blow if one was used. Weapon damage is considered physical means, even if it is magical damage.

“Were you killed by magic, alchemy, or physical means?”

“What was the sphere of magic/specific alchemy/weapon group that killed you?”

“How long have you been a corpse in days?” or, if under 24 hours, “How long have you been a corpse in hours?”

“Has your body been moved?”

“Were you taken by Surprise?”

Morticians can manipulate bodies to make future Morticians receive false information about the questions above. Additionally, Morticians can also look at a living or dead person’s mole, birthmark or third nipple and determine whether it is a natural mark or a mark created supernaturally via Wytchcraft.

Refocus

Pre-requisites: None

Frag Cost: 30

CP Cost: 30

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

Spell Parry

Pre-requisites: None

Frag Cost: 35

CP Cost: 35

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

Spell Switch

Pre-requisites: None

Frag Cost: 50

CP Cost: 50

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



Spell Versatility

Pre-requisites: None

Frag Cost: Half the slot being augmented + 5

CP Cost: Half the slot being augmented + 5

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

All Classes

Arcane Spirit

Pre-requisites: None

Frag Cost: 10

CP Cost: 10

Each purchase of this skill will allow a character to have 10 additional levels of rituals on their spirit, beyond the usual cap.

Battlefield Medic

Pre-requisites: First Aid

Frag Cost: 50

CP Cost: 60

This skill reduces the time it takes to stabilise a patient using First Aid. The Battlefield Medic takes only 40 seconds instead of 60 to bring a target from their Bleed Count to 0 Body. If the Battlefield Medic is assisted by someone with First Aid, the time comes down to 30 seconds. If two Battlefield Medics work to stabilise a patient together, it takes 20 seconds. This skill may only be purchased once.

Cold Dead Hands

Pre-requisites: None

Frag Cost: 30

CP Cost: 20

Normally upon falling unconscious or into their Bleed or Death count, a character will drop anything they are holding. Characters with Cold Dead Hands will continue to hold onto whatever they were carrying if they become unconscious, asleep, or fall into their Bleed or Death counts. This does not render the character immune to disarming effects, including Garrotte. In order for items to be removed from the character’s Cold Dead Hands, a standard loot count must be performed.

Create Alcohol

Pre-requisites: None

Frag Cost: 10

CP Cost: 25

With this skill, a character can now create potent brews and drinks. For the first purchase of Create Alcohol, your character can create up to 3 Alcohol tags. These drinks can be created from a pool of 3 Stamina, divided up as the character wishes. Alcohol tags can only be created at Logistics, but may have any name the brewer wishes to give them (i.e. Dwarven Ale, Elvish Red Wine, etc.) For each subsequent purchase of Create Alcohol, the character will have +3 Stamina added to their pool and create +1 Alcohol tag. Each Alcohol tag has 5 servings. A character with Create Alcohol can determine the Stamina damage value of an alcoholic beverage by examining it. Alcohol is considered a poison for the purpose of



defending against or removing it.

Favoured (Lead Shaper Approval)

Pre-requisites: Lead Shaper Approval

Frag Cost: 250

CP Cost: 50

Self-Taught: No

The Favoured are specially chosen by a God or Dragon from amongst the flock and elevated to the level of the truly revered. Only those characters that have proven themselves exceptionally devout may purchase Favoured. Purchasing this skill signifies to your God or Dragon that you are truly devoted and ready to become their vessel. This skill grants access to unique Spheres of Magic. Like Battle Magic Spheres, each Favoured require a Spell Focus in order to cast. A Divine Spell Focus will be the God's Holy Symbol. A Dragon Knight requires a Spell Focus made from a stone or gem that is the Colour of the Dragon they revere. These Spell Foci are no different than standard Battle Magic Foci and can be replaced in the same manner if lost or destroyed. This ability allows Favoured to commune with their God or Dragon through prayer. Such communion allows the Favoured to memorize their Divine or Draconic spell Spheres without the need for a Spellbook or scrolls. Communion can only be done between the hours of 6 PM and 12 AM and require a minimum of 10 minutes of uninterrupted prayer. All Renowned Occupations must purchase this skill. A character with the skill Favoured may innately cast Bless or Dragon Mark once a day (depending on whether they are a Divine or Draconic Favoured). The call for this is "Innate Magic <God> Bless" or "Innate Magic <Dragon> Mark of the Firstborn". This ability cannot be purchased more than once.

Heavy Drinker

Pre-requisites: None

Frag Cost: 10

CP Cost: 20

This ability is purchasable by any character class and doubles their stamina total. This skill cannot be purchased more than once.

Intuition

Pre-requisites: None

Frag Cost: 50

CP Cost: 50

Whether from a sudden tingling feeling or the sensation of being watched, characters with Intuition are aware when they respond to Sense calls (or when they avoid a Sense call they would otherwise respond to due to Possuming or another effect which suppresses their response to the Sense call). Characters will know the direction and rough location of what sensed them, but not exactly who or what did it. They will not know what the Sense call was looking for, only that it found them. The direction the Sense call came from is the direction the player OOG heard the Sense call come from.

Looting

Pre-requisites: None

Frag Cost: 5

CP Cost: All-15, NB-10

The Looting skill trains the player in the art of both hiding and finding. This skill allows the target to subtract ten seconds from the standard 60-second loot count for every level of Looting they have purchased, to a minimum of ten seconds. This skill will also add ten seconds per level to any person trying to loot the player with the looting skill, regardless of whether the intended looter has the looting skill. If a player with looting is being looted, they need not inform the looter how long they will have to loot for, Out-of-Game. If the looter ends their count before the full amount of time required, the target may opt to give any amount of loot they desire. They are also not required to tell the looter anything,



though they may say “You find nothing” if they choose not to give any loot. Should the searching player choose to search a target with the Looting skill, for the appropriate amount of additional time, they must then give the searching player all items as per standard searching rules. This ability can be purchased a maximum of five times.

Paragon (Lead Shaper Approval)

Pre-requisites: Lead Shaper Approval

Frag Cost: 100

CP Cost: Slot of the appropriate level + 10

Self-Taught: No

Paragons are those who have proven to be faithful adherents of their God, without having devoted their lives to their service. Being a Paragon allows a character to add one Light or Dark spell, no higher than 7th circle, depending on the God served, to their repertoire. Once the spell is chosen, the choice is permanent. The Paragon may then memorize that spell in the place of one of their regular spell slots. The Paragon must have a holy symbol to memorize and cast the spell.

This ability is granted as a reward for faithfulness. It is a requirement for positions of power in many religious organizations. Those who wish to become Paragons must prove themselves by adhering to all the tenets of the God and exemplifying at least 3 ‘Do’s and 3 ‘Do not’s. To begin this process, the player must contact the Shaper team declaring their intention to become a Paragon. A period of 6 months begins. At the end of the 6 months, if the Shaper team thinks the aspirant is generally a good follower and exemplifies at least 3 ‘Do’ and ‘Do not’ tenets, the aspirant will become a Paragon. If the Shaper team decides that the aspirant does not qualify, they may not apply again for a year.

If the character loses the approval of their God, they will suffer a Greater Curse for six months, as chosen by the Shaper team, and barred from using their Paragon ability for one year. During this time they should be atoning for their sin. If the atonement pleases the God, after the one year they may use their Paragon ability once again. If the atonement does not please the God, the CP is not refunded and the skill becomes useless. This skill may only be purchased once ever.

Possum

Pre-requisites: None

Frag Cost: 25

CP Cost: 30

After lying still for 10 seconds, a character may activate Possum and become immune to Sense Life calls. This works for up to an hour or until the character moves or is moved. OOG movement to get comfortable, breathe, swat mosquitos, etc., will not end the effect. This ability is usable once per day per purchase.

Teacher

Pre-requisites: None

Frag Cost: 50

CP Cost: 15

Purchasing this skill allows a character to teach another character a Vocation or non-Renowned Frag Sphere that they currently have on their character sheet, once. If the Teacher wishes to teach further students, they must pay the frag cost, but not the CP cost, again for each thing taught. Teachers may only teach players from the Teacher’s home guild. The amount of time and steps required to learn a Vocation or Sphere are determined by the Teacher.



Chapter 7: SPELL SPHERES

Frag spheres do not have Battle Magic scrolls.

Dark	Dredgecraft	Draconic
Incant: “I channel [God] to”	Incant: “I call the Deep to”	Incant: “I call upon [Dragon] to”
Spell Focus: Holy symbol	Spell Focus: Caster must have Stamina damage, be hallucinating or be on Ambrosia	Spell Focus: Gem or rock coloured as the Firstborn served
1 Bless *	1 Grog	1 Divine Shield *
Siphon	Riptide	Mark of the Firstborn *
2 Divine Ward	2 Punch Drunk *	2 Dragon Hide
Soul Whip	Tread Water	Sign of the Firstborn
3 Death Aura	3 Dram	3 Enlightenment of the Firstborn
Mass: Blessings	Sea Legs	Scales *
4 Banner of the Faithful	4 Alestorm	4 Shadow of the Firstborn
Control Mindless	Curse of the Breathless Lung *	Strength of the Firstborn
5 Mass: Relic	5 Curse of the Captain	5 Dragon Fear
Wave of Pain	Parley	Dragon’s Regeneration
6 Dark Lore	6 Cat o’ Nine	6 Breath of the Firstborn
Unholy Armour *	Curse of the Bloated Corpse	Dragon’s Intuition
7 Corruption	7 Curse of the Albatross	7 Dragon’s Toughness *
Dark Bolt	Hornswoggle	Elemental Fragility
8 Chains and Bonds	8 Curse of the Coward	8 Fury of the Firstborn
Unholy Warrior	Keelhaul	Talons of the Firstborn
9 Avatar	9 Curse of the Black Spot *	9 Life of the Firstborn *
Death	Watery Grave	Spirit of the Firstborn



Light	Necromancy	Sigil
Incant: “I channel [God] to”	Incant: “I invoke Necromancy to”	Incant: “I craft a Sigil of”
Spell Focus: Holy symbol	Spell Focus: A bone wrapped in hair	Spell Focus: A writing, drawing or painting tool
1 Bless *	1 Black Plague	1 Sigil of Rest
Illumination	Feign Death	Sigil of Shock
2 Divine Ward	2 Control Lesser Undead	2 Sigil of Armour
Pin Evil	Leech	Sigil of Bravery *
3 Mass: Blessings	3 Necrotic Bolt	3 Sigil of the Forge
Wave of Healing	Wake the Dead	Sigil of the Pocket *
4 Banner of the Faithful	4 Carnivorous Worms	4 Sigil of the Barrier
Freedom	Vampiric Blade	Sigil of the Bound Man
5 Destroy Lesser Undead	5 Fracture	5 Sigil of the Lizard
Mass: Relic	Raise Skeleton	Sigil of the Weapon Master
6 Dark Lore	6 Enhance Undead	6 Sigil of Flechette
Shield of Light	Necrotic Blast	Sigil of Inversion *
7 Beacon of Light *	7 Death’s Grasp	7 Sigil of Dispel
Light Bolt	Raise Netherwisp	Sigil of Hatred
8 Holy Warrior	8 Unlife	8 Sigil of Delay *
Tooth for a Tooth	Walk the Deadlands	Sigil of Warding
9 Avatar	9 Requiem	9 Sigil of Magical Storage
Cleansing Light	Wasting Death	Sigil of the Phoenix



Wytchcraft

Incant: "I summon a Hex to"

Spell Focus: Mole, birthmark or third nipple

- 1 Blood Curse
Talisman *
 - 2 Blindness
Curse of Evil Eye
 - 3 Repulsion
Curse of Weakness
 - 4 Horror
Requital
 - 5 Contingency: Sleep *
Curse of Tongue Rot
 - 6 Eye for an Eye *
Trap Demonic/Angelic
 - 7 Control Lesser Demon/Angel
Dark Entrails
 - 8 Curse of Pain
Race Change: Toad
 - 9 Dark Pact
Shatter Your Skull
-



Sphere of Magic: Dark

The Dark gods grant their servants many vile and insidious tools to spread their influence throughout the lands, with magic being no exception. Through the divine power of Dark magic, the caster is able to summon unholy armour, cast spells that rip the spirit from the body of its victims and channel waves of magical pain at their enemies.

Rituals within this sphere allow the caster to call upon the dark angels of their god, create unholy artifacts and outright kill anyone within earshot not protected by a blessing of the caster's deity.

The sphere of Dark is a Renowned-only sphere of magic and cannot be purchased without first purchasing the skill Favoured. If an ability allows a Dark spell to be cast without the incant, such as "Magic Bless", the call will still have the God's name in it, e.g.: "Magic <God> Bless".

Pre-requisites: Favoured

Frag Cost: 0

CP Cost: As per additional Sphere Cost

Spell Focus: Holy symbol.

The holy symbol must either be the item in question (eg: an actual lantern, if the holy symbol is a lantern) or an item whose sole purpose is being a holy symbol (eg: an amulet depicting a labyrinth, if the holy symbol is a labyrinth). A holy symbol cannot be simply drawn on an object or the caster's body.

Containing only the most horrific and vile of Battle Magic spells, the Sphere of Dark harnesses the power of the Dark Gods to spread the will of their God throughout the land. The Sphere of Dark is a Renowned-only Sphere of Magic and cannot be purchased without first purchasing the skill Favoured. If an ability allows a Dark spell to be cast without the incant, such as "Magic Bless", the call will still have the God's name in it, e.g.: "Magic <God> Bless".

Level 1

Bless *

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

Duration: 5 days

Description: This spell calls down upon the target the blessing of whichever God the caster worships. If the caster casts Bless on themselves, it will function as a Shield Magic versus the next Divine or Draconic Battle Magic spell to strike the caster. From time to time a character with a Bless on their spirit may find favour with the God(dess) that the caster serves. This can sometimes, decided by a Shaper, have a small positive effect happen to or around them. This could be anything from a small warning of danger to minor healing or even minor miracles. The caster may not force a Bless upon a person and it may be resisted without using up a spell-protection, such as Shield Magic. One can only be Blessed if one chooses to be and only one Bless can be active at a time. A person can choose to allow a new Bless spell to replace an old one if they wish. They may also end a Bless on themselves any time they choose, but this may offend the god.

Siphon

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

Duration: Instant

Description: This spell can only be targeted at someone who is currently in their Bleed Count. If successfully cast, the spell will act as a killing blow and grant the caster 5 Body points in healing or



infliction, by caster's choice. This cannot exceed the caster's maximum Body point total nor can it be thrown or transferred to another.

Level 2

Divine Ward

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

Duration: 1 hour

Description: Divine Ward requires the caster to plant or otherwise display their holy symbol foci for the duration of the spell. During this time, the symbol may not be used to cast other Dark spells. The symbol does not have to remain on the person of the caster and, in fact, may be hung upon a door, placed upon a tree or otherwise, so long as it remains stationary. Placing the spell tag next to the symbol is encouraged. While the symbol is being used in this way, creatures possessing a spirit may not approach within 10 feet of the symbol unless they are wearing a Bless spell of the deity represented by the Divine Ward. When the spell is cast, anyone not wearing a Bless spell of the appropriate deity will be pushed out of the Ward. If a creature already in the Ward cannot retreat any further, the spell will fail and is lost. This barrier may be resisted with Shield Magic, Resist Magic or similar anti-magic defenses spell, and it may also be resisted by expending an active Bless spell from any God or Goddess. Doing so makes the user immune to the effects of this Divine Ward for 10 minutes. If the symbol is physically moved the spell ends. The caster of Divine Ward is immune to the effects of the spell.

Soul Whip

Incant: "I channel <God> to inflict Soul Whip. 3 Dark Drain!"

Duration: Instant

Description: This spell will summon a black, wispy tendril to strike out at the target, causing 3 Dark points of damage and mending the caster the same amount. Any Mending that exceeds the caster's maximum Body points grants them temporary Body points equal to the excess, up to a maximum of double the caster's original Body points. Temporary Body points gained from this ability lasts 1 hour. If the target resists the spell or is otherwise unaffected by the damage, the spell fails.

Level 3

Death Aura

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

Duration: 1 hour

Description: This spell will hide the target's spirit in an aura of Undeath. While Death Aura is active the target will not be detectable via Sense Life.

Mass: Blessings

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

Duration: Up to 10 minutes

Description: This area-of-effect spell requires the caster to give a powerful Mass to their flock, calling on their God to Bless those the caster touches. To initiate Mass: Blessings the caster must roleplay a sermon to their God, speaking to those present about their deity's tenets, beliefs and how they relate to the situation at hand for at least one minute. After that minute has passed they may then, while continuing their sermon, touch the foreheads of any who have heard it. One person may be touched in this manner every 10 seconds so long as the sermon continues or the maximum duration of 10 minutes is reached.



Each person who is touched by the caster in this manner will take the effect of a Bless spell. A maximum of 10 Blessings may be granted. The caster may not “force” the effects of this mass to take place upon anyone, including the unconscious, dying, or otherwise incapacitated.

Level 4

Banner of the Faithful

Incant: “I channel <God> to create Banner of the Faithful.”

Duration: 1 hour

Description: This spell creates a magic “flag” or banner which lasts one hour’s time. During that time, any character that has a Bless spell of the same God on their spirit may gain access to the Banner’s full abilities. The Blessed character must touch the Banner and speak the God’s name. Once done, they may attack for +0 Magic damage so long as the Banner stays within their line of sight. This bonus includes ranged weapons. The flag is considered a non-spirited item with 1 Body and may be destroyed by any weapon damage, Acid, or Elemental damage. Anyone holding the Banner will take whatever damage it takes. If the banner leaves the target’s line of sight for more than 10 seconds, the effect is lost until the Banner is back in their line of sight. The banner must be visible as well, which means that it may be necessary to illuminate a banner used in the dark. A Banner may be any shape so long as it is a minimum 2.5’ x 1’ and no greater than 4’x 6’ and must be mounted on a pole with a minimum length of 4’ and a maximum of 6’. The holy symbol of the God worshipped must be represented on the Banner. When the banner is first created, the caster must state “Banner up - <God’s name>!”. When the banner ends for any reason, the caster must then state “Banner down - <God’s name>!”. The caster of Banner of the Faithful is always under the Banner’s effect while it exists.

Control Mindless

Incant: “I channel <God> to inflict Control Mindless.”

Duration: 1 minute / 10 minutes

Description: This spell grants the caster control over one non-sentient creature. Non-sentient creatures are limited to mindless Undead, lesser mindless constructs, natural animals and victims of Feeblemind. This spell will not work on a target with an active Bless or Dragon Mark but will work on children too young to resurrect, though this is considered abhorrent by most. This control will allow the caster to command the target to do anything, including suicidal actions. Control will last for 1 minute, unless the target is undead in which case it will last 10 minutes. If Control Mindless is used on a living target it will leave a scar of the Cleric’s God’s holy symbol somewhere on its body. The scar will fade after one year or may be removed early through divine intervention.

Level 5

Mass: Relic

Incant: “I channel <God> to grant Relic.”

Duration: Until mass ends / item 24 hours

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



Wave of Pain

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

Duration: Instant

Description: Before this spell is cast, the caster must plant both feet and then incant. They may then do 5 Dark via packet, touch cast, or a combination, up to five times. Each damage call must be preceded by the phrase "Wave of Pain". If the caster moves either foot or is struck for damage to Body, any remaining waves are lost and the spell ends.

Level 6

Dark Lore

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

Duration: Varies

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

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

"Spirit before me I bind you and command you to identify yourself."

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

"I seek the knowledge in death regarding <Subject>."

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

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

Unholy Armour *

Incant: "I channel <God> to grant Unholy Armour."

Duration: 5 days or until used

Description: This spell gives the target 25 points of Magical amour. This armour is Magical in nature and may not be Refit. Magical armour is removed before physical armour. This spell cannot be stacked with itself. While the Unholy Armour is active, the target will Sense as Demonic, Undead, Wytchcraft, Necromancy and Dark, though they will not be changed into any of those things.



Level 7

Corruption

Incant: "I channel <God> to inflict Corruption."

Duration: 10 minutes

Description: This spell will cause its target to take x2 damage from all physical weapon attacks for 10 minutes. Additionally, any spell thrown by the caster of Corruption at the target will receive an Echo effect for each spell. This Echo effect will allow the caster to strike the target an additional time with the same spell if the first spell was successfully defended against in any way. This is done by calling "Echo!" immediately after the spell was defended against.

Dark Bolt

Incant: "I channel <God> to inflict Dark Bolt. 20 Dark"

Duration: Instant

Description: This spell causes a bolt of darkness to spring from the caster's fingers towards the target. The spell will take full effect on Undead creatures and living creatures alike. The bolt does 20 points of Dark damage straight to Body. This damage will be halved if the target has any active Bless spell on their person.

Level 8

Chains and Bonds

Incant: "I channel <God> to inflict Chains and Bonds."

Duration: Line of sight, up to 10 minutes maximum

Description: This spell creates magical chains, hooks and locks that wrap around the target. These chains will Silence their victim. Their legs are bound together and their arms forced against the sides of their body, making actions impossible. Creatures with a Strength of 6 may break free from the chains. Doing so takes 3 seconds and causes the victim to take 6 Body in the process. Creatures bound in this way can be picked up and moved.

Unholy Warrior

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

Duration: Up to 12 hours

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



is destroyed or the target has ended its Death Count.

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

Level 9

Avatar

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

Duration: 10 minutes

Description: This spell turns the Cleric into an "Avatar" of their deity, morphing their body into a shadowy dark form. After the spell is cast, the Cleric's shape will change over the course of a 3-count as they grow two feet in height; their physical features become shadowy black and their eyes glow blood red. This spell will also summon into existence either a two-handed Dark melee weapon or a one-handed Dark melee weapon and Dark onyx shield. The two-handed Dark weapon has a base damage of 10 Magic, while the one-handed weapon's base damage is 5 Magic. The shield has a 60 Magic threshold. The spell also grants the proficiency in Exotic Weapon: Dark <Weapon> and the Shield skill, as long as they are holding the summoned weapons. The Cleric can choose which weapon combination they would like at the time of casting. In Avatar form, the Cleric also has the ability to Spellstrike 10 Dark through their summoned weapon of choice a total of three times. They also gain a temporary health boost of 50 Body. Any Body Damage the Cleric receives is removed from the bonus 50 Body points first and this Body cannot be healed. The weapons and/or shield will instantly dissipate if the Cleric drops them, is rendered unconscious, or incapacitated. These items may be used with natural weaponry, like a Savar'AVING's Claws. The Cleric may not cast any spells while in Avatar form. When the Avatar ends, the Cleric will perform a 3-count to exit the form.

Death

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

Duration: Instant

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



Sphere of Magic: Dredgecraft

Spell Focus: The caster must have Stamina damage, be hallucinating or be under the effects of Ambrosia.

Whenever a spell is miscanted or dispelled, some of that wasted magical energy is not properly recycled into the ley lines that encircle Arthos. Instead, that power finds itself collecting in stagnant pools in the deepest parts of a particular plane, where it remains until someone makes use of it. It is from this source that a collection of crafty pirate mages crafted together a hodgepodge collection of spells into something resembling a proper sphere of Battle Magic, which they call “Dredgecraft.”

Spells within this sphere have a piratical theme, with many of them focused on the typical love for drink that most privateers share. Powerful grog can be created from nothing, body damage suffered may instead become stamina damage, and so on. Furthermore, this sphere also contains many powerful nautical curses, some of which are even beneficial to the caster. If you enjoy drinking, playing a pirate, and cursing your foes, this sphere will be right up your alley.

Level 1

Grog

Incant: “I call the Deep to grant Grog.”

Duration: Concentration

Description: This spell increases the alcoholic strength of a bottle. The spell must be touch-cast onto a bottle phys-rep, either with or without an alcohol tag already attached. Each Grog tag on the bottle increases the Stamina damage of each serving by 1, up to the first 5 servings maximum. Servings beyond the 5th will not be affected. Each time this spell is cast on a drink it becomes a little more foul but remains surprisingly refreshing, and by the 5th cast no one is drinking it for the flavour. The spell tag must be taped to the bottle and if concentration is broken before the tag is affixed, the spell fails. An untagged bottle is treated as having 5 servings. Once the tag is attached to the bottle, the effect will last for 1 year after casting.

Riptide

Incant: “I call the Deep to inflict Riptide.”

Duration: Instant

Description: This spell causes a magical current of energy to pull the target down and away. The target is pushed back 10 ft and must kneel on one knee for 3 seconds. During this time the target is unable to move but may still perform actions normally.

Level 2

Punch Drunk *

Incant: “I call the Deep to grant Punch Drunk.”

Duration: 5 days or until used

Description: This spell will protect the caster from the next source of numerical damage to their Body, converting Body damage into Stamina damage. This includes damage that armour fails to block and therefore strikes Body, damage that strikes straight to Body, and magic from Battle Magic spells which goes to Body. This does not prevent additional effects from the attack, if there were any. Punch Drunk will not activate if the damage would have been multiplied due to a racial weakness or other effect such



as being hit with fire damage while wearing a Barkskin.

Tread Water

Incant: "I call the Deep to grant Tread Water."

Duration: 1 minute

Description: This spell will cause the target to feel as though they are treading in water that only they can feel. While this spell is active, they can move no faster than walking pace (1 step per second) and will be unimpeded by effects below ritual level which slow a person down, such as a Hamstring, Dismember or Swampwalk. This does not allow them to ignore effects which prevent them from moving entirely, such as a Snare or Paralysis.

Level 3

Dram

Incant: "I call the Deep to grant Dram."

Duration: Instant

Description: This caster only spell will allow the caster to receive the effects of a single Ingested alchemy without consuming the tag. This spell does not work on Chemistry or alchemy which costs more than 24 RM to create. Using this spell will taint the alchemy, causing it to expire in 5 days. The caster should indicate this by affixing the spell tag to the alchemy tag.

Sea Legs

Incant: "I call the Deep to grant Sea Legs."

Duration: 1 minute or until used

Description: The first time the target of this spell receives Stamina damage, they will instead receive Healing equal to the Stamina damage taken.

Level 4

Alestorm

Incant: "I call the Deep to inflict Alestorm. [X] Magic!"

Duration: Instant

Description: This spell will sober up the caster at the same time as damaging their target. The damage this spell does is however much Stamina the caster is missing, up to 20. The caster regains that much Stamina.

Curse of Breathless Lung *

Incant: "I call the Deep to grant Curse of Breathless Lung."

Duration: 5 days or until used

Description: This spell grants the recipient a Lesser Curse which acts as a contingency defence. When triggered by the target needing to breathe but being unable to do so (such as when a person is drowning or being strangled), for the next 10 minutes the target will be Silenced but will not need to breathe. During this time, they must call "No Effect" to effects which are based on causing someone not to breathe, like Garrote. The curse ends once the contingency is triggered.



Level 5

Curse of the Captain

Incant: "I call the Deep to grant Curse of the Captain."

Duration: 1 hour

Description: This touch-cast spell must be cast on a conscious, willing target. The target will be Charmed to the caster of the spell for the duration and gain +2 Strength. The effect of this Charm compels the target to see the caster not necessarily as a friend, but as a superior. While they are not magically compelled to satisfy every order they are given, they will feel considerable pressure to comply and should act as they would act in the presence of a respected superior. If the target is already cursed with one or more Lesser Curses from this sphere, they may choose to replace one of those curses with Curse of the Captain. This spell is a Charm effect.

Parley

Incant: "I call the Deep to grant Parley."

Duration: Line of Sight

Description: This spell will make the target believe that any conflict with the caster can and should be resolved verbally. While Parley is active, the target may not attempt to physically harm the caster or instruct others to do so, although they may still feel hostile towards them. If the caster is physically hostile towards the target or instructs others to be, the spell will end and the caster will take a Magic Charm effect towards the original target of the spell for 10 minutes. This spell is a Charm effect.

Level 6

Cat o' Nine

Incant: "I call the Deep to create Cat o' Nine."

Duration: 10 minutes

Description: This spell is caster-only and requires the use of a 1-handed weapon with which the caster is proficient. The weapon must be held by the caster when the spell is cast. The spell turns the weapon into a spectral cat o' nine tails whip. The weapon rep should be sheathed and is considered out of game for the duration of the spell. While the cat o' nine tails is active, packets may be thrown as a physical attack with the same damage and type as the underlying weapon, adding the prefix "Physical" to the call. For example, if the caster swung a weapon which did 3 Iron damage normally, the call would become "Physical 3 Iron". The packet may be blocked in the same way as any physical attack.

This spell is stackable. With two stacks, the weapon will do Silver damage or, if it already did Silver or Magic damage, will do +1 damage. With three stacks, the weapon will do Magic damage or, if it already did Magic damage, will do +1 damage. Any additional stacks will increase the weapon damage by +1. The duration will always be equal to the original casting.

Tagged skills and abilities, including other spells, cannot be used with the Cat o' Nine, nor can Criticals. The spell will end early if the caster takes Body damage, falls asleep or unconscious, or casts a spell other than Cat o' Nine.



Curse of the Bloated Corpse

Incant: "I call the Deep to inflict Curse of the Bloated Corpse."

Duration: 1 hour/instant

Description: The target of this curse feels their gut distend painfully as the fluids of death swell within. They take an immediate nausea effect, making them unable to run or use tagged skills for 10 minutes. The target may end their nausea by roleplaying vomiting for an uninterruptible 10 count. Further, for the hour after the target is cursed, if they enter their Death Count, their body will erupt with magical effluvial liquid and everyone within 5 ft will take 10 Magic damage. The target's Death Count continues normally afterwards.

Level 7

Curse of the Albatross

Incant: "I call the Deep to inflict Curse of the Albatross."

Duration: 1 day

Description: This spell may be touch-cast on an object on the person of a willing target, or packet delivered otherwise. If the spell is packet delivered, the caster must declare the intended object after the incant, such as "Sword, left hand", and the object must be either a weapon or shield on the target's person. The targeted item is now linked to the curse and to the target person, who now has the Lesser Curse of the Albatross. While cursed, the targeted item is now spirit-linked to the targeted person and they will behave as if they had the skill Cold Dead Hands for that object only. If the object ever leaves their person, their maximum Body is reduced to 2. If the object is returned to them, their maximum Body goes back to normal, but they are not healed for the difference. The curse will end early if the object is destroyed.

Hornswoggle

Incant: "I call the Deep to grant Hornswoggle."

Duration: Instant

Description: If the caster hears a miscant which is not saved by Tenacity, including of a spell they themselves cast, they may cast Hornswoggle within 1 minute. This allows the caster of the miscanted spell to refresh 1 memorised spell already cast from memory, up to and including 7th circle spells. If the miscant came from the Deep caster themselves, they can only refresh a spell of a circle up to the circle of the miscanted spell, up to 7. This spell cannot be refreshed by itself.

Level 8

Curse of the Coward

Incant: "I call the Deep to inflict Curse of the Coward."

Duration: 5 days

Description: The target of this spell gains the Lesser Curse of the Coward, cursing them with a reluctance to fight which causes their hands to numb at the prospect of battle. The target takes a chill effect, rendering them unable to use their hands to wield weapons or cast magic until they perform a 10 second count to warm them up. The chill effect can be resisted as either a cold effect or a fear effect. This part of the curse will end after 10 minutes if the target does not take the time to warm their hands up.

For the full duration of the curse, the target's Strength is reduced by 2, which lowers their weapon damage by -1 (to a minimum of 1) and they cannot willingly be the first to swing a weapon or cast a spell



which would start a fight.

Keelhaul

Incant: "I call the Deep to inflict Keelhaul. 10 Magic Body Stun!"

Duration: 5 seconds

Description: This spell will cause magical ropes to appear in the target's mind, dragging them under the keel of an illusionary ship so real that the target can feel the scrape of the barnacles and the stabbing of splintered wood, dealing them 10 Magic Body and stunning the target for 5 seconds as they are trapped in the illusion.

Level 9

Curse of the Black Spot *

Incant: "I call the Deep to grant Curse of the Black Spot."

Duration: 5 days

Description: This spell will protect the caster with a Lesser contingency curse. If the caster enters their Bleed Count or Death Count via a weapon strike or spell, the attacker will be inflicted with the Curse of the Black Spot. As soon as possible, they should phys-rep the black spot on the back of the hand which was holding the weapon or casting the spell that struck down the caster. The spot and curse last until the cursed character dies or the curse is removed. Those suffering from the Curse of the Black Spot take 1 Magic damage each time they swing, block, or use an active skill with the hand with the spot on it and they cannot cast through that hand. This effect does not stack.

Watery Grave

Incant: "I call the Deep to inflict Watery Grave."

Duration: 1 minute

Description: This spell causes the target to plunge into the ground beneath their feet as though it were the sea itself and they find themselves in the inky black of the ocean deep, surrounded by a crushing emptiness. Nothing has ever felt so vast, empty, and smothering as this does. The target goes out of game for 1 minute as they have been engulfed by the deep. After 1 minute, they will reappear in the same location but, unless they can breathe water, they will return in their Bleed Count if they weren't already.



Sphere of Magic: Draconic

The sphere of Draconic is granted only to the most loyal and dedicated individuals within any dragon's army – the Dragon Knight. Charged by their patron, this Dragon Knight sets forth into the world to end the oppressive tyranny of the gods and to further the will of their Draconic liege. With these spells they can breathe fire, summon talons to use as weapons and cause magical fear in their enemies on the battlefield.

Rituals within the draconic sphere expand the Dragon Knight's powers even further, allowing them to summon drakes, magically fly home to their ritual circles and teleport items from their hoard to their hands.

If an ability allows a Draconic spell to be cast without the incant, such as "Magic Mark of the Firstborn", the call will still have the Dragon's name in it, e.g.: "Magic <Dragon> Mark of the Firstborn".

Pre-requisites: Favoured

Frag Cost: 0

CP Cost: As per additional Sphere Cost

Spell Focus: Gem or rock the same colour as the Firstborn served.

The Sphere of Draconic is granted only to the most loyal and dedicated forces in any Dragon's Army: The Dragon Knight. Charged by his Firstborn, the proper name for Dragons, this Dragon Knight sets forth into the world to both end the oppressive tyranny of organized religion and to further the will of the Draconic liege. If an ability allows a Draconic spell to be cast without the incant, such as "Magic Mark of the Firstborn", the call will still have the Dragon's name in it, e.g.: "Magic <Dragon> Mark of the Firstborn".

Level 1

Divine Shield *

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

Duration: 5 days or until used

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

Mark of the Firstborn *

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

Duration: 5 days

Description: This spell causes the symbol of the Firstborn (served by the Dragon Knight who cast it) to appear upon the target. The target must be willing or the spell fails without affect. The mark will appear on the cheek of the target and may be drawn to represent this. The symbol must be clearly visible and cannot be hidden. If the Dragon Knight casts Mark of the Firstborn on themselves, it will function as a Shield Magic versus the next divine spell to strike the Dragon Knight. The target may end this mark any time they choose, but this may offend the Firstborn.



Level 2

Dragon Hide

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

Duration: Instant

Description: This spell will grant the target an immediate repair of damaged 10 armour points. It will only repair armour pieces, not other things which might be repaired by a Blacksmith with Shaper approval. It will not work on Gargylen.

Sign of the Firstborn

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

Duration: 5 days

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

Level 3

Enlightenment of the Firstborn

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

Duration: 10 minutes

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

Scales *

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

Duration: 5 days or until used

Description: This spell will protect the caster from the next Body Damage attack that strikes them. If stacked with a Magic Armour, Scales will always activate first. It will only protect against physical Body attacks delivered via a weapon strike. When this defense is triggered, the caster must call "Scales!"



Level 4

Shadow of the Firstborn

Incant: "I call upon <Dragon> to grant Shadow of the Firstborn."

Duration: 1 hour

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

Strength of the Firstborn

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

Duration: 1 hour

Description: This spell will grant the target a +3 Strength bonus for 1 hour. This spell will stack with other strength bonuses but not itself.

Level 5

Dragon Fear

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

Duration: Light of sight / 1 minute / 10 minutes

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

Dragon's Regeneration

Incant: "I call upon <Dragon> to grant Dragon's Regeneration."

Duration: Concentration

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

Level 6

Breath of the Firstborn

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

Duration: Instant

Description: This spell will do 25 points of Elemental damage. The elemental type is determined by the caster but there is otherwise no difference in the effects. Should this spell drop the target to negative Body points, the target will forgo their Bleed Count and directly enter their Death Count as per typical elemental damage calls.



If their target successfully defends against this spell, the Dragon Knight can cause it to strike a second time in an attempt to bypass defenses. The Dragon Knight may then call “Innate Echo!”, causing the target to be instantly hit by the spell again, although they may still defend against it if possible.

Dragon’s Intuition

Incant: “I call upon <Dragon> to grant Dragon’s Intuition.”

Duration: Special

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

Level 7

Dragon’s Toughness *

Incant: “I call upon <Dragon> to grant Dragon’s Toughness.”

Duration: 5 days or until used / destroyed

Description: This spell will grant 30 of temporary Body points to the caster. These extra Body points will be counted down first when damage is taken, before the caster’s natural Body points. This spell cannot be stacked. All lightning based attacks that strike the caster do x2 damage.

Elemental Fragility

Incant: “I call upon <Dragon> to inflict Elemental Fragility <type>.”

Duration: 10 minutes

Description: This spell will cause its target to suffer x4 damage from one elemental type for 10 minutes, chosen at casting. The caster will receive ½ damage from that element for 10 minutes.

Level 8

Fury of the Firstborn

Incant: “I call upon <Dragon> to grant Fury of the Firstborn.”

Duration: 10 minutes

Description: After casting Fury of the Firstborn the caster may state “Sense Bless”. Every creature with an active Bless spell within earshot must respond “Here!” For each person that responds, the caster of Fury of the Firstborn will gain +1 damage for 10 minutes. The caster will also gain an immunity to all numeric Dark and Light damage for the duration of the spell. This spell may be combined with Talons of the Firstborn and Spirit of the Firstborn to deadly effect.

Talons of the Firstborn

Incant: “I call upon <Dragon> to grant Talons of the Firstborn.”

Duration: 10 minutes

Description: This spell will change the caster’s hands into powerful talons. The talons will be claw size or smaller. Each talon swings for 5 Magic Body, which cannot be augmented by any means, including



benefits that apply to summoned weapons, except Fury of the Firstborn. While the talons exist no other weapons or skills which require the hands can be used. No weapon skills can be combined with the talons. Talons of the Firstborn may be combined with Spirit of the Firstborn and Fury of the Firstborn to deadly effect. This spell is caster only.

Level 9

Life of the Firstborn *

Incant: "I call upon <Dragon> to grant Life of the Firstborn."

Duration: 5 days

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

Spirit of the Firstborn

Incant: "I call upon <Dragon> to grant Spirit of the Firstborn."

Duration: 10 minutes

Description: This spell infuses the caster with small piece of the spirit of the dragon they serve. Ethereal draconic wings will erupt from the casters back for a brief second before vanishing, as the caster is empowered with the might of the Firstborn on a 3-count. This spell will grant the caster +75 temporary Body, two claws which swing for "2 Magic" and the ability to throw one packet of "50 Elemental <type>", with the type being the caster's choice. If the Dragon Knight casts Talons of the Firstborn, those claws may be used instead. Any Body Damage the Dragon Knight receives is removed from the bonus Body points first and this Body cannot be healed. If the caster is dropped to -1 Body while the spell is active, it will end. When Spirit of the Firstborn ends, the Dragon Knight will perform a 3-count to exit the form.

If their target successfully defends against the 50 Elemental <type> packet, the Dragon Knight can cause it to strike a second time in an attempt to bypass defenses. The Dragon Knight may then call "Innate Echo!", causing the target to be instantly hit by the 50 Elemental <type> again, although they may still defend against it if possible.



Sphere of Magic: Light

Servants of the Light pantheon have a wide range of powerful and effective spells at their disposal. With this sphere those followers can focus on keeping their flock safe with defensive magic but can still smite those who would harm them or their cause. These spells can create bolts of light to destroy the corrupted, turn themselves into holy warriors and completely mend all wounds taken by allies.

Ritual magic within this sphere can summon angels of the Light gods, consecrate the ground to prevent corruption and create powerful suits of armour for the caster.

The sphere of Light is a Renowned-only spell list and cannot be purchased without first purchases the skill Favoured. If an ability allows a Light spell to be cast without the incant, such as "Magic Bless", the call will still have the God's name in it, e.g.: "Magic <God> Bless".

Pre-requisites: Favoured

Frag Cost: 0

CP Cost: As per additional Sphere Cost

Spell Focus: Holy symbol.

The holy symbol must either be the item in question (eg: an actual lantern, if the holy symbol is a lantern) or an item whose sole purpose is being a holy symbol (eg: an amulet depicting a labyrinth, if the holy symbol is a labyrinth). A holy symbol cannot be simply drawn on an object or the caster's body.

By harnessing the positive magic of Light a Cleric or Paladin becomes a beacon of hope to all those in need. Renowned with this Sphere focus on keeping their flock safe with defensive magic, but do not shy away from smiting those who would harm them or their cause. Light casters are able to imbue their chosen allies with divine magic to aid in enacting their God's will. They are particularly effective against the Demonic. The Sphere of Light is a Renowned-only spell list and cannot be purchased without first purchases the skill Favoured. If an ability allows a Light spell to be cast without the incant, such as "Magic Bless", the call will still have the God's name in it, e.g.: "Magic <God> Bless".

Level 1

Bless *

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

Duration: 5 days

Description: This spell calls down upon the target the blessing of whichever God the caster worships. If the caster casts Bless on themselves, it will function as a Shield Magic versus the next Divine or Draconic Battle Magic spell to strike the caster. From time to time a character with a Bless on their spirit may find favour with the God(dess) that the caster serves. This can sometimes, decided by a Shaper, have a small positive effect happen to or around them. This could be anything from a small warning of danger to minor healing or even minor miracles. The caster may not force a Bless upon a person and it may be resisted without using up a spell-protection, such as Shield Magic. One can only be Blessed if one chooses to be and only one Bless can be active at a time. A person can choose to allow a new Bless spell to replace an old one if they wish. They may also end a Bless on themselves any time they choose, but this may offend the god.



Illumination

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

Duration: 12 hours or special

Description: This spell will create a light source, so long as it is cast on any small object of no larger than 6x6x6 cubic inches in area. The spell will last for 12 hours, until it is dispelled, or until the caster wishes to terminate the light. A flashlight may be used, but the light produced must be diffused significantly using a gel or cloth so that there is no directional beam. An out-of-game, luminescent, physical representation is required for this spell to be used as a light source. If desired, this spell may be used offensively. If cast via spell packet or touch cast on a target, it will blind the target for 10 seconds, so long as it is a creature that relies on sight. It will have no effect on creatures that do not, such as golems, Undead and slimes.

Level 2

Divine Ward

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

Duration: 1 hour

Description: Divine Ward requires the caster to plant or otherwise display their holy symbol foci for the duration of the spell. During this time, the symbol may not be used to cast other Light spells. The symbol does not have to remain on the person of the caster, and in fact may be hung upon a door, placed upon a tree or otherwise, so long as it remains stationary. Placing the spell tag next to the symbol is encouraged. While the symbol is being used in this way, creatures possessing a spirit may not approach within 10 feet of the symbol unless they are wearing a Bless spell of the deity represented by the Divine Ward. When the spell is cast, anyone not wearing a Bless spell of the appropriate deity will be pushed out of the Ward. If a creature already in the Ward cannot retreat any further, the spell will fail and is lost. This barrier may be resisted with Shield Magic, Resist Magic or similar anti-magic defenses spell, and it may also be resisted by expending an active Bless spell from any God or Goddess. Doing so makes the user immune to the effects of this Divine Ward for 10 minutes. If the symbol is physically moved the spell ends. The caster of Divine Ward is immune to the effects of the spell.

Pin Evil

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

Duration: 1 minute

Description: This spell has two effects. Firstly, the spell will release the target from any binding effect which pins the target's foot to the ground and requires +2 or lower Strength to rip free from.

The second effect works only against Lesser Undead and Lesser Demons. When cast, it will cause the target to keep one foot on the ground, unable to move. The creature may rip free on a 3-count if they have +5 or greater Strength. Ripping free will cause them to take 5 Magic Body damage.

Level 3

Mass: Blessings

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

Duration: 10 minutes

Description: This area-of-effect spell requires the caster to give a powerful Mass to their flock, calling on their God to bless those that the caster touches. To start Mass: Blessings the caster must actively roleplay



a sermon to their God speaking to those present about their deity's tenets, beliefs and how they relate to the situation at hand, for one minute. After that minute has passed they may then, while continuing their sermon, touch the foreheads of any who have heard it. One person may be touched in this manner every 10 seconds so long as the sermon continues or the maximum duration of 10 minutes is reached. Each person who is touched by the caster in this manner will take the effect of a Bless spell. A maximum of 10 Blessings may be granted. The caster may not "force" the effects of this mass to take place upon anyone, including the unconscious, dying, or otherwise incapacitated.

Wave of Healing

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

Duration: Instant

Description: The caster must plant both feet and then cast this spell. They may then do 5 Magic Healing via packet, touch cast, or a combination, up to five times. If the target has a Bless from the same God as the caster, the healing is raised to 10 Magic Healing. Each Healing call must be preceded by the phrase "Wave of Healing". If the caster moves either foot or is struck for damage to Body, any remaining Healing is lost.

Level 4

Banner of the Faithful

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

Duration: 1 hour

Description: This spell creates a magic "flag" or banner which lasts one hour's time. During that time, any character that has a Bless spell of the same God on their spirit may gain access to the Banner's full abilities. The Blessed character must touch the Banner and speak the God's name. Once done, they may attack for +0 Magic damage so long as the Banner stays within their line of sight. This bonus includes ranged weapons. The flag is considered a non-spirited item with 1 Body and may be destroyed by any weapon damage, Acid, or Elemental damage. Anyone holding the Banner will take whatever damage it takes. If the banner leaves the target's line of sight for more than 10 seconds, the effect is lost until the Banner is back in their line of sight. The banner must be visible as well, which means that it may be necessary to illuminate a banner used in the dark. A Banner may be any shape so long as it is a minimum 2.5' x 1' and no greater than 4'x 6' and must be mounted on a pole with a minimum length of 4' and a maximum of 6'. The holy symbol of the God worshipped must be represented on the Banner. When the banner is first created, the caster must state "Banner up - <God's name>!". When the banner ends for any reason, the caster must then state, "Banner down - <God's name>!". The caster of Banner of the Faithful is always under the Banner's effect while it exists.

Freedom

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

Duration: Instant

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



Level 5

Destroy Lesser Undead

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

Duration: Instant

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

Mass: Relic

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

Duration: Until mass ends / item 24 hours

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

Level 6

Dark Lore

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

Duration: Varies

Description: This spell allows the caster to beseech a lost spirit who served their God in life and ask a series of questions. Sprits summoned in this manner will arrive as soon as they possibly can but no later than 12 hours after casting. During this waiting time, the caster should attempt to find a Shaper at their earliest convenience.

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

"Spirit before me, I ask that you identify yourself."

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

"I seek the knowledge in death regarding <Subject>."

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

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



Shield of Light

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

Duration: 1 hour

Description: This spell will summon into being a shield. While in existence, this shield will act as a normal metal shield, granting the caster the ability to use it. If the shield is hit by a packet delivered Dark, Draconic, Necromancy or Wytch spell, it will act like a Shield Magic once. The caster may not determine when to use the Shield Magic capabilities; it will simply react to the first spell of the spheres listed that strike it directly. The shield will NOT act as a Shield Magic if it is not directly hit by the spell or if the spell is not from one of the spheres listed. If the shield is dropped by the caster or they are rendered unconscious or incapacitated, the shield will dissipate and the spell will end. The shield may be used with natural weaponry like Savar'AVING Claws.

Level 7

Beacon of Light *

Incant: "I channel <God> to grant Beacon of Light."

Duration: 5 days or until used

Description: The next time the target of this spell enters their Bleed or Death Count, a light will hover over their body until they are restored to life or their spirit departs to resurrect. The player may represent this with a liquid light or LED light and may state out "Visible Beacon of Light" in a normal speaking voice no more than once every 10 seconds. The player must remain where they are. They cannot sit or stand unless lying down would be unsafe. The light cannot be covered. It will shine through any attempts to hide it. Beacon of Light will extend the target's Death Count by 1 minute.

Light Bolt

Incant: "I channel <God> to inflict Light Bolt. 20 Light!"

Duration: Instant

Description: This spell causes a bolt of light to spring from the caster's fingers toward the target. The spell will take full effect on Undead creatures and living creatures alike. The bolt does 20 points of Light damage straight to Body. This damage will be halved if the target has any active Bless on their person.

Level 8

Holy Warrior

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

Duration: Up to 12 hours

Description: This powerful spell will allow the Cleric to call upon their God to send forth a Holy Warrior to strike down one who has wronged the Cleric in some manner. The Cleric must offer up a sacrifice of a catalyst or an object worth at least 1 gold in value appropriate to the Cleric's god. Once cast, the offering is consumed and a being of pure light and energy will manifest before the Cleric within the next 12 hours. Once the Holy Warrior has arrived, the Cleric then needs to speak the name of the target as they know it, visualize the targets identity for one minute, and finally state how the target has wronged the Cleric or their God. During this count, the Holy Warrior cannot be the target of spells or effects, nor will they defend the Cleric or themselves until the spell prerequisites are completed. If the Cleric does not complete these requirements within two minutes of their arrival, the Holy Warrior will leave. If the requirements are met, this Holy Warrior will then dissipate, becoming undetectable to even the most powerful of magic. For the next hour the Holy Warrior will hunt the target, searching tirelessly and with the innate



ability to sense that targets spirit at will. When the target is found, the Holy Warrior will phase in with a 3-count. It will state to the target that they have wronged a Cleric of <God> and that their life is forfeit. The Holy Warrior will attack that target to the best of its ability and will not cease until it is destroyed or that target has ended its Death Count.

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

Tooth for a Tooth

Incant: "I channel <God> to grant Tooth for a Tooth."

Duration: 10 minutes or until used

Description: For 10 minutes after this spell has been cast, the Cleric may activate the spell to reflect the next 3 weapon, packet or touch-cast effects or attacks which strike them by stating "Activate Tooth for a Tooth". This will function for 3 effects in a row from the time the spell is activated, and then will end. The caster will still take the effect of these effects, but so will the attacker. The Cleric must state "Tooth for a Tooth Reflect!" for each of the 3 effects individually. The Cleric cannot activate the spell as a reaction to an attack which has hit them. The tag for this spell should not be destroyed until the duration expires.

At any time after the spell has been activated, the Cleric may choose to bestow one of the 3 reflects onto a target individual who has a Bless of the same God. The duration is the same as the Cleric's original duration; however long the Cleric has left is the duration of the target. This will allow the target to reflect the next effect which hits them as per the normal effect of Tooth for a Tooth. Accepting one of the uses will expend the target's Bless. A target who is not the Cleric may have only a single use at a time.

Level 9

Avatar

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

Duration: 10 minutes

Description: This spell turns the Cleric into an "Avatar" of their deity, morphing their Body into a glowing light form on a 3-count. After the spell is cast, the caster's body will pulse energy and they must state "Active Avatar" out-of-game to anyone who sees them. This spell will also summon into existence either a two-handed Light melee weapon or a one-handed Light melee weapon and Light ivory shield. The two-handed Light weapon has a base damage of 10 Magic, while the one-handed weapon's base damage is 5 Magic. The shield has a 60 Magic threshold. The spell also grants the proficiency in Exotic Weapon: Light <Weapon> and the Shield skill, as long as they are holding the summoned weapons. The Cleric can choose which weapon combination they would like at the time of casting. In Avatar form, the Cleric also has the ability to Spellstrike 10 Light through their summoned weapon of choice a total of three times. They also gain a temporary health boost of 50 Body. Any Body Damage the Cleric receives is removed from the bonus 50 Body points first and this Body cannot be healed. The weapons and/or shield will instantly dissipate if the Cleric drops it, is rendered unconscious, or incapacitated. Summoned



weapons may be used with natural weaponry like Savar'AVING Claws. The Cleric may not cast any spells while in Avatar form. When the Avatar ends, the Cleric will perform a 3-count to exit the form.

Cleansing Light

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

Duration: Instant

Description: This spell will act as a Life spell, with a couple of exceptions. Cleansing Light does not share Life's restriction on casting only on targets in their Death Count. It can be cast on a person with just a single point of Body Damage or one in their Bleed Count or Death Count and each would receive its full benefit. This spell also places a Bless of the Cleric's deity upon the recipient, if they desire it.



Sphere of Magic: Necromancy

Spell Focus: A bone wrapped in hair.

This sinister sphere harnesses the power of the Undead. Outlawed in most nations, Necromancy is viewed by most as a morally repugnant arcane art but the power it grants is a temptation some mages find hard to resist. Not only will necromantic magic raise the dead in the form of zombies, skeletons and ghouls but it can also blast targets with necrotic energy, fracture bones from a distance, summon vampiric weapons and infest its victims with carnivorous worms.

As potent as its Battle Magic spells are, the true power of Necromancy comes from its rituals. Necromancers who study these spells can raise spectres and revenants, create powerful necrotic weapons, and even become wraiths, ghosts or liches when they die.

This sphere harnesses its power from the plane of death itself. This sphere cannot be self-taught. It must be taught by an NPC or PC teacher who can cast it. Necromancers do not need a Spellbook to memorise their Necromancy Battle Magic spells; they memorise from the whispers of the dead. To teach Necromancy, the teacher must purchase the Teacher skill.

Undead must be raised from fresh corpses in their Death Counts whose spirits are still present and capable of resurrection. This ensures that there is a person capable of NPCing the Undead being raised. The duration of Undead raised through Battle Magic is one hour. Undead created via Necromancy rituals have different durations and restrictions.

Level 1

Black Plague

Incant: "I invoke Necromancy to inflict Black Plague."

Duration: 5 days or until cured

Description: The spell will inflict the victim with a magic plague. The target cannot run, is sickened with disease, and should role-play accordingly. The target can only heal up to 1 Body, no matter the source of healing, until the disease is cured. If the target is over 1 Body when plagued, any additional healing attempted will have no effect. The duration of this effect is 5 days. While active, the victim will slowly bleed from the eyes, nose, ears and mouth.

Feign Death

Incant: "I invoke Necromancy to grant Feign Death."

Duration: Up to 1 hour

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

Level 2

Control Lesser Undead

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

Duration: 1 hour

Description: This spell will temporarily over-ride any existing control over a lesser Undead. For one hour,



that Undead will obey all commands of the necromancer, including suicide. Commands must be simple, such as “Defend me!”, “Kill them!” or “Don’t allow anyone to pass”. At the end of the hour the control fades.

Leech

Incant: “I invoke Necromancy to inflict Leech. 10 Body Drain!”

Duration: Instant

Description: This spell will transfer 10 Body from any lesser Undead to the caster. The caster does not need to be in control of the Undead for it to function. Any Body that exceeds the caster’s maximum Body points grants them temporary Body points equal to the excess, up to a maximum of double the caster’s original Body points. Temporary Body points gained from this ability lasts 1 hour. Lesser Undead will not notice its casting and will not respond as if it had been the target of a hostile spell, however Leech will still activate defenses on the target such as Resist Magic and Shield Magic. If a defense is activated, the Undead will respond as if the caster attacked them.

Level 3

Necrotic Bolt

Incant: “I invoke Necromancy to inflict Necrotic Bolt. 5 Infliction!”

Duration: Instant

Description: This purple and black bolt of raw infliction energy does 5 points of Infliction damage to the target. This bolt will heal Undead by 5 points, but not past their current maximum Body point total. The Bolt will deal x2 damage (10) directly to the Body of any living target it strikes.

Wake the Dead

Incant: “I invoke Necromancy to inflict Wake the Dead.”

Duration: Instant

Description: This spell must be cast on a target still within its Death Count. If successful, the caster will be able to bend the corpse’s spirit to their will for a short time and force it to answer a single question. This is extremely painful for the spirit as it is twisted and forced into its dead body. The spirit may be unwilling but is forced to answer as if affected by a Charm effect. The spell will not force the target to tell the truth or reveal secrets, unless it is already in their nature to do so to their best friend. While someone is affected by Wake the Dead, their Death Count will continue and they may be Lived as normal. The target of this spell will not remember the interaction. This spell will fail if used on a target who is Manifesting or whose soul is more than 10 ft from their body.

Level 4

Carnivorous Worms

Incant: “I invoke Necromancy to inflict Carnivorous Worms.”

Duration: Until cured

Description: This spell shoots forth a wriggling mass of necrotic worms at the target. The magic worms immediately dig themselves into the skin of the target, chewing and eating as they go. The spell can be resisted by effects that resist diseases. The worms eat the target from the outside, dealing 1 Magic Body damage per minute. Damage begins 1 minute after the target is struck by the spell. The target will suffer from -2 Strength immediately. The only way to remove the worms is by removing the disease via magic or a Physician, Dispel Magic or entering one’s Death Count. A Physician cannot pause the damage while



removing the disease. This spell can be stacked. If the target enters their Death Count while this spell is active, the caster can eat the worms to mend themselves 5 Body. The worms can be consumed up to 1 minute after the target's body dissipates. If the target dissipates to resurrect, the worms will still infest the clothing and belongings they left behind for 1 minute. Should anyone besides the caster touch the worms after the original target enters their Death Count, they too will be infected with Carnivorous Worms. The target should stay there, out of game, for this minute to marshal any possible infections. If the spell was stacked, anyone else who is infected receives the stacked version. If the target receives a Life effect during their Death Count, the worms will be killed.

Vampiric Blade

Incant: "I Invoke Necromancy to create a Vampiric Blade."

Duration: 1 hour

Description: This spell summons a magic dagger (purple) that gleams with Necrotic energy. The weapon deals "1 Magic Body Drain" and Mends the caster for the equivalent amount of damage dealt. Any Body that exceeds the caster's maximum Body points grants them temporary Body points equal to the excess. Temporary Body points gained from this ability lasts 1 hour. This Temporary Body, like all Temporary Body, does not stack. In order to Mend the wielder, Body damage must be done with the strike. This damage cannot be increased or augmented by any means and no skills may be used with the blade. The dagger, if wielded by someone other than the caster, or if it's dropped, disarmed, or dispelled will dissipate. The caster is responsible for bringing their own purple dagger phys-rep; the spell will fail without the proper rep.

Level 5

Fracture

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

Duration: Instant

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

Raise Skeleton

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

Duration: 1 hour

Description: This spell must be cast on a target still within its Death Count. If successful, it will raise a mindless Mortal Lesser Skeleton under the control of the caster. The control over the Undead is absolute, including self-destructive orders, and must be simple one sentence commands given by the caster. Any new commands will override the last. Though mindless, the Skeleton is empowered by this spell, and can fight effectively. It can wield weapons and wear armour to augment its capabilities. This special Skeleton is a Physical Undead with 40 Body, +2 Strength, Undead State, and a +0 Magic Threshold. It swings all weapons for base "2 Magic" or "2 Magic Body" if it is using a Body weapon. It has the following notable abilities from Undead State:

- Can "Sense Life" once per minute.
- Healed by Infliction
- x4 Magic Body damage from Healing, regardless of Sphere. This is considered a racial vulnerability



- Takes 1 Arcane damage per second if outside and uncovered during the day (6 AM – 6 PM)
- Immune to all poisons, diseases, and alchemy/chemistry, with the exception of Acid damage, Sticky Paste, Rusting Dust, and any alchemy/chemistry that can be applied to a weapon to increase its damage
- Immune to charming/mind-altering effects, silence effects, unconsciousness and suffocation
- Immune to physical effects that target vital organs, such as Execute, Vital Blow, Disembowel, etc., but not external body parts such as Hamstring, Dismember, Decapitate, etc.
- Takes half damage from Body weapons (state “Reduce” when hit to indicate this)

After one hour, the Skeleton will turn to dust and the spell’s target will depart to resurrect. While the target is raised as a Skeleton, their Death Count will continue. If the Skeleton is reduced to 0 Body during the target’s Death Count, they may receive a Life effect as normal. Otherwise, the target must resurrect as normal. Because of the nature of this spell, the target can’t choose to resurrect as an Undead.

Level 6

Enhance Undead

Incant: “I invoke Necromancy to grant Enhance Undead.”

Duration: Permanent

Description: This spell, when cast on an Undead, will grant it +4 Strength and one Lesser Resist Magic. It will mend the Undead up to 50 Body. It will have no effect on targets that are not lesser Undead. This enhancement will last as long as the Undead does.

Necrotic Blast

Incant: “I invoke Necromancy to inflict Necrotic Blast. 10 Infliction!”

Duration: Instant

Description: This purple and black bolt of raw infliction magic does 10 points of Infliction damage to the target.

Level 7

Death’s Grasp

Incant: “I Invoke Necromancy to inflict Death’s Grasp.”

Duration: 20 seconds of concentration

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

Raise Netherwisp

Incant: “I invoke Necromancy to Raise a Netherwisp.”

Duration: Special or 5 days

Description: This spell must be cast on a target still within its Death Count. If successful, it will create a semi-incorporeal Lesser Undead Netherwisp under the control of the caster. The target’s body remains



where it is but will now require two Life effects to take it out of its Death Count. The target is immune to further castings of Raise Netherwisp for the next hour.

The Netherwisp takes on a skeletal or wraith-like form of the Necromancer's choosing, no bigger than a housecat. While the spell is active the Netherwisp must be represented by a doll or stuffed toy appropriate to this appearance. The Netherwisp has high animal intelligence. It is Spirit Linked to the Necromancer, senses as both Undead and Necromancy, cannot speak or make any sound, has no Spirit, and cannot die unless the Necromancer themselves dies and resurrects. Although it has no Body Points and cannot be physically harmed via numerical damage, it can be affected by magic that targets Lesser Undead such as Destroy Undead effects and barriers which bar entry to Undead. If the Necromancer avoids resurrection via the Requiem spell, the Netherwisp reappears with them. Only one Netherwisp may be active at a time. The caster may choose to end the spell at any time before it automatically ends after 5 days.

While active the Netherwisp grants the following benefits:

- If the caster takes the effect of a Battle Magic-level Healing or Infliction spell or magical effect, they may Resist the effect by stating "Resist Magic". Doing this destroys the Netherwisp. This is a conscious defense.
- The caster may destroy the Netherwisp and use it to empower an active Feign Death, Vampiric Blade, Unlife, Walk the Deadlands, or Requiem spell they have cast by stating "Magic Netherwisp." The spell's duration is doubled. This will not increase Death Counts. A spell whose duration has been extended this way cannot be extended further via another Netherwisp.
- The caster may sacrifice the Netherwisp to strengthen a Vampiric Blade spell they have cast. The necromancer states "Magic Netherwisp", and the Blade's damage becomes "3 Magic Body Drain". A Vampiric Blade can only be affected by one Netherwisp.

Level 8

Unlife

Incant: "I invoke Necromancy to grant Unlife."

Duration: 30 minutes

Description: This spell will temporarily infuse the caster's spirit with necromancy, granting them Undead style abilities. The caster does not become genuinely Undead. It can only be cast between the hours of 6 PM – 6 AM. The caster gains the following:

- Healed via Infliction magic
- x4 Magic Body damage from Healing, regardless of Sphere. This is not considered a racial vulnerability
- +0 Magic Threshold
- Immune to all poisons, diseases, and alchemy/chemistry, with the exception of Acid damage, Sticky Paste, Rusting Dust, and any alchemy/chemistry that can be applied to a weapon to increase its damage
- Immune to Charm and Sleep Effects but not mind altering effects such as Paralysis or Ego Whip
- Immune to physical effects that target vital organs, such as Execute, Vital Blow, Disembowel, etc., but not external body parts such as Hamstring, Dismember, Decapitate, etc.
- No spells or abilities that specifically target Undead will function on them, except Control Greater Undead which will act like a Charm spell
- Senses as Undead and not as Living, as well as sensing as Necromancy
- Most mindless Lesser Undead will ignore them if no hostile action is taken against them
- The caster will be recognizable as an Undead version of themselves

The caster can end the spell at any time, but if they are under the effect of Control Greater Undead, they



can only end the spell if directed to.

Walk the Deadlands

Incant: "I invoke Necromancy to grant Walk the Deadlands."

Duration: 5 minutes

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

Level 9

Requiem

Incant: "I invoke Necromancy to grant Requiem."

Duration: 1 hour

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

Wasting Death

Incant: "I Invoke Necromancy to inflict Wasting Death."

Duration: 60 seconds

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



Sphere of Magic: Sigil

Spell Focus: A writing, drawing or painting tool.

Sigil magic is a unique form of magic that requires the user to cast spells on pre-existing symbols drawn upon targets that have spirits. These symbols can be temporary such as quick dashes of paint before a battle or permanent tattoos. Through these symbols the caster can activate a wide range of magic, from granting skill with weapons to negating missile damage and even providing healing or armour. The sphere of Sigil is an excellent choice for a spellcaster who wants to use a very creative and customisable form of magic.

Rituals in the Sigil sphere introduce powerful Glyphs – larger symbols that are typically painted on walls that can be filled with magic spells, operating as traps when specific conditions are met. A ritual Sigil caster can draw a doorway on a wall in chalk then walk through it to go home or create permanent sigils in the form of tattoos.

This sphere cannot be self-taught. It must be taught by an NPC or PC Teacher who can cast it. Sigil casters do not need a Spellbook to memorise their Sigil Battle Magic spells; they have learned the forms of this almost physical magic. To teach Sigil magic, the teacher must purchase the Teacher skill.

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

The symbols must be created in game; a player cannot simply say the symbol exists in it. It needs to be represented. Symbols must be re-drawn for each casting, even if cloth is used. Tattoos that exist out of game on a player are acceptable as Sigil symbols so long as they fit the requirements. Sigils can be placed on skin (unless the sigil states otherwise) or on cloth attached to the body, such as an armband. You must have the target's OOG permission for both the location and painting material that's used on them.

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

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

Level 1

Sigil of Rest

"I craft a Sigil of Rest."

Target: Sigil wearer

Duration: Instant after 1 minute of rest

Symbol: A bed or medical cross

Description: Once this Sigil is cast, the target must rest unmoving for one minute. After that time they are affected by "2 Healing" and a full restore of all lost Stamina points. If the target moves, is moved or takes additional Body damage, the spell will end.



Sigil of Shock

"I craft a Sigil of Shock."

Target: Sigil wearer

Duration: 10 minutes

Symbol: A lightning bolt or sparks

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

Level 2

Sigil of Armour

"I craft a Sigil of Armour."

Target: Sigil wearer

Duration: 1 hour

Symbol: A shield or helm

Description: This Sigil will reduce all incoming damage by 1 from all sources, to a minimum of 1. This damage reduction will only apply to damage done to armour points, it does not reduce incoming body damage. This Sigil can be drawn multiple times to reduce the damage further but requires a separate casting for each reduction of 1. There can be no more than five active Sigils of Armour on any one person. This reduction applies before any thresholds.

Sigil of Bravery *

"I craft a Sigil of Bravery."

Target: Sigil wearer

Duration: 5 days

Symbol: A heart or dragon

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

Level 3

Sigil of the Forge

"I craft a Sigil of the Forge."

Target: Sigil wearer

Duration: Instant

Symbol: An anvil or hammer

Description: This Sigil will instantly repair 10 armour points worn by the target at the time of casting. It will also mend Gargylen.



Sigil of the Pocket *

"I craft a Sigil of the Pocket."

Target: Caster only

Duration: 5 days

Symbol: A pouch or pocket

Description: This Sigil acts like a magic pocket with a size of at most 6x6x3 inches. Items touching this Sigil will vanish into it. It can hold no more than a normal sized pouch and if the Sigil is dispelled or the duration expires, the items will appear at the feet of the caster. If an item does not fit into the pouch, nothing will happen. The caster must possess an OOG pouch and write "SIGIL POCKET" on the outside. All items placed into the Sigil Pocket must be placed into the OOG pouch. Items inside a Sigil Pocket cannot be sensed. Only one pouch can be active at a time.

Level 4

Sigil of the Barrier

"I craft a Sigil of the Barrier."

Target: Sigil wearer

Duration: 10 minutes

Symbol: A wall or broken arrow

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

Sigil of the Bound Man

"I craft a Sigil of the Bound Man."

Target: Special, see description

Duration: Line of sight, maximum 1 hour

Symbol: A chain or manacles

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

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

Level 5

Sigil of the Lizard

"I craft a Sigil of the Lizard."

Target: Sigil wearer

Duration: Instant after 5 minutes of rest

Symbol: A lizard or arm/leg

Description: This Sigil will restore all severed and fractured limbs after the target rests quietly for five minutes. Once the Sigil is drawn and the spell is cast, the target must rest for five minutes. During that time, they cannot use any skills, cannot defend themselves, or move farther than 10 feet from the spot it



was activated. After that time, they will heal 5 Body and all lost or fractured limbs will be restored. If the target is not affected by healing magic (like a Gargylen) but still affected by restore limb, then the restore limb effect will still take place.

Sigil of the Weapon Master

"I craft a Sigil of the Weapon Master."

Target: Sigil wearer

Duration: 1 hour

Symbol: The weapon desired

Description: This Sigil will grant its wearer the weapon proficiency skill of the weapon that is drawn as the Sigil, with the exception of Exotic weapons. If its wearer already possesses the weapon skill the Sigil will grant +1 damage instead. A second stack will allow the wearer to pick either an extra +1 damage, or cause the weapon to swing for Silver damage for the duration. A third stack will allow the wearer to pick either an extra +1 damage, or cause the weapon to swing for Magic damage for the duration. Even if the weapon is already silver or the wearer already has the weapon proficiency, no stack step may be skipped. This spell may be stacked a maximum of three times. This spell will not create a weapon, merely grant proficiency.

Level 6

Sigil of Flechette

"I craft a Sigil of Flechette."

Target: Sigil wearer

Duration: 5 days

Symbol: Darts or throwing knives

Description: Once active, this Sigil allows its wearer to touch the Sigil and draw forth three magical throwing weapons. These summoned weapons do 5 Magic Body each and dissipate upon impact. Purchasing an Exotic Weapon Specialization: Summoned Weapons will increase the damage of the Flechettes by 1 per purchase. No other means will augment the damage. Weapon reps for Sigil of Fletchette can be any thrown type and should be blue in colour to indicate they cannot be picked up once thrown.

Sigil of Inversion *

"I craft a Sigil of Inversion."

Target: Sigil wearer

Duration: 5 days or until used

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

Description: This Sigil will reverse the next non-divine or non-Draconic damaging spell or magical effect to hit the target's Body and turn it into Mending appropriate for the wearer's race. This effect triggers whenever the effect would hit Body (even partially) on the Sigil bearer but will not if it only damages armour. Eg: if the Sigil wearer was a Gargylen who wore 15 points of armour, or none at all, and was hit by an Elemental Strike, instead of taking 25 points of Magic damage, the full 25 points of damage would be converted to Mending because at least some of the damage hit to Body points. This spell can be stacked with other magical protections such as Shield Magic and, if it is, the wearer may decide which activates first. When this Sigil is used its wearer must state "Sigil Inversion!"



Level 7

Sigil of Dispel

"I craft a Sigil of Dispel."

Target: Sigil wearer

Duration: Instant

Symbol: A circle with an X in it

Description: This Sigil will function as a Dispel Magic spell and will terminate any spell of ninth level or lower, unless specifically stated otherwise in the description. All active spells are lost. Magic items that contain Battle Magic spells, potions extended by Sweetwater and Battle Magic scrolls are inoperative for 10 minutes. Sigil of Dispel has no effect on ritual magic.

Sigil of Hatred

"I craft a Sigil of Hatred."

Target: Sigil wearer

Duration: 1 hour

Symbol: The face of the racial group desired

Description: For the duration of this spell, the Sigil wearer will do +2 Magic damage to members of the racial group drawn. If a member of this race performs a Killing Blow on the Sigil wearer, they will take a "Contingency: Magic Death" on the second to last second of the Killing Blow. The racial group will be one of the following: Angels/Demons, Animals, Bestial, Brood, Constructs, Draconic, Dwarves, Elementals, Elves, Fae, Goblinoids, Humanoids, Plants, Spirit, Undead (excluding vampires). This Sigil will not stack with itself.

Level 8

Sigil of Delay *

"I craft a Sigil of Delay."

Target: Sigil wearer

Duration: 5 days / 1 minute

Symbol: An hourglass

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

Sigil of Warding

"I craft a Sigil of Warding."

Target: Sigil wearer

Duration: 1 hour

Symbol: A tower shield placed on the forearm of choice

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



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

Level 9

Sigil of Magical Storage

"I craft a Sigil of Magical Storage."

Duration: 24 hours

Target: Caster only

Symbol: A spellbook or scroll

Description: When this Sigil is activated, for the next 10 minutes it will absorb the first spell that is touch-cast on the Sigil itself. This spell will then be available for the Sigil wearer to use for 24 hours. Any spell levels 1 to 9 from Sigil or any core rulebook sphere can be absorbed in this fashion and the wearer simply needs to state "Activate Sigil: <Spell Name>". The spell operates like normal and the Sigil wearer is considered to be the caster. When this Sigil absorbs a spell that spell is considered to have been cast and is lost from the caster's memory. Only one spell can be absorbed per Sigil of Magical Storage and only one of these Sigils can be active on any one person at a time. Spells absorbed with this sigil will fail if the target already possesses an active version on their spirit. Eg: You cannot store a Magic Armour spell if you are wearing an active Magic Armour.

Sigil of the Phoenix *

"I craft a Sigil of the Phoenix."

Duration: 5 days or until activated

Target: Caster only

Symbol: A phoenix or flame(s)

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

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

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

When either of these uses are activated the wearer must state "Sigil: Phoenix!". Once one of the effects is activated, the Sigil ends.



Sphere of Magic: Wytchcraft

Spell Focus: A mole, birthmark or third nipple.

There is no magic more reviled than Wytchcraft, and perhaps no sphere of magic more powerful. Virtually every nation and culture condemns Wytchcraft and will often kill Wytches on sight. To understand even the basic fundamentals of the sphere, an aspiring Wytch must first strike a dark pact with the Demonic. Only after sacrificing part of their own morality does a Wytch learn this powerful art. Wytchcraft can only be taught by the Demonic, because the power that fuels it comes from the Hellstack itself. A Wytch is a master of curses, blood magic and corruption. They can shatter skulls from a distance, rot your tongue and drive you into madness. Only those who seek the most potent of magic and are willing to do almost anything to obtain it should consider this magic.

A Wytch who is capable of casting ritual magic is one of the most feared magic users that exist. Not only are they capable of opening portals to the Hellstack itself, they can also turn themselves into Wyverns, create cauldrons which brew powerful hexes into food and drink, steal your blood and cast magic on you through it and even create a second black heart within their chest that grants extra vitality.

Wytches do not need a Spellbook to memorise their Wytchcraft Battle Magic spells; they draw its power from their demonic sponsor.

Note: Upon learning this sphere, the Wytch develops a mole, birthmark or third nipple somewhere on their body. This mark becomes the conduit that the Demonic power of Wytchcraft comes through. The spell focus may be an existing OOG mark on your body.

Level 1

Blood Curse

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

Duration: 5 days

Description: A Wytch in possession of your blood is a terrible thing indeed. A Wytch with both your blood and True Name is something beyond terror. Once this spell is cast on a target, any additional spells cast on the same target will allow the Wytch to Echo the spell if the Wytch knows their True Name. This Echo effect will allow the caster to strike the target an additional time with the same spell if the first spell was successfully defended against in any way. This is done by calling "Echo!" immediately after the spell was defended against. This second spell happens automatically and does not require the Wytch to expend a spell slot. This Echo effect continues to occur for every spell cast by the Wytch on the target until the curse is removed. Blood Curse is a Lesser Curse.

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



Talisman *

Incant: "I summon a Hex to create a Talisman."

Duration: 5 days

Description: This spell allows the Wytch to create a protective talisman out of any item that could be worn as jewellery. While being worn, this talisman grants the target 5 points of Magical Armour and wards the bearer against certain evil spirits. This armour cannot be repaired but can stack with other physical or Magical Armour. The talisman is not destroyed when the armour is used up, but the magical effect on it dissipates. This talisman can be worn or given freely by the Wytch. Multiple castings of this spell cannot be stacked on the same item at the same time. Multiple talismans may be worn at the same time and the Magical Armour will stack. The Player must attach this spell tag to the item after casting. Once the Magical Armour is consumed, the tag is to be destroyed.

Level 2

Blindness

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

Duration: 10 seconds

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

Curse of Evil Eye

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

Duration: 1 hour

Description: One of the Wytch's most feared powers is the Evil Eye. With a glance, the Wytch can cause terrible luck in some and despair in others. By staring intensely at a target, the Wytch can curse those with misfortune causing them to take an additional point of damage from all sources directed at them. This additional damage is counted by the Wytch for all sources of damage regardless of source or where it strikes. In order to use this spell the Wytch must be able to see the target, although it is not necessary that the target see the Wytch. The Wytch must then incant the spell and point at the target. Although no spell packet is required to be thrown, once the incant and point has been completed, the target is considered to be stuck by a packet automatically. Evil Eye does not require a spell packet to use. Curse of Evil Eye is a Lesser Curse.

Level 3

Repulsion

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

Duration: 1 minute

Description: This spell attacks the target's mind, and forces them to believe that an item they are holding becomes a writhing pile of maggots, worms, and bugs. If successful, this spell will cause a target to drop the item identified in the incant and retreat away from it at least ten feet. Nothing short of a Dispel Magic will force a target to believe otherwise. The target cannot be forced to touch the item and will defend himself to the best of his abilities to maintain his distance. Repulsion is considered a Fear effect and can be resisted as such, along with standard anti-magical defenses.



Curse of Weakness

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

Duration: 1 hour

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

Level 4

Horror

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

Duration: 10 minutes or line of sight

Description: This fear-based spell influences the mind of the target, causing it to view the Wytch as hideous and offensive, causing the target to avoid the Wytch at all costs. Under the effect of Horror, the target may not come within ten feet of the Wytch and, while aware the Wytch is there, will not attack the Wytch for any reason. If the Wytch approaches the target, the target will retreat if possible. If no retreat is possible, the spell is not broken, but the target will move away at the next opportunity. If the Wytch takes any hostile gesture toward the target, such as attacking them or casting spells at them, the spell will end.

Requital

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

Duration: Instant

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

Level 5

Contingency: Sleep *

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

Duration: 5 days / 10 minutes

Description: This spell allows the Wytch to imbue any non-magical object with a powerful sleep enchantment. This enchantment will activate when a set contingency happens. At that point, the target of the contingency will be affected by a magical (psionic) sleep. This sleep spell will drop the target into a deep slumber for the duration of 10 minutes. The victim can be woken via Dispel Magic, Body damage or one minute of vigorous shaking. The condition of the contingency is decided by the Wytch upon casting. Only one contingency condition may be set on the item and that condition must be activated by a creature touching the item and possessing a spirit. The condition may not exceed ten words and must involve the item being damaged, destroyed or consumed in some manner. Once activated, the contingency is used up and must be cast again on the item. Some examples of Contingency: Sleep are:

Condition: "The first person to bite it"



Condition: "The first person to strike it"

Condition: "The first person to trip it"

Curse of Tongue Rot

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

Duration: 1 hour

Description: This powerful Lesser Curse will cause the victim's tongue to rot in their mouth, dissolving into a disgusting black chunky liquid. The target takes one Magic Body and is silenced. If the damage is negated the target will not be silenced and the spell will fail.

Level 6

Eye for an Eye *

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

Duration: 5 days

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

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

Trap Demonic / Angelic

Incant: "I summon a Hex to create a Trap."

Duration: 1 hour

Description: Tapping into their Demonic power, the Wytch can temporarily trap a Lesser Demonic or Angelic creature inside a circle of blood. After casting this spell, the Wytch has one minute to spill one Body Point worth of their own blood into the form of a circle. Once the circle is complete, the next Lesser Demonic or Angelic creature that steps or is summoned inside will be trapped for one hour's time. The creature will be unable to leave the circle or cast/attack through the circle. This spell gives no control over the trapped creature. Once a creature is successfully trapped, the Wytch has three options. 1) They may ask the Lesser Angel/Demon one question which the Angel/Demon must answer truthfully. Once answered, the spell immediately ends and the creature is released. 2) The Wytch may choose to banish the Angel/Demon, sending it back to its own plane of existence for 1 year. 3) The Wytch may choose to simply leave the Angel/Demon in the trap for the duration of the spell. Should the circle be crossed or breached by anything or anyone, the spell will end and anything trapped inside will be freed. The Wytch may drop this circle at any time. The circle perimeter must be represented by a rope or a similarly identifying prop.



Level 7

Control Lesser Demon / Angel

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

Duration: 1 hour

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

Dark Entrails

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

Duration: 24 hours

Description: By digging through the entrails of a living being, the Wytch can gain insight into their own future. This spell requires a living creature with a spirit which is currently in their Bleed Count. After casting the spell, the Wytch has one minute to find a living creature that is either bound and unable to move or already in their Bleed Count. By digging through the flesh of the target's stomach, the Wytch can remove the entrails and glean from them a vision of the future. The act of reading takes ten seconds and is considered a killing blow to the target. For the next 24 hours, the Wytch has one dodge which they may use to avoid any one attack. This dodge ability will have no effect on surprise or AOE (Area of Effect) attacks. The Wytch may not have more than one dodge on their spirit at a time. The defensive call is "Dodge."

Level 8

Curse of Pain

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

Duration: 1 hour

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

Race Change: Toad

Incant: "I summon a Hex to inflict Race Change: Toad."

Duration: 1 hour

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



Level 9

Dark Pact

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

Duration: Instant

Description: With this spell, a Wytch tries to convince a dying target to strike a deal with the devil. If a target has entered their Death Count, the Wytch may cast this spell on their body. The spell itself offers to grant the target a Life spell in exchange for the target's full True Name. The decision to accept or deny this request is done by the target's spirit. The target may choose to deny the offer and continue on their way towards resurrection. If the target chooses to accept the offer, the target's True Name will be revealed to the Wytch and the target automatically. No deception can be made by the target as the spell binds them to speak the truth and only the Wytch can hear the target speak. Regardless of whether or not the target consciously knows their own True Name, their spirit always knows. If the target accepts the Pact, they know that the spell has been cast on them, but not who cast it. Once the name has been revealed, the target immediately takes the effect of a Life spell and is returned to the world of the living. Once Lived, the target who accepted the Dark Pact must write their character's True Name on the Dark Pact spell tag and then sign it, out-of-game. This becomes the Wytch's proof that they know the name in-game. This spell will pause the target's Death Count. The Wytch may only cast this spell on a particular target once every 24 hours.

Shatter Your Skull

Incant: "I summon a Hex to Shatter Your Skull."

Duration: Instant plus 1 minute

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

