

TRIUMPH

LANTAI

LIVE ACTION ROLE PLAYING
EDITION 4.0

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Introduction

Welcome to the Triumph rulebook. We hope you will enjoy role-playing with us. In a live-action role-playing game, you assume a character and behave as that character does for the duration of the event. Think of it as being an actor in a fantasy production, but without a script. In this game, it's not about winning every combat, getting all the treasure, or reaching the next level. It's about being part of a tale, advancing the lives of the characters. Triumph tells a tale full of glory, passion, defeat, victory, hardship, and triumph. This rulebook will give you the guidelines to getting characters started and keeping them going. First, we must cover some basic rules of the organization, which must be followed. Rules decisions are final. This is a game, and we are all, at least out of game, human.

Safety

The first rule is safety. Safety is more important than game play. Adhere to the spirit of the game, but be safe. Enjoy combat and spellcraft, but be safe. We're here to have a good time, so be safe!

Conduct

This is an organization that allows members to participate in the game of their own free will. We will not discriminate against gender, race, ethnicity, religious preference, sexual preference, or disabilities. Members are expected to behave in this manner as well.

Also, members must not:

- Engage in any illegal activities as defined by law while at an event.
- Carry any real weapons at an event.
- Proselytize about membership in any out-of-game religions or political parties.
- Consume alcohol or illegal drugs/substances while at an event or arrive intoxicated. (Underage smoking is considered illegal drug use)
- Misrepresent the organization, its intent, its leadership, or its membership at any time.
- Be rude or disrespectful to membership out of game.

Cheating

Cheating will not be tolerated. Those caught cheating will be warned once. Disciplinary action follows warnings and can result in disqualification to play. There is no need to cheat and no need to use out-of-game info in the game. We are here to tell a story and have fun, not win at all costs.

LOOPHOLING

There is no need to hunt out rules "loopholes" to exploit. The rules are written in the spirit of the game. Just because a thing CAN be done, it does not follow that it SHOULD be done. Loopholing will not be tolerated.

Costume

As we are telling a tale, wardrobe is also important to building the atmosphere. While glasses or a wristwatch are allowed, try to keep modern items out of your costume. Chain mail and Air Jordans don't mix.

A player has three events to obtain a suitable costume. Ask for help if you need it. Monetary challenges don't have to preclude good wardrobe; there are great, cheap costume items you can make! If after this time you have not met minimum requirement for racial phys-rep and garb, you may still attend and participate, but will receive no Triumph points.

Gentleman's Rule

If two people out of game cannot interact with each other, they may invoke the gentleman's rule. This works like a restraining order, the two players may not approach each other or interact. This rule is for the resolution of out-of-game confrontation, and will not be used to avoid in-game interaction. The owners are the only ones who may approve invocation of the gentleman's rule.

Content

There are some places we won't go and some scenes that will never occur, period. There will be no in-game rape or sexual explicitness. No tying up, binding, or locking up. No one will proceed with anything that a player finds uncomfortable.

Kiwi

To facilitate a player's comfort level, the word kiwi is to be used as a failsafe "time out." For example, if a character is being interrogated, the character might say "no," a lot. But what if this scene is uncomfortable to the player? If they say "no" or "stop," it might not be construed by another player to really mean stop. So kiwi is the call to step out of character for a moment, find out what is encroaching on the player's comfort level, and then resume play, respecting the other player's comfort level.

Separate in-game & out-of-game

What you know and what your character knows is not the same thing. Always separate that knowledge. There are certain out-of-game areas, such as privies, showers, and the logistics area. Out of game players such as NPCs returning to logistics from an encounter will wear an orange head or arm band, and should be ignored as if they were just trees and grass.

Hold

There are times when it becomes necessary to stop the action. In cases of safety, injury, or rules arbitration a ref or player might call "hold!" It is important to take a knee and cease all activity when a hold is called. If the hold is for a safety/medical reason, you may help the refs by pointing to the reason for the hold. Do not use this as an opportunity to cheat. The hold is the single most important call in the game; observe this rule without fail.

Spirit of the Game

Always seek to help the story along, to make things more immersive. Staying in character at all times, working on costume, and keeping the intent all make for a better experience for all. One should not try to work "at odds" against the refs. Triumph is not a PVP style game. As well, keep in mind that the goal of NPC monsters isn't the annihilation of the players, but to challenge them and drive the story (though sometimes that challenge may well be a trip to the cauldron).

Another important contribution to the spirit of the game is a respect for rules calls made in the field. If a call is made that seems counter to rules as you know them, you may call a hold to question the call. A ref may change the call or let it stand. If the call stands, please respect it and continue to play. Play should continue, not be derailed by rules discussions. If you feel a rules call was truly wrong, it can be brought up to staff after the game.

Character Creation

Characters

There are a number of ways to approach character creation, as one must decide on race, class, skills, and personality traits. It is important to note that while you may draw inspiration from established characters, there is certain cheesiness to playing a Barbarian named Conan or a Dark Elf named Drizzt, and logistics may require a change or two to such a character. Be original! It's more fun!

Background

It is important to have knowledge of your character's background and personality. After all, you'll be portraying this individual for a while! Here are some questions to ask yourself about your character. (Yes, I'm using the pronoun he here. If you're a she, simply add the "s" in your mind. We're not discriminating; we just didn't want to type "the character" over and over again.)

Questions to think about:

- Where is he from?
- What does he do for a living? What's his outlook on life? How honest is he?
- How important is wealth, family, status, honor?
- What principles guide his actions?
- How does he feel about magic, violence, strangers, other races, love, and political machinations of the current Court?
- How smart is he? How brave? What weaknesses does he have?

Think it out; flesh out your character! Remember, it's sometimes great fun to play a character that's not as smart as you are, or has some other character flaw.

Races

There are many races to choose from in Triumph, each with their own advantages and disadvantages. There are certain expectations of race in role-playing; always play the part your race requires. If you choose to play an outcast of that race, prepare to be treated as one in game. The following descriptions are in order of commonality and present an overview of each race and the minimum requirements for physical representation (phys-rep).

Human

The humans are a younger race to the world, with a fairly short life span compared to some of the elder races. The humans have many cultures on the face of

Lantai, and many kingdoms. There are many possibilities to role-playing human characters. There are no special skills or minimum phys-reps to be human.

Dwarf

The dwarves are an elder race that is clannish and proud. They are called by scholars the children of the stone and are known as miners, crafters, smiths and artisans. To a dwarf, a job worth doing is worth doing absolutely to the best of their abilities, with the patience of the mountains. There is no craftsman better than a dwarf. They also make fierce warriors, since their chosen homes are often attractive to goblinoid races as ready-made and quite comfortable lairs.

Advantages: Dwarves may resist magic once each day, purchase smithing skills at half cost, and gain one extra Health per purchase.

Disadvantages: Dwarves may not use bows or polearms and pay 1.5 times cost for scholar or magic skills.

Phys-rep: Male dwarves are bearded. Female dwarves either can have beards (though this is rare) or wear obvious braids. (Note: if you get a fake beard with a strap, hide it and don't hesitate to dye the strap some other color than white. Worse than not having a beard is looking at that ridiculous strap.)

Elf

Elves are as at home with the woodlands and nature as dwarves is with mountains and mines. The children of the stars, elves are long-lived with a reverence for nature and the balance of life. Many elves are accomplished scholars, artisans, or woodsmen. Most have a predisposition for magic.

Advantages: Elves can Resist Charm or Sleep once per day and purchase Bow at half cost. If an Elf is an Archer, they may purchase two 1st Circle Archer skills free of cost.

Disadvantages: Elves may not use two-handed weapons, except staves and polearms. They may not purchase Feat of Strength.

Phys-rep: Elves must have pointed ears. (NOTE: Please blend your ears in with a bit of makeup and spirit gum. The seam and stark latex color are quite distracting, and two minutes of work will create a stunning Elven effect.)

Barbarian

While considered human, Barbarians have eschewed "proper culture" for their own tribal nature for so many generations they have developed strengths that ordinary humans lack. There are many tribes from many different lands, tough nomads who claim their land as their own, surviving in the harshest of conditions. They tend to be tough and strong, but insular and distrusting of strangers and magic, especially of magical strangers. Barbarians are often superstitious, and should role-play those superstitions faithfully.

Advantages: Barbarians gain +1 health per purchase and may purchase Barbaric Fury.

Disadvantages: Barbarians may not be mages, necromancers, or archers and pay double cost for Scholar skills.

Phys-rep: Costume and a totemic symbol either painted to represent a tattoo or represented in a plainly visible fetish. Please see the Barbarian Handbook for more details.

Dark Elf

Dark Elves are black-skinned elves that have evolved in the dark jungles of Pataoco. In these vast rain forests, it is nearly always dark as night. Dark elves have a predisposition toward necromancy and elaborate funeral rituals, with death quite prevalent in their savage lands. Because of this, they are often misunderstood. They are not inherently evil; however, they are also not inherently good.

Advantages: Dark elves may purchase Bow at half cost, and resist magic two times per day.

Disadvantages: Dark elves lose 1 health per level in the daylight, and may not use two-handed weapons, except staves and polearms.

Phys-rep: All exposed skin should be black, and pointed ears are also required. White hair is suggested but not necessary. **As an alternative, dark elves may be played very pale, using makeup to lighten tone rather than darken.** (Note: Try to get some layering with the makeup, not just a "smeared with shoe polish" look. It isn't as hard as it sounds. Examples are available, and often help is as well.)

Fey

The Fey are a race descended from the Faeries of legend. Long ago in the Cataclysm, great waves of magic wreaked havoc upon the world. Most of the Faerie Gates were closed or destroyed, trapping many Fairies in this world. The Fey mostly try to find their way home, to reopen the Gates, although some have assimilated into various societies across the face of Lantai. They are physically weak, but magically powerful and quite nimble.

Advantages: Fey gain +2 Magic for each purchase and can disarm traps and pick locks in half the normal time.

Disadvantages: Fey have 2 less health per purchase and cannot use two-handed weapons.

Phys-rep: A gem set in the forehead, horns, and/or wings. (Again, if straps are present, hide them, and blend your ears in!) A fey may also have pointed ears.

Gre'shal

The Gre'shal are a feline race from the Rralr'katta Reaches. There are two castes of Gre'shal, the warrior caste and the artisan caste. The warrior caste resembles great jungle cats, while the artisan caste resembles smaller cats such as lynxes and ocelots. As a race, they tend to be curious and playful, yet fierce. They are quite often a walking contradiction: aloof, yet loyal; enigmatic, but straightforward.

Advantages: May use claw boffers for 2 damage and has nine lives. (Nine lives works in this fashion: once per day, a Gre'shal may resist death, returning to life at the nearest Cauldron without reaching for a stone.) The Nine Lives ability may only be used nine times in the character's entire life.

Disadvantages: Artisan caste may not use two-handed weapons. Warrior caste pays double cost for mage/scholar skills. A Gre'shal may not play a bard class.

Phys-rep: Cat-face makeup; please use an example or get help to make it look authentic. (Prosthetic face pieces, ears, and tail are a plus, but not required as a minimum.)

Half-Orc

Half-Orcs are the product of a union between human and Orc, which is often the result of involuntary circumstances. Orc blood puts them at a serious social disadvantage. It does, however, predispose them towards great careers as warriors.

Advantages: Half-Orcs gain +1 health per purchase and receive one Feat of Strength free of cost.

Disadvantages: Half-Orcs pay double cost for Scholar/Mage skills.

Phys-rep: All exposed skin must have a green hue. (Make it look good. Tusks and a prosthetic snout with pointy ears would be even better.) Alternately, Half Orcs may be made to resemble the Uruk-hai in the movie trilogy of Lord of the Rings, with a brown hue.

Half-Ogre

Half-Ogres share a heritage of sorts with Half-Orcs, coming to be in the same fashion. Half-Ogres are, if anything, stronger than Half-Orcs, but certainly less intelligent on the whole. Half-Ogres are at more of a social disadvantage, because neither race is accepting of such a child.

Advantages: Half-Ogres gain 2 health per purchase and receive one free Feat of Strength free of cost. Half-Ogres are quite mighty, and receive a +1 damage bonus to any weapon they have the skill to wield. Additionally, they may wield a 2 handed weapon in one hand (provided that the player can safely do so, subject to ref approval.)

Disadvantages: Half-Ogres may not be Mages, Clerics, or Necromancers and pay double for Magic/Scholar/ Thief skills.

Phys-rep: All exposed skin must have red or yellow makeup. Tusks are a plus.

Tuatran

Tuatrans are a reptilian race from near the Gidry Mountains. They have a tribal society that is matriarchal in nature. Tuatrans in general are inquisitive, talking little and listening much.

Advantages: May use claw boffers for 2 damage. Natural Elemental Armor (At creation, the Tuatran chooses one element: fire, shock, acid, or magic. Whenever a Tuatran receives damage of that type, they only take 1 damage.)

Disadvantages: Frost-based attacks will send a Tuatran into a torpor, in which they must lay for a count equal to ½ of the Frost damage dealt.

Phys-rep: Scales must be represented and creativity is a plus here.

Changeling

There are places where magic still runs rampant after the Cataclysm so many generations ago. In these places, it is possible for the magic to twist people and things and for mages to tamper with evolution. Changelings are the product of magical blending of animal and humanoid. They are usually complete outcasts, though sometimes they gain acceptance.

Each Changeling character must be approved by plot and logistics referees and created with their help to determine advantages and disadvantages. Changelings are for experienced role-players only.

Classes

The character's class determines the costs for skills and some abilities the character may gain. The class is the profession or what the character does. As with race, each class has its own advantages and disadvantages. Will you choose to sling arrows, weave spells, or swing steel?

Archer

An Archer is very different from a warrior who uses a bow. The Archer is trained in particular magics that are not as flexible as true spellcasting. While an Archer may not have Magic, they are the only class that may buy Archer skills, making the skills a sort of metamagic. They may wear the normal maximum of armor. Archers begin with the Bow skill, 6 health and gain 5 health each purchase.

Bard

The bard is a jack of all trades, master of one: entertainment. A bard blends the skills of mage, rogue, and warrior and ties it together with thespian flair. They may purchase Magic at two per purchase and cast Mage spells up to 4th level. Additionally, a bard will receive 1 magic point per song level purchased. This magic point is unmodified by race bonuses. They may also use the power of the Bard Songs. Bards may wear 15 armor as their maximum to spellcast unless they purchase Armored Arcana. Bards begin with 5 health and gain 5 health for each purchase.

Cleric

Clerics are priests, monks, paladins, and preachers of the holy (or unholy) words of their varied deities. (Remember that in-game religion is vastly different from out-of-game, which should be left in your camp with your other out-of-game gear.) Clerics have access to divine magic and rituals, begin with 4 Magic and buy magic at 4 per purchase. Clerics begin with one free Turn Undead. They may wear armor up to the maximum of 15 to spellcast. They may also choose a specialty as detailed in the Cleric Paths Appendix. Clerics begin with 6 health and gain 5 health per purchase.

Mage

Mages are those who have dedicated themselves to the study of magic. They are combat wizards, scholars, archaeologists, experimenters, and sages. They access the powers of magic about them to work both weal and woe. They have access to Mage spells and rituals, may purchase the flow mastery skill, begin with 4 Magic, and gain 4 Magic per purchase. They may wear a maximum of 15 armor. Mages also have access to formal Rituals, as described in the Magic section. Mages begin with the Read Magic skill and with 4 health, and gain 4 health per purchase.

Necromancer

Necromancers work magic as well, but have chosen a darker source for their powers, tapping the realm of the dead. Necromancers have traded their own vitality for raw power. They cast Necromancy spells, begin with 6 Magic, and purchase Magic at 5 Magic per purchase. They may interact with spirits and have access to formal rituals. Necromancers may wear a maximum of 15 Armor to spellcast. They begin with 4 health and gain 3 health per purchase.

Ranger

Rangers are scouts, trailblazers, border patrollers and explorers. They are in tune with nature, specialize in light and quick fighting styles, and may use first level Shaman spells. They may buy Magic at 2 mp per purchase with a limit of five purchases total OR may use beast lore skills. They may only wear up 15 points of armor. Rangers begin with the Tracking skill free. Rangers begin with 7 health and receive 6 health per purchase.

Rogue

Rogues tend to be nimble and stealthy, relying on wit and guile rather than the blade. Rogues are spies, thieves, infiltrators, brigands, and even assassins. Rogues may wear the normal maximum of armor, but probably shouldn't. It's not wise to try sneaking in plate mail. Rogues may not buy Magic. Rogues start with single backstab for free. Rogues begin with 6 health and gain 5 health per purchase.

Shaman

Some shamans are spiritual leaders, and others are simple seekers. All are in tune with nature and with their totem spirit. Shamans can cast Natural magics and rituals, begin with 4 Magic, and gain magic at 4 Magic per purchase. They also gain totemic abilities as defined in the Shaman Medicine Appendix. Shamans may wear a maximum of 15 Armor to spellcast. Shamans start at 6 health and gain 4 health each purchase.

Warrior

The warrior is the sellsword, the soldier, the guardsman, the adventurer. A warrior's skill costs have a predisposition toward combat skills. Warriors may not purchase magic as a skill. Warriors may wear armor up to the normal maximum. Warriors start out with 8 health, and gain 7 health for each purchase. A warrior starts with a single weapons skill free of cost.

Now that you've chosen a race and class, you can now round out your character by purchasing their skills and spells as applicable. See the sections on skills and magic for more information.

Character Advancement

Every character will earn Triumph points over their career. These points are used to purchase skills, and thus advance the character. Characters earn these points in various ways. Players will receive a character update from logistics, and will spend their Triumph points on any updates between games.

Blanket

Every character earns an amount of Triumph just for showing up to an event. This is referred to as blanket, and is earned on a sliding scale. On a character's first event, they will earn more than on subsequent events.

Note: the character, not the player, earns that blanket.

One-day events are blanketed at 3 Triumph on the first and second event, 2 Triumph on the third and fourth and 1 Triumph for every event afterwards. (3, 3, 2, 2, 1, 1, 1, 1...)

Two-day events are blanketed at 6 Triumph on the first event, 5 on the second, 4 on the third, 3 on the fourth, and 2 for every event afterwards. (6, 5, 4, 3, 2, 2, 2, 2...)

Note that these figures are independent of each other. For example, a player attending a single one-day event and a single two-day event will earn 3 Triumph for the 1-day event, and 6 Triumph for the two-day event.

Adventure Triumph

There will be some scenarios, plots, enemies, etc. that will have built in Triumph awards. When a player receives their character update, they may receive Adventure Triumph in addition to their blanket. This is a common occurrence, and will become more so as more challenging enemies are met.

Bonus Triumph

The Triumph Refs have the ability to award Bonus Triumph. When a player receives their character update, they may receive Bonus Triumph in addition to their blanket. Bonus can be awarded for any number of things, such as excellent role-play, mentoring of new players, creative problem solving, and much more.

Perk

Perk is a multi-purpose tool that Triumph utilizes to reward players for NPC participation, extra effort, and donations. Ultimately, the awarding of perk is up to the Triumph owners. Perk may be traded in at a rate of 20 perk for one triumph, one perk for one gold crown, or rarely may be traded in for items offered up by Logistics.

Secondary Characters

A player may have 2 characters "in play" in the game at any time, a primary and a secondary. A player may never have more than 2 characters. When attending an event, a player must choose what character to play for that event before the event begins. If at a two-day event, the player can play their primary character on day one and the secondary on day two if they so wish; or they can play one character for the whole weekend.

Rewriting a Character

A player may rewrite a character during their first 3 events without any penalty whatsoever. Rewrites may be all inclusive, even the race and class of a character may change during such a rewrite. (Changelings may not change their racial effects, however). After these 3 events, however, rewriting is no longer an option.

Retiring a Character

Should a player wish to retire a character, they may apply 10% of the character's earned Triumph to the next character created. This 10% may only be used at the inception of a new character, and may not be added to an existing secondary character.

Health

Health Basics

Each character has a certain amount of damage they can withstand in game, referred to as health Points, or more usually health. When you're out of health, you're probably dead. For a visual aid, see the health chart in the health Appendix.

Armor

Armor effectively adds to your health, and armor takes damage first. See the Armor section for details. Health regenerates naturally at the rate of ½ your health each day, although you start a new event at full health. It is each player's responsibility to keep track of current health/armor.

Unconsciousness

When you reach zero health, you are unconscious. This state lasts five minutes or until revived by Healing, Alchemy, or other approved methods. After five minutes, you will awaken with one health. (You should probably find a healer at this point.) Unconscious characters will make no sounds and cannot interact with other players. Please attempt not to move around either, as unconscious people tend to just lie there. No moaning, speaking out of character, or otherwise attempting to let people know you're down. (The only acceptable exception is to keep someone from stepping on/tripping over you or some other hazard. That's a safety issue.)

Dying

When you are knocked below zero health (to a limit of -15), you are at -1 health. You spend the next 5 minutes unconscious and dying. At the end of these 5 minutes, you won't wake up; you will be dead. However, should your damage take you below -15, you are no longer considered to be dying with -1 point, but dead at -16. No waiting, just...dead. See the Death section for more information. While dying, someone can heal or administer first aid to you. If healed, you will resume consciousness with the gifted amount of health (from zero, not from a possible negative number); if given first aid, you become unconscious, as the previous section details.

Death

So you're dead. At this point, you will lay face down for five minutes. During this time, a healer in the field may resurrect you. You are also subject to being used by a necromancer at this point, which will be explained later in the magic section. After 5 minutes, your spirit will leave its earthly vessel. Note that you must remain for the full 5 minutes before becoming a spirit, unless otherwise instructed by a ref. Tie on your spirit band and leave your Body Spike to represent your corpse.

Spirit

After dying, you will become a spirit, signified by a spirit band. Spirits may not interact with the physical world and as such may not move objects, write notes, or speak to players (with the noted exception of necromancers). At this time, make your way to the nearest Cauldron for a chance to be resurrected.

Alternately, you may choose to pass on. (A note to necromancers: you may only speak to spirits wearing a spirit band, not anything that is dead. See Necromancer's handbook for more details.)

Being Made Undead

So you became an undead, what now?

When you die (brought to -16 health) there is a possibility of being raised as an undead creature by certain spells. After this happens, your death count pauses and you gain new undead stats (to be given to you by a crew boss or ref). Once you have these stats you must behave as that particular undead would. This typically means you will be taking orders from whomever raised you.

If the duration of the spell that raised you runs out or the spell is released and your health as an undead is still above 0 then you resume your death count from the point you left off when you become undead. Your body can now be resurrected by a resurrection spell.

If you are dying as an undead (-1 to -15 for 5 minutes) you have a chance of having your corpse repaired (with the Repair Corpse spell) to above 0, in which case the spell that raised you as an undead can be released and you resume your death count from the point you left off when you became undead. Your body can now be resurrected by a resurrection spell. If the spell that raised you is not released you resume your behavior as an undead. It is important to note that if the spell that raised you is released while you are dying as an undead, you die and go straight to the cauldron as described below.

If you die (brought to -16 health) as an undead you go immediately to the cauldron (there is no 5 minutes of being dead). You have no hope of resurrection other than drawing a red stone from the cauldron.

Resurrection

There are two ways for life to be brought to the dead: by spell, or by the Cauldron. See the section on magic for the spell. At the Cauldron, a Keeper is frequently present to listen to the souls of the recently bereft and will often help to give life back to them. After the Keeper speaks his ritual, the spirit reaches into the Cauldron, and has a chance to grasp life itself (a red stone). If you, as a spirit, successfully resurrect at a cauldron, simply return to the site of your body spike to rejoin your body, which will awaken immediately with 1 health. If, however, you grasp a black stone, your spirit crosses over to the realm of the dead. You may either play a secondary character or NPC for the rest of the event. You can continue to play the secondary character as your primary, or create a new primary character for the next event.

Playing Possum

There are times when discretion is indeed the better part of valor. A character might wish to "play possum" in order to escape the attention of hostile people and things. One may do so using the following guidelines.

A character that is not reduced to zero or less health may choose to "fake it." A character playing possum may not lie face down, but must lie face up, as if unconscious. This will fool some enemies, but by no means all. Any character possessing first aid will be able to quickly discern if a character is actually unconscious, and if questioned by someone with the first aid skill, the character playing possum must reply that they are not, in actuality, dead or unconscious. It bears repeating that someone "playing possum" may not lie face down to simulate being dead.

Combat

Combat Basics

Occasionally, a situation calls for the application of a little violence. Herein are the rules, guidelines, and don'ts of simulated violence. Always remember that this is a game, and we should always try to be safe.

Hold Rule

If at any time the call "hold" is heard, everyone should immediately, safely drop to one knee and take no further in game action. A hold is called when there is a genuine medical problem, when there is a blatantly unsafe action occurring or about to occur, or when there is a rules dispute that immediately influences the game. Hold is not to be called to avoid damage, spell affects, or for any sort of cheating whatsoever. Hold is not to be mimicked to trick people into dropping their guard either. This rule is primarily to facilitate safety. This rule is also for In-Game clarification of rules that immediately influence the game.

When a Hold is called, all players who did not call the hold should be silent. Do not look about for a tactical advantage, do not walk around. Hold position and be silent until the Hold is resolved. If a rules dispute or delivery of an effect is the reason for a Hold, this should be resolved as quickly as possible.

If you come upon a group that is all on one knee, they are probably in a hold, and you should wait to approach and interact until the hold is released. If you are in a combat and see people going to one knee, assume that a hold has been called and do so as well.

A hold is released by first ascertaining that everyone is ready. The individual who called the hold or a ref will ask "Players ready?" If anyone responds "no," the hold continues until they respond "ready." If all are ready, the call "lay on" will resume action and is said in this manner: "Lay on! Three, two, one, lay on!"

Boffer Weapons

All weapons must be passed through a safety referee. No safety check equals no weapon. All weapons shall be constructed safely, meaning no metal cores or sharp points/edges inside the padding. This is especially true of arrows and bolts. Shields must also be padded, especially the edges. Contact the logistics team or read the Arms and Armor pamphlet for more details.

Body Contact

Combat takes place with boffer safety approved weapons only. This bears repeating. Combat takes place with boffer safety approved weapons only. You

cannot use any part of the human body as a weapon: any grappling, shouldering, tripping, punching, kicking, biting, Vulcan death grips, etc. It is not allowed. Be aware that it is the attacker's responsibility to not make contact. If you decide to charge someone to try to back them off, and they stand their ground, you must not make contact with them, period. Violators of this rule are subject to a warning on first offense, then various penalties at the discretion of the refs and owners, including loss of experience and even ejection from the game.

Target Area

There are some areas on the body that are not legal targets: head, neck, groin, hands, and feet while on the ground. Players may not block a swing with a non-target area such as their hand and expect to avoid damage. Likewise you may not grab an opponent's weapon to bind it or keep it at bay.

Melee Combat

Melee combat is steel on steel, staff to mace, toe to toe. Combatants battle with their safety-approved weapons, calling their damage out. As you are hit and damage is called, subtract that amount from your current health total. If you are wearing armor, points come from Armor before health.

Example:

Khylan and Garm face off with Khylan using a two-handed sword and Garm a short sword. Khylan swings at Garm's shoulder calling "four normal," and Garm fails to parry. Garm quickly subtracts those four points from his armor, keeping a running total in his head. Khylan walks away, having proven his point. Garm will then update his health Points to reflect the lost points.

Boffer weapons must make solid contact to count as a hit. If it only hits your clothing, call "garb" or "miss" to let your opponent know they nearly had you, but not quite. In combat, there will be three basic types of weapons: blunt, slash, and pierce. A thrust is always piercing damage. These types don't need to be called as part of your damage call, but can be. Though in most cases the type of damage holds no bearing, some creatures and spell effects can resist certain types.

When thrusting with a weapon, it must be built with a thrusting tip as defined by safety refs. If the weapon has no thrusting tip, do not thrust with it. Different weapons do different amounts of damage; see the Weapons section for more details.

Archery

Bows, crossbows, and each arrow/bolt must pass a safety check. Due to the nature of these items, you must err on the side of caution. These weapons will be limited to a 25 pound draw weight. Arrows must be properly constructed and have a surface larger than an eye socket, for obvious reasons. Though a crossbow can be used by anyone, your bow is only approved for your use, due to safety. Bows and Crossbows may never be used to parry.

Calculating damage is easy. When hit with an arrow, you will typically take 3 base damage and a crossbow bolt causes 4 base damage.

Every Archer must keep in mind the 8-foot rule. Because of its importance to the safety of the game, this rule deserves special attention. When firing an arrow at another player, you must ensure they are not within 8 feet of you. A good way to gauge this distance is to imagine you are lying down between you and your target with your arms extended towards them. For most people, this is roughly 8 feet. You may never release an arrow at anyone within this distance. If someone is within 8 feet of you, it is time to both pull a sword and stand your ground or run, swiftly, away. The only time it is acceptable to use your bow within 8 feet is when you have been charged upon by someone with a melee weapon (which is exactly what they are going to do whenever they get the chance as you are a primary threat). Even then you may not release the arrow. This bears repeating. If someone has charged within 8 feet of you, do not fire an arrow. The procedure to deal with this follows.

Point Blank Procedures

Bow

1. Pull the arrow back as though it were to be fired, but do not pull the string. The arrow **must** be facing the correct direction. You cannot pick up an arrow for point blank and have the point facing you. (If you have already pulled the string prior to being charged, you may continue holding the string, but do not fire the arrow).
2. Aim at the target.
3. Call "Point Blank" then any appropriate damage calls. Your target has now taken damage from your "arrow".
4. Pull the arrow from the shelf and throw it to the ground (if you have the arrow knocked then release the string gently and under complete control, then discard the arrow).
5. Draw a sword and fight, if your foe is still coming, or run out of the 8-foot zone.

Crossbow

1. Load and charge the crossbow (if it is not already) as you normally would. Remove your finger from the trigger!
2. Aim at the target.
3. Call "Point Blank" then any appropriate damage calls. Your target has now taken damage from your arrow.
4. Pull the arrow from the shelf and throw it to the ground. Draw a sword and fight, if your foe is still coming, or run out of the 8-foot zone.

Magic in Combat

Spell effects will be usually be represented by the quintessential birdseed packet. If a packet hits you, or if your cloak, weapon, or shield gets hit, the spell has hit you. Spell effects can sometimes be delivered by touchcasting or even by pointcasting. Please see the section on Magic for more details.

Damage Call

Each swing must be accompanied by a clearly spoken damage call, which consists of the amount of damage delivered (and type if applicable). For instance, a normal long sword is called "Two!" while a silver magic dagger is called "One silver magic!" or a flaming mace is called "Two fire!".

You may simplify your call by dropping some of the available words, but if you don't call it, it doesn't do it. Likewise, you may call a lesser damage amount to represent pulling a blow.

Damage calls must be loud enough to be heard by your target. In a combat where two opponents face off, it is not necessary to continually call damage once you and your opponent agree upon how much damage your weapons do, although if at any time, your weapon's damage changes, it must be announced.

Role-playing Damage

If you're able, do your opponent(s) the courtesy of letting them know you've taken a hit. A simple "ouch" might suffice. But remember the intent to make this an immersive setting. If a dragon whacks you with its claw, it is doubtful you'd stand fast and say "ouch." You might stagger or backpedal to indicate the strength of the blow. Similarly, if a spell is cast upon you, please react to it immediately. For instance, a Fumblefoot will require you to sit down, and a Hellstorm delivers 32 fire damage. Who would keep fighting while taking that kind of fire damage? Perhaps some screaming in agony would work under those circumstances.

Excessive Force

Effort should be made to pull your blows and not hit other players too hard. If another player says you're hitting them too hard, then you are. Different people can take different swings, please adjust yours accordingly. Repetitive use of excessive force will result in expulsion.

Machine Gunning

An attempt to "drum roll" or quickly tap-tap-tap for more damage is called machine gunning in most LARPs and is not allowed in Triumph. Each swing must be pronounced so that it would actually cause damage were it a real sword swung with real force. The weapon must cock back at least 30 degrees. This rule may not be used to avoid damage from a Florentine or two-weapon fighter who is hitting alternately with both weapons or a fighter who is hitting different locations in quick succession.

RhinoHiding

You should always count your damage. Receiving hits without subtracting health is known as RhinoHiding, and it should be avoided. If you take a hit, take your damage. If an opponent appears to be RhinoHiding, you may call a hold and have their health examined by a Ref.

Shield Bashing

Shield bashing is not allowed. Don't do it. You may only use your shield for defense; you may not charge with it, push your opponent with it, or hit another player with it. This rule may not agree with how shields were designed to be used in real life, but this is a game with safety rules, not real life.

Charging

Charging is not allowed in Triumph. An aggressive rush forward to shoulder/shove opponents aside or otherwise move them physically is a charge. This is in keeping with the body contact rules. Note that slipping by opponents or flanking a line is still allowed, it is the act of charging that is against the rules. As a rule of thumb, if someone has to get out of your way to avoid contact, you are charging, and should slow/stop to avoid doing so.

Weapon Trapping

Trapping is not allowed. Trapping a weapon is defined as pinning a physrep to a solid object, i.e. a wall, tree, or the ground, in such a way that a player cannot move the physrep. This rule is meant to protect the physrep from unnecessary breakage. Parries that immobilize a weapon (a scissor parry, for example) are not considered trapping, as there is no solid object that can damage a physrep.

Armor & Arms

Armor

Wearing armor is a good way to extend your longevity. It takes damage before you do. Armor, like weapons, must pass a safety check. So if you have some spiky bits on a suit, leave it at home. Logistics will check your armor and assign it a value based on the following criteria.

The maximum amount of armor is 25 points. You may stack armor, for instance, by wearing a chain shirt beneath plate, or extra leather over chain, etc., subject to approval by refs.

A character's own armor that has been reduced by more than two points may be repaired with the armor maintenance skill. This represents a working familiarity with one's own armor and what it needs to be effective, and as such can not be used to repair someone else's armor. Each time that armor is repaired, it's base value is reduced by two. Note that this applies to the total of the full rig worn, not per piece. If the armor is reduced to a point where it can no longer be repaired, it is considered breached, and may only be repaired by an armorsmith at a smithy location using craft points. Repairs of this nature will not require a count, but may not be done during combat. (One cannot exit an ongoing combat for armor maintenance, but must wait for the conclusion of the encounter.)

Magical and/or master crafted elite armor does not breach, and will always have a minimum base amount of its bonus, as opposed to zero.

Example 1: Bill the Warrior is wearing a breastplate and leather bracers which allow him 10 points. In the next combat, his armor is used up to zero. Bill uses his armor repair skill, which gives him 8 points of armor. In the next few combats, this pattern is repeated, until he starts a combat with 2 points. After this combat, his armor is reduced again to zero, but cannot be repaired again. It is now considered breached, and must be taken to an armorsmith to be repaired.

Example 2: Sneaky the rogue is wearing a master crafted elite leather jacket (a bonus of +1 armor), which provides 4 armor points. It is reduced to zero, and then repaired to two points. It is then reduced to zero again in the next combat, and repaired to 1 point, its minimum base due to craftsmanship bonus. It will always be repairable to 1 point, until reworked by an armorsmith and fully repaired.

Armor Base Values:

(Based on torso coverage, i.e. a leather cuirass)		Leather / Studded Leather:		Chain:	
Furs/Padded	2	Greaves	1	Below waist	1
Leather	3	Helm	1	Below knee (hauberk)	2
Studded Leather	4	Mantle	1	Coif	1
Scale/Brigandine	5	Thick Leather	1	Sleeves	1
Chain	6	Vambraces	1	Plate:	
Plate	9	Based on coverage:		Gauntlets	1
Penalties:		Demi gorget	+1 / +2 / or +3	Greaves	+2
Lack of coverage	-1	Gorget	+1 / +2 / or +3	Helm	+2
Poor quality	-1	Pauldrons	+1 / +2 / or +3	Vambraces/bracers	+2
Bonuses:		Spaulders	+1 / +2 / or +3	Based on coverage:	
Costume (no anachronisms)	+1			Demi gorget	+1 / +2 / or +3
Superior costume	+2			Gorget	+1 / +2 / or +3
				Pauldrons	+1 / +2 / or +3
				Spaulders	+1 / +2 / or +3

Arms

Weapons and Weapon Safety

Different weapons have different requirements and deal differing amounts of damage. In this section, we will cover the different weapon types and their characteristics.

All weapons are required to pass a safety check at logistics. Each weapon must have a safe core, sufficient padding on all surfaces, including the haft on a Polearm, and a safe amount of padding on striking surfaces. Excessive deviation from the center line, a.k.a. "being whippy", must be avoided. Contact the logistics crew to find out what constitutes "safe."

Claws

Some races utilize claws. Claws are less than 12 inches in length, but at least 6 inches from the hand. Claws deal 2 damage.

Small Weapons

The small weapons category includes saps, daggers, and the like. They are less than 12 inches in length and deal 1 damage.

Thrown Weapons

The thrown weapons category includes boffer safe throwing knives, shuriken, throwing axes and throwing hammers. These will typically do 1 or 2 damage based on the weapon and as determined by Logistics. Most thrown weapons do not need a core.

One-handed Weapons

There are two basic types of one-handed weapons, blunt and edged. The difference should be obvious. One-handed weapons vary in overall length from 12 to 40 inches, and deal 2 damage.

Hand-and-a-half Weapons

Weapons such as Bastard Swords fall under this category, large enough to use both hands, but still small enough to wield one handed. These weapons vary in overall length from 36 to 45 inches and have enough hilt or haft to fit two hands. These weapons deal 3 damage.

Two-handed Weapons

Great swords, great axes, massive clubs and the like that must be wielded with two hands. They vary in length from 45-60 inches and deal 4 damage. In some cases a two-handed weapon can be swung with one hand; if so, the damage is reduced to 3.

Polearms

Polearms must have four to seven feet of total length with 12 to 24 inches of blade section. These also deal 4 damage. Spears are a subset of Polearms, but only do 3 points of damage due to the smaller area of blade section.

Staff

Staves vary in length from 4-6 feet, and shall have padding along the entire length, and may have lesser padding in the center grip area. Staves should not be whippy. Staves deal 2 damage.

Arrows and Bolts

Arrows are fired from a bow, and deal a base of 3 damage. Arrows should only have a drawable length of 30 inches maximum.

Bolts are fired from a crossbow, and deal a base of 4 damage.

Skills

Skill Basics

A character begins with 20 Triumph Points, which is used to purchase skills. As a character develops, he earns and spends more Triumph to purchase more skills. A character must spend at least one day with a prerequisite skill before advancing to the next skill, and they also may not purchase multiples of the same skill on the same day. To this end, a character may bank some Triumph to spend on skills later. Remember to give thought to your skill selection. Some skills are prerequisites for other skills. You may wish to build up to a particular skill.

In this section you will find a description of all skills. A chart of skill costs is available in the Skill Costs by Class Appendix.

Descriptions are in the following format:

- **Description**
- **Call:** The method to call out to let other players know a skill is used.
- **Duration:** If applicable
- **Requisite:** Some skills can only be purchased after other skills are purchased; this defines the requisite skills or restrictions.
- **Example:** In some cases, an example is given for clearer understanding.

Essential Skills

Health*

Each purchase of the health skill raises a character's total health by a variable amount based on their class and any racial modifiers. This is a permanent effect.

Example:

Bill the Warrior has started with 8 health. He spends the points to purchase health once. As a warrior, this purchase gives him 7 health, raising his total to 15.

Magic*

Each purchase of the Magic skill raises a character's total Magic by a variable amount based on their class and any racial modifiers. This will allow them to cast more spells.

Example:

Losmartz the mage has started with 4 Magic, enough to cast two first level spells. He spends the points to purchase Magic once. As a mage, he gains 4 Magic. Having a total of 8 Magic, he can cast four first level spells or even one 4th level spell.

* Although these skills have requisites, they can be purchased at character generation without the one day prerequisite.

Weapon Skills

Claws

Races with claws receive this skill for free, and it allows them to gain proficiencies, surestrikes, and the like in their natural weapons. Classes that may use claws do not receive this skill.

Call: Two (normal)

One-handed Blunt

Purchase of this skill allows a character to use one-handed blunt weapons such as clubs, maces, flails, warhammers, and the like. These weapons usually have a base damage of 2.

Call: Two (blunt) or two (normal)

One-handed Edged

Purchase of this skill allows a character to use one-handed weapons of an edged nature, such as swords, hand axes, and the like. These weapons generally have a base damage of 2.

Call: Two (slash) or two (normal)

Hand-and-a-half Blunt

Purchase of this skill allows the use of bastard maces and other large blunt weapons with a base damage of 3.

Call: Three (blunt) or three (normal)

Hand-and-a-half Edged

This skill allows for the use of bastard swords and bastard axes, weapons with a base damage of 3.

Call: Three (slash) or three (normal)

Two-handed Blunt

Purchase of this skill allows the use of large maces, huge clubs and other weapons with a base damage of 4.

Call: Four (blunt) or four (normal)

Two-handed Edged

Purchase of this skill allows the use of great swords, large battleaxes and the like. These weapons generally have a base damage of 4.

Call: Four (slash) or four (normal)

Staff

Purchase of this skill allows the use of a staff as a weapon. Staves usually have a base damage of 2.

Call: Two (blunt) or two (normal)

Small Weapons

This skill allows the use of daggers, saps and other weapons with damage of 1.

Call: One (type) or one (normal)

Thrown Weapons

This skill allows the use of boffer-safe throwing knives, shuriken, throwing axes/hammers, and potion globes (packets).

Call: (damage) (type)

Bow

This skill allows the use of a bow to fire arrows. Arrows do a base damage of 3.

Call: Three (pierce) or three (normal)

Polearm

This skill allows the use of large hafted weapons usually with a base damage of 4, such as glaives or halberds.

Call: Four (slash) or four (normal)

Crossbow

This skill allows the use of boffer safe crossbows, which do a base damage of 4.

Call: Four (pierce) or four (normal)

Shield

This skill allows a character to use a shield for defense. When a shield is struck by a weapon, the blow is blocked; however, a shield does not block magical effects.

Fighting Skills

Armor Maintenance

This skill allows a character to perform field repairs to their armor. As armor is damaged in the field and reduced to zero, a character with this skill is then able to field repair it to two less than the previously repaired amount. See the armor section for more details.

Dirty Fighting*

This skill allows a character to briefly overcome an opponent's senses while in combat with a 3-count stun. This skill may be used twice per day per purchase of the skill. Whether it's a handful of dirt tossed in an enemy's face or blinding powder from a thief's pouch; both are examples of the art of dirty fighting. This skill may be dodged, but not parried.

Call: Dirty Fighting! 3- Count Stun!

Delivery: Packet Strike

Requisite: Parry (x1) per purchase

Example 1:

Sneaky the Thief is fighting Bill the Warrior. Hoping to maneuver Bill into a position to deliver a Clobber, Sneaky reaches into the pouch of soot he keeps at his belt and tosses a handful (a packet) into Bill's eyes. Thus stunned, Sneaky moves behind Bill to deliver his Clobber.

Example 2:

Mungo the Barbarian faces off against a pair of Orcs and their pet Ogre. Knowing that he is more than a match for the orcs, but not while they are supported by the Ogre's muscle, Mungo shouts "Look there, a dragon!" One successful packet strike later the Ogre stands flummoxed, staring into the skies as Mungo decides whether to kill the Orcs, or make his escape.

Disarm

This skill allows a player, once per day per purchase of the skill, to disarm their opponent, sending one weapon flying from their hand at least four feet in the direction the player points. This skill requires a successful parry, either physically or by using the skill Parry.

Call: **Disarm!**

Requisite: Parry x2 for each Disarm purchased.

Example:

Bill the Warrior is attacked by Sneaky the Thief. They fight, and Bill decides he's really tired of Sneaky's poisoned blade. Bill parries or otherwise makes contact with Sneaky's blade and calls Disarm! Sneaky must now toss his blade in the direction Bill indicates to represent the disarming.

Dual Weapons

This skill allows a character to fight with any two one-handed weapons (12 to 40 inches).

Requisite: One-handed Weapons, Florentine.

Extra Armor

This skill allows a character to wear more armor than the normal maximum of 25. With this skill, the maximum becomes 35. (This skill is unavailable to Rangers.)

Feat of Strength

This skill allows a player, once per day per purchase of the skill, to role-play a great feat of strength: lifting a boulder, carrying a casualty on the run, throwing an opponent back 8 feet, opening a barred door, etc. (as always, safety first). A feat of strength cannot be used to cause damage or simulate another skill.

Call: Feat of Strength (Action)

Example 1:

Bill the Warrior is beset upon by Orcs. He needs a bit of breathing room. So he points to the closest Orc and says "Feat of Strength, pushing you back!" The Orc then backpedals about six feet, simulating being tossed backwards by someone with the physique of a Boris Vallejo painting.

Example 2:

Mungo the Ox Barbarian and his friend Losmartz the mage are beset upon by an overwhelming horde, and Losmartz goes down. Mungo says "Feat of Strength, carrying Losmartz." They then hold hands and run away, to simulate Mungo running with Losmartz over a shoulder.

Fighting Master*

This skill allows the use of the Shield, Florentine, Dual Weapons, and Thrown Weapons skills as if each were purchased individually.

Requisite: A weapon skill.

Florentine*

This skill allows a character to fight with two weapons: a one-handed weapon and a small weapon, or two small weapons. Races with claws naturally can purchase this skill to use a second weapon, ie, a claw and a sword.

Requisite: One-handed Weapons and/or Small Weapons.

Masterful Parry†

This skill works like a parry, but redirects the attack at another enemy within weapons reach. The damage from the redirected attack is unavoidable. The redirection is performed by pointing one's own weapon at the new target. An attack cannot be redirected to the attacker; thus, in one-on-one combat, this skill may be used as a normal parry. This skill may be used once per day per purchase.

* Although these skills have requisites, they can be purchased at character generation without the one day prerequisite.

† Skill has a prerequisite. Please read skill definition to see requisite(s).

Call: Masterful Parry (Damage and type of original attack)
Requisite: Parry x3 for each Masterful Parry purchased

Example:

Bill the Warrior is set upon by several goblins. One makes an attack with a long sword, calling "two normal" for damage. Bill parries this strike and redirects it at the neighboring goblin by calling "Masterful Parry, two normal," and pointing at the new target. The appointed goblin takes 2 damage.

Parry

This skill allows a player, once per day per purchase of the skill, to block a physical attack that has successfully landed on them or an ally within reach of their weapon thus ignoring the damage. This may only block an attack that they could have actually blocked. If unarmed, a parry may not be used; likewise, it cannot be used against an unseen assailant.

Call: Parry!
Requisite: Weapon Proficiency

Example:

Mungo is set upon by Orcs. Two Orcs attack him, and one hits him. He immediately yells, "Parry," using his skill to represent parrying the attack.

Precise Shot

This skill allows a character to double their damage call with an arrow or bolt, and is usable three times per day per purchase of the skill. This skill cannot be stacked with Archery skills, but will stack with Surestrike or Weapon Proficiency.

Call: (adjust the damage call by doubling it)

Smashing Blow†

This skill allows a character, once per day per purchase of the skill to hit their opponent with such well-placed force as to render the limb hit useless for two minutes. This requires a successful hit to the target limb.

Call: Smashing Blow (Damage, Limb)
Requisite: Weapon Proficiency and Feat of Strength

Example:

Mungo the Barbarian is facing an evil knight with a great amount of skill and a really big two-handed sword. Mungo summons all his strength and swings with his great axe, calling "Smashing Blow four, Right Arm!" He makes contact with the swing, and now the evil knight must role-play the useless right arm, including being unable to use the two-handed sword.

Stunning Blow[†]

This skill allows a player, once per day per purchase of the skill, to knock an opponent senseless in combat, rendering them unconscious for one minute. With the head being an illegal target, this skill simulates whacking someone in the nuggest hard enough to knock them out.

Call: Stunning Blow, (damage)
Requisite: Smashing Blow

Example:

Mungo the barbarian is fighting another warrior. Mungo is in quite hurry and needs to pass this warrior to rescue a damsel in a dress. He connects with a swing while calling "Stunning Blow, four normal!" The warrior must fall unconscious for a one-minute count.

Surestrike

This skill allows a character to do +1 damage with one weapon for the duration of one battle. (Once per day per purchase of the skill) This weapon is chosen when the skill is purchased. Note that this is a specific type of weapon, such as long sword or mace, as opposed to a one-handed blunt or such. A character may have Surestrike for more than one weapon. For purposes of this skill, one battle shall be defined as a period of continuous fighting with one foe or group of foes.

Call: Surestrike (to begin, and then adjust the damage call by +1.)
Duration: One battle

Valour of Heroes

This skill allows a character to resist the effects of fear caused by a spell or creature. This skill may be used once per day per purchase.

Call: Resist Fear

Example:

Sir Mann of Gisbane is locked in combat, and a necromancer casts the spell Fear at him. Sir Mann replies with the call "Resist Fear" and is unaffected.

Weapon Master^{*†}

This skill allows the use of all non-ranged weapons as if each were purchased individually. This represents a lifetime of training in weapons and should be role-played as such.

Requisite: A weapon skill

* Although these skills have requisites, they can be purchased at character generation without the one day prerequisite.

† Skill has a prerequisite. Please read skill definition to see requisite(s).

Weapon Proficiency[‡]

This skill represents developing more skill with a particular weapon, such as a mace or longsword, and gives a character +1 damage to that weapon permanently.

Call: Adjust the damage call accordingly.
Duration: Permanent.
Requisite: Surestrike x3 per purchase (this is the only skill that requires the "trade-in" of the requisite skill, the Surestrikes are lost and replaced by the Weapon Proficiency), in the same weapon as the proficiency. There is a limit to the number of weapon proficiencies that may be purchased. It is six (6) for most weapons, and eight (8) for 2 hand edged, 2 hand blunt, and polearm. Also, a Parry must be purchased before the next weapon proficiency can be purchased. Parry and Weapon Proficiency are "linked skills".

Example 1:

Bill the Warrior has a weapon proficiency in Long Sword. He may buy the next 3 surestrikes in longsword, but must buy a parry before purchasing a second weapon proficiency in longsword. The minimum number of parries will always be one less than the highest level of weapon proficiency achieved.

Example 2:

Mungo the Barbarian has 3 weapon proficiencies in 2 hand sword. He has 2 purchases of the Parry skill. He may buy up to 2 levels of weapon proficiency in something else, like mace, and not be required to purchase Parry.

Scholar Skills

First Aid

This skill represents a character's ability to bind wounds and provide basic care. This skill may be used to prevent a dying character from passing on by reducing them from dying to merely unconscious. First aid is given by a 50 count of pantomimed care, and it returns 1 health to a character. If the first aid is interrupted, the count starts over.

Herb Lore

This skill gives a character basic knowledge of herbs and plants. Herb Lore may be used practically to simulate the ability to locate particular ingredients and reagents that would be kept on hand and used to create simple remedies. These remedies would then augment the skill First Aid to heal an additional 2 health. This skill also allows the character to find herbs and other ingredients for alchemy, ritual, experimental and other uses. This skill will not heal without First Aid.

Example 1:

Losmartz the mage is about to make a difficult potion and needs a bit of nightshade. He uses his Herb Lore skill to identify some in a location a guide led him to. Without Herb Lore, he would have had to experiment or rely on the guide to know.

Example 2:

Quickwolf the Shaman has found Mungo dying from a grievous wound. Quickwolf combines his Herb Lore with his First Aid skill, reaches into his pouch of herbs, and applies a poultice with the wound binding. Mungo awakens with 3 health, as opposed to lying unconscious for a 10 minute count.

Literacy

This skill represents a character's basic ability to read and write. Without this skill, all writing is role-played as unreadable, including street signs and important notices.

Read Magic

This skill allows a character to read magical writings such as spell scrolls and the like. Without the ability to read magic, one cannot learn magic in the written form. This skill is required for Mages and Necromancers. This allows non-spell casters to use spell scrolls to achieve magical effect.

Magic Skills

Alchemy

This skill allows a character to create potions. Each purchase of Alchemy allows the production of a higher circle of alchemy and provides 10 Craft Points for the creation of Alchemy only. See the Production section for details on the process.

Armored Arcanum

This skill allows spellcasters to wear armor up to the normal maximum amount of 25 and still access their repertoire of spells and rituals.

Combat Casting

This skill allows a spellcaster to take damage while casting and not lose their spell. They may continue to cast as if nothing had happened. This is a permanent effect.

Experimental Alchemy[†]

This skill allows a character, once per event, to attempt to create a new potion recipe/alchemical effect. These are always subject to approval from the refs.

Requisite: Adept Alchemist

Ritual

This skill allows casters to perform Rituals as detailed in the Magic section. Rituals can be used to bestow permanent defenses, create magic items, and create other effects beyond the scope of normal spellcasting. Each purchase of the Ritual skill allows the caster access to a higher Circle of rituals.

Scribe Scroll

This skill allows a character to create spell scrolls and the like. See the Production section for details on the process.

Scroll Sage^{*}

This skill allows a character to create spell scrolls and the like that can be written into another characters spell book permanently, making it apart of their known Repertoire.

Requisite: Adept Scroll Scribe

Thief Skills

Assassinate

This skill allows a character to reduce their target to zero health with one well-placed strike. This strike must be delivered exactly as backstab would be: to an opponent's back, from behind, with both shoulder blades visible. Each purchase of this skill allows 3 uses per day. This skill cannot be dodged or parried.

Call: Assassinate, zero health

Requisite: Backstab x16

^{*} Skill has a prerequisite. Please read skill definition to see requisite(s).

Backstab

This skill allows a character to add +1 to their damage call for one strike per purchase. This skill may be used three times per day. This strike must be delivered to an opponent's back, from behind, with both shoulders blades visible. Every fourth purchase of Backstab allows another use per day. (Four per day at four purchases, five per day at eight purchases, etc.) When a character has purchased their twelfth (12th) backstab, they have become quite skilled at finding seams in armor, and they may add the call "direct" to the backstab. This skill cannot be dodged or parried.

Call: Backstab (damage) (type)
Duration: One strike

Example 1:

Sneaky, using a short sword has purchased backstab twice. He sneaks up behind Losmartz, hits him in the back, and calls "Backstab Four," instead of "Two Normal."

Example 2:

Garak the assassin has focused on his ability to backstab and eventually accumulates seven backstabs. He sneaks up behind his target, hits him in the back with a short sword, and calls "Backstab Nine," instead of "Two Normal."

Clobber

This skill allows a character to knock out their target by sneaking up on them and clocking them over the head. The target is subject to the rules of unconsciousness, lying face up for five minutes, but wakes with the same amount of health they had when clobbered (unless damage was called during the clobber); damage rules still apply while unconscious and clobbered. Since the head is an illegal target, simulate the attack by a tap on the shoulder with a boffer while the call is given. This must be done from behind, just like backstab. This skill may be used twice per day per purchase of the skill. This skill may not be combined with backstab damage, and is not effective against a target wearing a helm. This skill cannot be dodged or parried.

Call: Clobber (damage) (type)
Requisite: Backstab x2 per purchase of the skill

Disarm Traps

This skill allows a character to disarm a trap, based upon the difficulty of the trap. See the Traps section (in Production) for details on this skill and the Trapmaker skill.

Dodge

This skill allows a character to avoid the affects of one attack, packet-based or weapon-based. Spells that do not require a packet to cast cannot be dodged. Dodge represents the ability to get the heck out of the way. This skill may be used once per day per purchase.

Call: Dodge

Example 1: Rattrap the rogue is beset upon by a goblin. The goblin connects with a swing, but Rattrap calls "Dodge!" Rattrap receives no damage from the swing since it never connected.

Example 2: Rattrap faces a mage who hits him with a Burning Dart. Although the packet strikes him, he calls "Dodge!" and, therefore, takes no damage since the spell missed.

Escape Artist

This skill allows a character to escape any non-magical bindings. (Remember, no actual binding of players.) Escaping with this skill requires a 50 count for each binding.

Example: Rattrap the rogue finds himself captured, bound by hands and feet. He uses his escape artist skill to free his hands, then his feet, counting 50 for the hands and 50 for the feet. He is then unbound and free to move about.

Hamstring

This skill allows a character to render one opponent's leg useless. This is done with the call and a successful strike to the back of the leg. Hamstring may be used once per day per purchase of the skill. The target limb is useless until healed or rested overnight. This may be used in conjunction with backstab by using both calls: "Hamstring, Backstab Eight!"

Call: Hamstring (damage) (type)
Requisite: Backstab x4

Identify/Appraise

This skill allows a character to know or figure out what an item does, what it is, and/or how much it is worth, without spending crown on a local expert. This skill can be purchased up to three levels, each level simulating more knowledge and skill. This skill is further detailed in the Thievery Section.

Lockpick

This skill allows a character to open a lock, dependent on the complexity of the lock. A rudimentary lockpick set must be phys-repped to use this skill. See the section on Locks for more details.

Pickpocket

This skill allows the player to attempt to pilfer items from pouches, pockets, backpacks, and the like. Each purchase of this skill lets the player pickpocket three times per day. Use of this skill is detailed in the Thieving section.

Production Skills

Trapmaker

This skill allows a character to set traps. The more complex the trap, the higher the level the Trapmaker must be. Each purchase of Trapmaker gives the use of 10 Craft Points for trap making only. See the Traps section for more details.

Armorsmith

This skill allows a character to craft armor. Each purchase of Armorsmith gives another level, from Novice on up to Great Adept and beyond. Each level of Armorsmith gives the use of 10 Craft Points for armor smithing only.

Weaponsmith

This skill allows a character to create weapons. The higher quality of weapon, the more work it takes. Each purchase of Weaponsmith gives another level, from Novice on up to Great Adept and beyond. For more details, see the section on Production. Each level of Weaponsmith gives the use of 10 Craft Points for weapon smithing only.

Special Skills

Barbaric Fury*

This skill may only be taken by Barbarians. A Barbarian may enter into a fury that is devastation personified. This skill may be used once per day per purchase. While in a Fury, the Barbarian gains 10 health, adds +1 to their damage call and can fight to -10 health. If they do fight to -10 health, they will die immediately upon reaching -10, no bleeding or waiting for healing, you are at -16 health. The player must role-play their fury appropriately; if they have a calm discussion, their fury is over.

Call: Fury!!!
Duration: Five minutes or less.
Requisite: Feat of Strength

Flow Mastery*

This skill has two "levels". It is available to mages only, and represents a mage's study and mastery over the flow. At the first purchase, it allows a mage to tap into the flow and arrest an active spell directed at or near him. This only works on packet based spells. The

mage may catch a packet and immediately touch it to his chest to represent the grounding out of the spell.

At the second purchase, the mage may catch the packet, touch it to his chest, and immediately redirect the spell at a new target, spending 4 magic points to send the spell on its way to the new target, regardless of the spell level.

Requisite: Combat Casting

Hero's Stand

This skill allows a character to make their last stand a glorious thing of legend. They continue to fight past the point of death, ignoring blows that would fell a giant. This may be used once per event. While in a Hero's Stand, a character is immune to disarming, being rendered unconscious in any way, or being crippled in any way. However, after they reach -20 health or after their foes are vanquished, they immediately die and become a spirit. No healing will prevent this death. A Hero in their last Stand will typically compel all of their foes to irrationally seek them out in combat. This irrational need to defeat the Hero becomes a detriment to the enemy's ability to do so, an effect that will be determined by Logistics at the time of the call.

Call: Hero's Stand (During the battle, the player will frequently call out Hero's stand.)

Example: Mungo the Barbarian and his party are overwhelmed by a large number of Orcs. Mungo decides to sacrifice himself so that the others may escape. He calls "Hero's Stand" and begins to do battle long past the point of death. As the last Orc falls, so too does Mungo.

Resist Charm/Sleep

This skill is only available to Elves. They may use it once per day. Any type of charm or sleep effect levied against them may be avoided with this skill.

Call: Resist (charm or sleep)
Duration: One charm or sleep effect

Tracking

This skill may only be taken by Rangers. The skill of Tracking is simulated in the game in a variety of ways. The most common way is through a game Ref, by saying "You know where that is," and will simply lead you there, or the Ref may follow along behind you, giving you clues as to where your quarry may have gone. These and many other methods may be used at the discretion of the Ref.

* Skill has a prerequisite. Please read skill definition to see requisite(s).

Resist Magic

This skill is only available to Dwarves and Dark Elves. A Dwarf may use this once per day, a Dark Elf twice. This skill allows a character to ignore one spell effect levied against them.

Call: Resist Magic
Duration: One spell

Turn Undead

This skill may only be taken by clerics. A cleric may call upon their deity to sunder the impurity that is an undead creature. This may be used once per day per purchase and will destroy up to 30 health worth of undead. Each purchase of this skill allows one more use per day, and 5 more damage in each use. (The second purchase allows the use of Turn Undead twice a day at 35 health of undead/the third purchase allows the use of Turn Undead three times a day at 40 health of undead, and so on.) This may affect multiple undead, or it might just make one angry. This skill always works from weakest to strongest in cases of multiple targets.

Call: By (deity's) Might I Banish You!
Duration: Instant

Wealthy Background

This skill may only be taken at character generation. It is used to allow a character to have full access to any gear a player owns, as opposed to earning the money to buy it first. Wealthy Background adds 200 crown to starting gold, and a stipend of 20 crown per event.

Example: Jim Jones has created a character. Jim owns a shiny suit of plate mail and, having spent all that cash, would like his character to be able to use it. Instead of waiting the months to earn that much gold, he selects Wealthy Background at character generation. He now has starting capital and can wear the armor, but has less remaining points to spend on skills.

Beast Lore

This skill is available to Rangers only. It allows them to acquire and maintain a non-sentient beast's attention. This skill comes in 3 levels and cannot be taken if the Magic skill is ever purchased, and visa versa. (See Appendix 9: Beast Lore for details)

Bard Skills

A bard purchases Bard Songs as skills. For more information on Bard Songs, see Bardic Magic in the Magic section. Each Bard Song costs 3 points per level, and each purchase allows the song to be used once per day.

Archer Skills

The following skills are only available to archers. Each skill may be used three times per day per purchase. Holds will sometimes need to be called in order to be sure the appropriate effect or damage is taken. Archer skills may not be stacked with each other, but damage calls may be adjusted upwards for surestrikes, weapon proficiencies, and magical item bonuses. The damage calls listed here should be treated as "base damage" for the shot.

1ST CIRCLE

Entrapping Arrow

This skill allows an archer to fire an arrow that has the power to hold the target fast. A target creature/person hit with such an arrow is to freeze for a timed count.

Call: 3, Stun for 5 count!

Flame Arrow

This skill allows the archer to touch the potential of flame in the arrow, sending a fiery shaft at their enemies. A flame arrow strikes for fire damage.

Call: 4 fire!

Frost Arrow

This skill allows the archer to access the plane of ice and imprint an arrow with its frosty rime and strikes for frost damage.

Call: 4 frost!

Keen Arrow

This skill allows the archer to fire an arrow that has been subtly altered to fly straighter and faster, doing an extra damage point, in addition to any other bonuses applied.

Call: (adjust the call by adding 1 damage)

Piercing Arrow*

This skill allows the archer to create a tiny planar rift at the tip of the arrow, allowing it to ignore any armor.

Call: 3 direct!
Requisite: Keen Arrow

Poison Arrow

This skill allows the archer to fire a poison arrow at the target, which will poison them if it does health damage (as opposed to damage to Armor). It is like a 1st Circle Poison, which delivers 2 damage per minute for 10 minutes.

Call: 3 poison!

* Skill has a prerequisite. Please read skill definition to see requisite(s).

Sparking Arrow

This skill allows the archer to touch the magic of electrical potential in the arrow. The sparking arrow strikes for shock damage.

Call: 5 shock!

Stun Arrow

This skill allows an archer to fire a specially prepared arrow to knock an enemy out as if hit by a Clobber.

Call: 3 stun!
Requisite: Entrapping Arrow x2

2ND CIRCLE

Flame Arrow 2

This skill allows the archer to excite the potential of flame within the arrow, sending a more powerful flaming shaft at their foes. Flame Arrow 2 strikes for fire damage.

Call: 8 fire!
Requisite: Flame Arrow x2 per purchase.

Frost Arrow 2

This skill allows the archer to send a more powerful frosty shaft at their foes. Frost Arrow 2 strikes for frost damage.

Call: 8 frost!
Requisite: Frost Arrow x2 per purchase

Piercing Arrow 2

This skill allows the archer to create a somewhat larger rift at the head of the arrow, sending a more powerful piercing shaft at their foes. Piercing Arrow 2 strikes for direct damage, ignoring armor.

Call: 6 direct!
Requisite: Piercing Arrow x2 per purchase

Poison Arrow 2

This skill allows the archer invoke a magical poison in an arrow, which is the equivalent of a 2nd circle alchemical poison. An arrow of this kind striking a foe for health damage will cause 5 damage per minute for the next 10 minutes.

Call: 6 poison! (A hold may be necessary to explain the poison.)
Requisite: Poison Arrow x2 per purchase

Sparking Arrow 2

This skill allows the archer to send a more powerful electrically charged shaft at their foes. Shocking Arrow 2 strikes for shock damage.

Call: 10 shock!
Requisite: Sparking Arrow x2 per purchase

Crippling Arrow*

This skill allows the Archer to fire an arrow that will deaden a limb on the target, equivalent to the skill Hamstring.

Call: 3 crippling!
Requisite: Stun Arrow x2 per purchase

3RD CIRCLE

Flame Arrow 3

This skill allows the archer to access the potential of flame within the arrow, sending a very powerful flaming shaft at their foes. Flame Arrow 3 strikes with fire damage.

Call: 16 fire!
Requisite: Flame Arrow 2 x2 per purchase

Frost Arrow 3*

This skill allows the archer to fire an arrow of intense cold at their foes. Frost Arrow 3 strikes with frost damage.

Call: 16 frost!
Requisite: Frost Arrow 2 x2 per purchase

Piercing Arrow

This skill allows the archer to create a focused planar rift at the head of the arrow. Piercing arrow 3 strikes for direct damage, ignoring armor.

Call: 12 direct!
Requisite: Piercing Arrow 2 x2 per purchase

Sparking Arrow

This skill allows the archer to send a very powerful arrow downrange, discharging as if a bolt of lightning upon contact. Sparking Arrow 3 strikes with shock damage.

Call: 20 shock!
Requisite: Sparking Arrow 2 x2 per purchase

* Skill has a prerequisite. Please read skill definition to see requisite(s).

Magic

Magic Basics

All spellcasting classes have an amount of magic points, or magic, with which to cast spells. It takes two points to cast each level of spell: a 1 level spell is 2 magic, while a 9 level spell is 18 Magic.

All spellcasting classes also have a Repertoire, a representation of the spells they know and may cast. Some learn spells they don't yet have the power to cast. A spellcaster begins with 15 levels of spells to choose their Repertoire's contents. A Repertoire is created with the help of logistics. It is up to the character to find, learn, or buy more spells in their career.

A spellcaster may cast any combination of spells and levels of spells that they have magic left to cast. There are four basic types of magic, each accounting for the four basic classes: Dark Magic, Divine Magic, High Magic, and Natural Magic. Bardic songs are also considered magic, but are only available to Bards. The songs are listed last as a subset to the main magic categories.

Spell Packets

Many spells are delivered by virtue of a spell packet, a cloth bag filled with birdseed. These spell packets should be larger than an eye socket, and birdseed should be used that has no sunflower seeds in. Other spells are delivered by pointing at the target, or by touching the recipient. In the latter case, the touch is with a boffer safe "spell stick" 6-8 inches in length.

Casting Spells

To cast a spell, the caster recites the spell's incantation, and then delivers the spell (by packet, point, or touch). The caster must recite the full Primer and Incantation for the spell to take effect. As the spell is delivered, the caster calls the effect. If a caster takes damage during this process, the spell is disrupted, and they lose the magic points as if they had cast the spell. One cannot bluff a spell by starting an incantation, or using an incantation of a spell they don't actually know. See the Spell Primers Appendix for more information on Primers.

Spell Stacking

Typically, spells of different types may stack effect, while those of the same type may not. (I.E. a character may not have two augmentation spells in effect at the same time.) An attempt to stack will result in a failed spell and loss of the magic points as if the spell were successfully cast. The only spell types that are stackable are: attack, binding, mind control, and special.

For a detailed table, see Appendix 8: Spell Types.

Reflections and Resistances

Any spell that calls for a reflect ability; can only reflect damage by weapons, natural or otherwise. No special effects can be reflected or resisted. Any spell that allows for a resist of a physical nature, if the spell is 5th level or below, only damaging strikes inflicted by weapons will be allowed. No special attacks may be resisted. If the spell is 6th level or higher, special physical attacks may be resisted, such as assassinate or stunning blow.

Spell reflection reflects a spell cast back upon its caster. The spell cannot be re-reflected, but can be absorbed or resisted. This only affects spells, not other special powers. Bypass spells are not affected.

Magical resistance allows the ability to resist a magical spell. This only affects spells, and bypass spells are not affected. Racial magical resistances work the same including spells with a bypass call.

Elemental Resistance allows the resistance to a specified element, regardless of how it is delivered (via weapon or spell). The element to be resisted must be clarified when the spell is cast.

For more information, see Appendix 9: Resist/Reflect Table.

Dark Magic: Necromancer Spells

A Note on Summoning

Dark Magic has many spells within it that summon undead minion(s). There are two mechanics used for summon spells. First, the use of NPCs from the “dead pool” is used to represent summoned creatures. This is done through refs, and represents a place where the undead are easily found.

Secondly, there are times when there isn’t enough NPC manpower to provide a “dead pool.” In these times, the necromancer may choose a “ghost man on first” mechanic. This works by placing one’s body spike and item cards to represent the summoning necromancer, and the player of the necromancer then portraying his/her summoned minion. The body spike is not “safe”, and may not be hidden; it represents the necromancer in a trance-like state of concentration. Therefore, the necromancer cannot maintain any magical protections over his body spike. (For example, the necromancer cannot be in wraithform while summoning undead.) This method represents a place where the undead are not easily summoned. Note that the necromancer should have an appropriate mask to portray their summoned minion, and while in this state may not role-play normally as themselves, as they are tranced out controlling their magic.

1st Level Necromancer Spells

Bone Armor

This spell wraps the necromancer in living bone, adding physical armor. This armor is used before any other.

Type: Armor - Physical
Incantation: I wrap myself in skeletal armor.
Duration: 1 hour or 6 damage

Chill Blood

This spell reduces the temperature of the target's blood, doing Frost damage. A successful packet hit inflicts frost damage, ignoring armor.

Type: Attack
Incantation: The grave chills the blood.
Call: 4 frost direct
Duration: Instant

Call Undead

This spell calls any undead in the area to the caster. Note that this spell in no way controls undead. Any undead who hear the Call will come to the caster.

Type: Utility
Incantation: The dead heed my call.
Call: Undead To Me!
Duration: Instant

Disrupt Undead

This spell temporarily severs an undead creature's connection to the Plane of Negativity. The caster points at an undead creature, inflicting magic damage.

Type: Attack
Incantation: The undead feel the light.
Call: 5 magic
Duration: Instant

Fear

This spell breaks the courage of the target. A successful packet hit cause the target to panic for one minute. They must run from the necromancer or cower in fear, attempting to hide.

Type: Mind Control
Incantation: The fear enshrouds.
Call: Fear me! **30 seconds!**
Duration: **30 seconds (30 count)**

Skeletal Claws

This spell transforms the necromancer's hands into skeletal claws. The necromancer can use small weapon or claw boffers to inflict normal damage.

Type: Augmentation
Incantation: I summon the claws of death.
Call: 4 normal
Duration: 5 minutes

2nd Level Necromancer Spells

Animate Zombie

This spell animates a zombie to be controlled by the necromancer. There must be a corpse nearby to become a zombie, and plot/logistics will always let the necromancer know when they are available.

Type: Utility
Incantation: I breathe un-life into the zombie.
Call: Animate Zombie
Duration: 1 hour

False Vitae

This spell gives the target a dark reflection of health that aids them. This spell adds additional health to a character. This health is used before any other if damage is taken.

Type: Augmentation, Aid
Incantation: I reflect light in life's dark.
Duration: 1 hour or 8 damage

Ghoul Touch

This spell allows the necromancer to mimic the touch of the ghoul, paralyzing the creature touched. A successful touch renders the target immobile for a short time.

Type: Attack, Binding
Incantation: I own the touch of the Ghoul.
Call: Paralyze 15 count
Duration: 15 count

Grave Ward

This spell will prevent a corpse from ever becoming undead. Spell takes one minute to complete (60 count).

Type: Utility
Incantation: The dark life can never take this corpse.
Duration: Permanent

Grave Weapon

This spell surrounds a weapon with the darkness of the grave, a negative energy. The next 3 strikes inflict additional magic damage.

Type: Augmentation
Incantation: Death shrouds this (weapons).
Call: (adjust damage call by 5 and magic)
Duration: 3 strikes

Repair Corpse

This spell heals a corpse or undead creature, returning health. This may be done on existing undead or to lend health to a corpse about to be resurrected so that they awake with more than 1 health.

Type: Aid
Incantation: I heal the damage to this servant.
Call: Heal 8

3rd Level Necromancer Spells

Immobilize Undead

This spell immobilizes up to five undead creatures. Some more powerful undead may be immune to this spell.

Type: Binding
Incantation: The undead are held fast.
Call: Immobilize undead (point out which 5)
Duration: 60 count

Life Leech

This spell leeches some of the life energy of the target, returning life to the necromancer. A successful packet hit will cause magic damage to the target, and revives the caster by 6 health.

Type: Attack, Aid
Incantation: I feed upon the life before me.
Call: 12 magic
Duration: Instant

Sleep of the Dead

This spell allows the target to feign death, their metabolism slowing to a point of near nonexistence. While in this state, the target can't be poisoned. This spell is delivered by touch cast and is in effect for 10 minutes or until the target is awakened by the caster (or, if the target is the caster, the caster may simply wake up.)

Type: Utility
Incantation: The sleep of death is apparent.
Duration: 10 minute max

Soulless Strike

This spell hurls magical energy against up to 10 creatures in the area that have no soul. The Necromancer may choose up to 10 undead or constructed creatures within hearing of the call take magic damage.

Type: Attack
Incantation: I defeat those with no soul.
Call: Strike the Soulless, 8 magic
Duration: Instant

Undead Armor

This spell surrounds the target/caster in dark energies that absorb the damage of a blow. This spell is considered physical armor and is used before any other.

Type: Armor – Physical
Incantation: Death's shroud protects me.
Duration: 2 hours or 13 damage

Vampiric Weapon

This spell temporarily imbues a weapon with Vampiric qualities, healing the wielder as it damages opponents. The caster must hold the weapon as the spell is cast, and it will heal the wielder half the damage it deals. For instance, a two-handed weapon will do 4 damage and give 2 health to the wielder. This effect lasts for two swings.

Type: Augmentation, Aid
Incantation: Death whispers life through this (weapon).
Duration: 2 swings

4th Level Necromancer Spells

Curse of the Ghoul

Target becomes a ghoul-like creature, his life force removed to a pocket dimension as his body continues to exist in un-life. This transition takes 15 minutes, and begins with a successful packet hit. It may be reversed with a Remove Curse or similar. This effect lasts for 1 hour after the transition occurs.

Type: Special
Incantation: The curse of the ghoul is bestowed.
Call: Curse of the Ghoul
Duration: 1 hour

Curse of Virtue

This spell summons a dark specter to punish the target for its virtue. A successful packet hit creates a curse that inflicts 6 magic damage every time the target performs a good deed.

Type: Special
Incantation: Your virtuous deeds are your undoing.
Call: Curse of Virtue
Duration: 6 hours

Grave Grope

This spell beseeches the dead to assist the necromancer, reaching up through the soil to grab and hold the target. A successful packet hit delivers normal damage while rooting one of the target's feet to the ground for one minute.

Type: Attack, Binding
Incantation: I call the aid of the dead below.
Call: 6 normal, I bind one foot!
Duration: 1 minute

Puppet Master

This spell forces the target to perform an action that the caster names. The target's mind is unaffected and is trapped inside a puppet temporarily. A successful packet hit is required for the effect to take place. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: The mind is tainted, and mine to command.
Call: Puppet (action to perform)
Duration: 5 minutes maximum

Repair Dead

This spell will repair damage done to undead. Upon reciting the call, up to five zombies or skeletons that the caster chooses are restored to full health.

Type: Aid
Incantation: These servants of death are restored.
Call: Repair Dead Full Health
Duration: Instant

5th Level Necromancer Spells

Animate Dead

This spell calls upon the local dead to rise up in service to the necromancer. By means of this spell, a necromancer may create up to six zombies/skeletons.

Type: Utility
Incantation: The dead arise to my service.
Call: Rise Dead Ones!
Duration: Four hours

Darkbolts

This spell summons two bolts of negative energy, which the caster can hurl at enemies. A successful packet hit will cause magic damage. The necromancer gets two packets per use of the spell.

Type: Attack
Incantation: The black power strikes.
Call: 15 magic!
Duration: Bolts may be held for five minutes

Decaying Lance

This spell calls forth a magical lance of withering force, which accelerates the decay of time. A successful packet hit delivers magic damage.

Type: Attack
Incantation: The decay springs forward.
Call: 20 magic
Duration: Instant

Doomwail

This spell augments the voice of the caster, carrying powerful magic in the sound. Upon use of Doomwail, all who hear it are stunned by the magic and must freeze for a time.

Type: Binding
Incantation: My voice is doom.
Call: Doomwail, 5 count freeze
Duration: 5 count

Spellsteal

This spell creates a field of energy around the caster that absorbs the next spell **specifically** targeted at them and replenishes their magic with the energy absorbed. The necromancer's magic is raised by the amount of magic required to cast the absorbed spell. Note that any spell that is not directly targeted at the necromancer, but is an area of effect spell, such as Doomwail, still hits the necromancer.

Type: Armor - Magical
Incantation: I become the thief of magic.
Call: Absorb
Duration: 1 hour or 1 spell absorbed.

Wall of Souls

This spell allows a caster to create a wall of writhing souls. Nothing may pass through the wall. Touching the wall subjects a creature to the effects of the spell Fear, as the tormented souls attack the mind of the creature. The caster must inscribe a line of up to 10 feet in length, either with a red cord of some form or with chalk, to mark the base of the wall.

Type: Special
Incantation: I create a wall of wailing pain.
Call: Wall of Souls
Duration: 10 minutes

6th Level Necromancer Spells

Corpse Puppet

This spell allows the necromancer to control a recently dead corpse, even a dying creature. The necromancer has complete control of the target for several minutes. This is a touchcast spell.

Type: Special
Incantation: The darkness creates a servant.
Call: Rise, my puppet.
Duration: 10 minutes

Delay Death

This spell allows the recipient to function at less than zero health (to -16 health) for several minutes. Unfortunately, the energies of this spell prevent healing of the subject.

Type: Augmentation
Incantation: Death is held at bay.
Duration: 10 minutes

Spectral Grasp

This spell calls forth a spectral denizen to grasp and bind the target. The effect is delivered by pointing to the target, inflicting magic damage and bounds the target's arms to their sides.

Type: Attack, Binding
Incantation: I call the denizens of shadow to my aid.
Call: 10 Magic, arms bound for 10 count!
Duration: 10 count

Unfetter Undead

This spell allows the necromancer to make up to five undead creatures immune to the cleric skill Turn Undead. This is touchcast, and allows each undead to resist the turning.

Type: Augmentation, Aid
Incantation: I fortify these servants against the light.
Call: (by undead when turned) Immune
Duration: 1 hour

7th Level Necromancer Spells

Animate Undead

This spell allows the necromancer to summon and bind greater undead creatures such as ghouls, ghosts, wights and the like. A necromancer will know in each case (by being informed by logistics) what is available to be summoned.

Type: Utility
Incantation: I bind my powerful undead minions.
Call: Come, my minions
Duration: 2 hours

Control Undead

This spell allows the necromancer to bring undead that they did not summon under their control. By pointing at the undead creature(s) and commanding them, the necromancer controls them. In this manner, a necromancer can control up to 50 health of undead creature.

Type: Special
Incantation: The undead are compelled to heed my command.
Call: I command you to (command)
Duration: 20 minutes

Deathbolts

This spell functions as Darkbolts, but each packet inflicts additional magic damage.

Type: Attack
Incantation: Death's power strikes mightily.
Call: 20 magic direct
Duration: Bolts may be held up to 15 minutes.

Dust to Dust

This spell sunders an undead target, placing it forever at rest. A successful packet hit will deliver the effect. Note that some undead **of the highest tier** may be immune to this spell (a lich, perhaps).

Type: Attack
Incantation: The eternal sleep reclaims you.
Call: Return to Dust
Duration: Permanent

Grave Dust

This spell calls forth a blazing sphere of darkness that strikes and may transform an enemy. A successful packet hit will inflict magic damage. If this kills the target, the target becomes a zombie under the control of the necromancer. After one hour or upon release by the caster, the zombie becomes a corpse and its spirit is freed.

Type: Attack
Incantation: The power of the grave is unleashed.
Call: 28 magic (if death occurs, give that player/NPC a zombie card from logistics)
Duration: 1 hour

Summon Shadows

This spell summons from the shadows the dark beings called Shadows. Up to four of them may be summoned to do the bidding of the necromancer. As with all summoned creatures, the necromancer will know if they are available to be summoned.

Type: Utility
Incantation: The shadows are bound to my will.
Call: Come Shadows
Duration: 1 hour

8th Level Necromancer Spells

Deathstrike

This spell extinguishes the life force of the target. A successful packet strike will reduce the target to -1 health.

Type: Attack
Incantation: The dark power extinguishes life.
Call: Death magic
Duration: Instant

Wraithform

This spell infuses the necromancer with dark energy. While in wraithform, the necromancer is immune to many forms of attack, as his body becomes insubstantial. Only weapons of a silver or magic type can harm them, all others pass through their incorporeal self. Attack and special spells will still affect wraithform, but other spells will not. Conversely, while in the wraithform, a necromancer may not interact with physical objects...this includes their own gear and touchcasting. However, a necromancer in wraithform may cast upon themselves.

Type: Armor – Physical, Armor – Magical, Reflection/Negation
Incantation: The form of the ghost enshrouds me
Call: No effect (when struck by damage other than silver or magic)
Duration: 5 minutes

Summon Mummy

This spell allows the necromancer to awaken a powerful undead denizen. Using ashes of the dead and one minute to prepare the corpse for the spell, necromancer may bind the corpse to his will for the next two hours.

Type: Utility
Incantation: The great undead allies with me.
Call: Arise Great One
Duration: 2 hours

Summon Wraith

This spell allows the necromancer to summon a powerful denizen of the undead. If a Wraith is available, the necromancer may bind it to his will for the next two hours.

Type: Utility
Incantation: The great specter allies with me.
Call: Come to me, Great Spirit
Duration: 2 hours

9th Level Necromancer Spells

Soul Bind

This spell binds the soul to the necromancer, preventing its resurrection as long as the necromancer lives. This requires a successful touchcast (will ONLY function on a corpse). This spell may only be cast by a necromancer, and cannot be cast by another class from a scroll. **Cannot be used in PVP.**

Type: Special
Incantation: The soul is bound, a servant found, mine in damnable servitude.
Call: I bind your soul to me.
Duration: Permanent

Wail of the Banshee

This spell allows the necromancer to scream just as a banshee will. All who hear the wail (friend and foe) take direct damage and are stunned still.

Type: Attack/Binding
Incantation: The wail of the banshee is mine
Call: Banshee Wail! 15-damage and 15 stun!
Duration: 15 count

Divine Magic: Cleric Spells

1st Level Cleric Spells

Bless Weapon

By means of this spell, a cleric bestows a blessing upon a weapon to make it a bit more potent. The weapon does +1 damage on **the next 3 strikes.**

Type: Augmentation
Incantation: I bless this (weapon).
Call: Adjust damage call by one and add magic
Duration: **3 strikes**

Delay Poison

This spell will delay the effects of poisons, slowing the metabolism of the target. With a successful touchcast, a poison will have no effect for one hour, after which it will resume its effects unless it has been removed or countered.

Type: Aid
Incantation: Poison is delayed.
Duration: 1 hour

Endure Elements

This spell will allow the recipient to endure one elemental damage type: fire, frost, or shock. This spell resists damage of one of these types.

Type: Elemental Affinity
Incantation: I ask for proof against (type).
Call: Resist (when elemental damage is taken)
Duration: 8 damage or 1 hour

Lesser Healing

This spell restores health to an individual, healing minor wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: Grant this servant the healing touch.
Call: Heal 6
Duration: Instant

Lesser Sanctuary

This spell endows the caster with a special blessing from their deity. For the duration of the spell, the cleric simply cannot be attacked. Neither, however, can the cleric take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I ask for Sanctuary.
Call: (when struck) Untouchable
Duration: 30 count or until the cleric takes a hostile action

Light

This spell calls forth a magical light for the spellcaster to see. This is represented by a small LED flashlight or light stick, which should be kept hidden or "palmed."

Type: Utility
Incantation: I bring the gift of light.
Duration: 1 hour

Shield of Faith

This spell creates a divine shield that absorbs the next strike aimed at the cleric.

Type: Reflection/Negation
Incantation: I bring forth the shield of faith.
Call: Resist
Duration: 1 hour or 1 strike

2nd Level Cleric Spells

Dead Man's Tale

This spell allows a cleric to speak with the spirit of the dead, if they are nearby. Specifically, it allows the cleric to find out how the dead managed to become so, and who may have helped them along.

Type: Special
Incantation: I commune with the spirits.
Duration: 3 questions

Faith Armor

This spell wraps the recipient in the divine armor of the cleric's deity. This armor is considered physical and is the first armor to be used.

Type: Armor - Physical
Incantation: I am protected from harm.
Duration: 1 hour or 8 damage

Lesser Spellblock

This spell creates a type of magical shield that absorbs one 1st or 2nd level spell directed at the recipient.

Type: Armor - Magical
Incantation: Minor magics shall fail.
Call: Resist
Duration: 1 hour or 1 spell

Light Healing

This spell will endow the recipient with a restoration of health, curing moderate wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: Bestow this servant with the grace of a healing touch.
Call: Heal 10
Duration: Instant

Repel

This spell creates a magical force that pushes an enemy from the caster. The target must stay eight feet from the caster for as long as the caster holds their hand up between them.

Type: Special
Incantation: I am granted repulsion.
Call: I repel you!
Duration: Indefinite, caster controlled.

Resist Acid

This spell grants the recipient a magical resistance to acid. The recipient may ignore the next acid-based attack that occurs within the next hour.

Type: Elemental Affinity
Incantation: Grant me immunity to acid.
Call: Resist
Duration: 1 hour or 1 acid attack/effect

Truth

This spell forces the target to speak the truth, either in their next statement or in response to one question. This effect is delivered verbally and is a compulsion. The target cannot lie. The target cannot make a random statement to avoid a question, but rather wait to see if they will be asked a question.

Type: Mind Control
Incantation: I compel the truth to be heard.
Call: Truth spell
Duration: 1 question or 1 statement.

3rd Level Cleric Spells

Blessing

This spell bestows a blessing upon the recipient, invigorating them. A touchcast adds health to a character, allowing their health to go above the normal maximum. This health is the first used.

Type: Augmentation, Aid
Incantation: I bestow divine blessing.
Call: 6 Health blessing
Duration: 1 hour or 6 damage

Cure Disease

This spell will remove any disease or disease effects from the target. This spell requires a successful touchcast.

Type: Aid
Incantation: I purge all disease.
Call: Cure Disease
Duration: Instant

Healing

This spell will endow the recipient with a restoration of health, curing major wounds. This spell requires a successful touchcast.

Type: Aid
Incantation: I call the healing touch.
Call: Heal 16
Duration: Instant

Purify Poison

This spell will completely nullify the effects of any poison acting on the recipient. This requires a touchcast. Note that this will not heal damage already done by a poison. Alternately, this spell may be used to purify poison in a food, on a weapon, in a vial, etc...rendering it harmless.

Type: Aid
Incantation: Poison has no hold.
Call: Purify Poisons
Duration: Instant

Searing Sun

With this spell, a cleric creates a divine light that does damage to undead. This spell inflicts magic damage to any three undead, which are pointed at to deliver the effect.

Type: Attack
Incantation: I call the divine flame.
Call: 16 magic
Duration: Instant

Spear of Sunlight

This spell allows the caster to throw a bolt of divine light that can either heal or harm a target. A successful packet strike will either inflict moderate damage upon its target, or heal a moderate wound.

Type: Attack
Incantation: I summon the touch of light.
Call: 10 magic or Heal 10
Duration: Instant

Weakness

This spell will sap the strength of the target. A successful packet strike will cause the target to deliver 3 less damage with physical strikes, to a minimum of 1 damage. This spell may be reversed to remove weakness.

Type: Attack, Augmentation
Incantation: I sap the strength of my foes.
Call: Weakness, subtract 3 damage for 5 minutes.
Duration: 5 minutes

4th Level Cleric Spells

Awaken

This spell will rouse a character from sleep, even magically induced. This requires a successful touchcast.

Type: Aid
Incantation: I receive the reviving touch.
Call: Awaken!
Duration: Instant

Banishment

This spell allows the caster to banish one extra-planar creature back to its own plane of existence, up to 50 health. If a creature has more than 50 health, the spell does 30 damage to the creature.

Type: Attack
Incantation: I banish those not of this plane.
Call: I banish you!
Duration: Instant

Condemnation

This spell places a curse of sorts on the target, preventing them from being healed, even with healing potions. This requires a successful touchcast.

Type: Special
Incantation: My foe is condemned.
Call: I condemn you!
Duration: 1 hour

Divine Spellshield

This spell creates a shield that will absorb up to nine levels of spellcraft cast at the recipient. This is either for caster or touchcast recipient.

Type: Armor - Magical
Incantation: I ask protection from magic's might.
Call: Resist
Duration: 1 hour or 9 levels of spell(s)

Flame Strike

This spell calls forth a blast of searing fire to strike the caster's target. A successful packet hit inflicts fire damage.

Type: Attack
Incantation: I strike with divine flame.
Call: 16 fire
Duration: Instant

Great Healing

This spell will endow the recipient with a restoration of health, curing critical wounds. Effect is delivered by touchcast.

Type: Aid
Incantation: I beg the might of great healing.
Call: Heal 24
Duration: Instant

5th Level Cleric Spells

Armor of Reliance

This spell wraps the recipient in a veil of divine armor, absorbing damage. This armor is considered physical and is the first armor to be used.

Type: Armor - Physical
Incantation: The divine armor protects me.
Duration: 2 hours or 15 damage

Command

This spell dominates a target's mind, forcing them to obey one command from the caster. This command cannot force them to do harm to themselves. Spell takes affect with a successful packet strike. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: I hold dominion over the mind.
Call: Dominate (command to be carried out)
Duration: 1 command not to exceed **10 minutes**

Doomwail

This spell augments the voice of the caster, carrying powerful magic in the sound. By means of the Doomwail, all who hear it must freeze for a time as they are stunned by the magic.

Type: Binding
Incantation: My voice holds doom.
Call: Doomwail, 5 count freeze
Duration: 5 count

Fog of War

This spell confuses the target into believing that their allies are their enemies. This effect is delivered with a successful packet hit.

Type: Mind Control
Incantation: The fog of war brings confusion to my foes.
Call: Fog of War
Duration: 5 minutes

Inquisition

This spell works in much the same way as the Truth spell, but forces the recipient to answer three questions truthfully. This spell effect is delivered verbally.

Type: Mind Control
Incantation: I invoke the inquisition.
Call: Inquisition
Duration: 3 questions

Silence

This spell creates a field around the target through which sound cannot travel. They must remain silent and cannot cast spells. The caster simply points at their target for the spell to take affect.

Type: **Special**
Incantation: I remove all sound.
Call: Silence!
Duration: 5 minutes

Sleep

This spell triggers a deep sleep in its target. A successful packet hit will cause the target to fall asleep.

Type: Mind Control
Incantation: The dreaming comes upon them.
Call: Sleep!
Duration: 5 minutes

6th Level Cleric Spells

Greater Sanctuary

Like Lesser Sanctuary, this spell endows the caster with a special blessing from their deity. For the duration of the spell, the cleric simply cannot be attacked. Neither, however, can the cleric take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I ask for Great Sanctuary.
Call: (when struck) Untouchable
Duration: 5 minutes or until the cleric takes a hostile action

Harm

This spell opens wounds on the target, inflicting enough damage to them to leave them with minimal health. The effect is delivered by touchcast.

Type: Attack
Incantation: I make life flow from my foe.
Call: Harm, 3 health remains!
Duration: Instant

Holy Shield

This spell creates a shield of divine power that absorbs the next five attacks, either physical or magical. Physical attacks are anything delivered by a weapon, including normal damage or "skill" attacks. Magical/alchemical attacks absorbed in this manner are attacks that cause damage. Hellstorm would be absorbed, Silence, however would not.

Type: Armor – Magical,
Reflection/Negation
Incantation: I am protected by (deity).
Call: Resist
Duration: 2 hours or 5 attacks

Restore

This spell will endow the recipient with a restoration of all health. A touchcast is required.

Type: Aid
Incantation: I hold faith in divine healing.
Call: Restore full health
Duration: Instant

Smite

This spell calls forth a shaft of brilliant power to smite the caster's target. A successful packet hit inflicts holy damage.

Type: Attack
Incantation: Divine light smite my foes.
Call: 24 holy direct
Duration: Instant

Warding Glyph

This spell allows the caster to create a glyph with one of three effects. The effect is delivered when the glyph is touched or read. Effect #1 is 20 fire damage. Effect #2 is a 5 minute freeze. Effect #3 is to be repelled 10 feet for 5 minutes. The effect of the glyph is written as well as the time of casting and left with the glyph.

Type: Attack
Incantation: I lay a rune of warding.
Duration: Until set off or removed by caster, or 5 hours, whichever comes first.

7th Level Cleric Spells

Curse

Upon a successful packet hit, the target of Curse will lose the use of skills and magic for the duration of the spell. Curse is a very powerful spell, and the target should try to avoid it at all costs.

Type: Attack, Augmentation
Incantation: I call upon (deity) to curse you!
Call: You are cursed, 1 hour!
Duration: 1 hour

Healing Circle

This spell will endow the recipients with a restoration of their health. This is a touchcast of a special nature and will heal all who join hands in a circle with the caster.

Type: Aid
Incantation: Let all in the circle be healed.
Call: Heal 28
Duration: Instant

Holy Light

This spell calls forth a shaft of searing divine energy that inflicts holy damage to any five undead or direct holy damage to any five living creatures. This effect is delivered by pointing to the targets.

Type: Attack
Incantation: I call for the divine radiance.
Call: 24 holy direct or 8 holy direct
Duration: Instant

Holy Word

This spell is the utterance of a word holy to the cleric's deity, which stuns all of the cleric's enemies. Effect is verbally delivered and stuns all enemies.

Type: Binding
Incantation: I speak the word of (the aspect of the player's deity).
Call: Holy Word
Duration: 8 count

Resurrection

This spell can revive the dead. Resurrection is delivered by touchcast. The incantation is delivered, followed by an uninterrupted prayer. The victim is returned to unconsciousness at zero health.

Type: Aid
Incantation: I beg life to breathe again in the fallen's lungs, the heart to beat, the spirit to return.
Call: Return to life
Duration: Instantly, after a 10 count

8th Level Cleric Spells

Dispel Magic

This spell cancels most magical effects of a non-permanent nature. This may be cast with a packet or at a specific stationary item or at oneself to remove most lingering effects. One cannot cast Dispel Magic to remove Mind Control effects from oneself, nor can it be used in any way as a "shield". Dispel Magic cannot dispel alchemical affects, rituals, or the spell Totemic Avatar, nor can it dispel permanent enchantments such as magic items.

Type: Special
Incantation: I dispel magic's effects.
Call: Dispel!
Duration: Instant

Divine Poppet

This spell causes the target to be enslaved to the will of the caster. This requires a touchcast and is effective for several minutes. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: May the spirit be shunted aside for (deity)'s will to be done.
Duration: 10 minutes

Fire Storm

This spell calls forth a whirlwind of divine flames that wrap around the target. The caster points, inflicting direct fire damage to the target.

Type: Attack

Incantation: I bring the storm of divine flame.
Call: 30 fire direct
Duration: Instant

Remove Curse

This spell counters the effect of any curse. The spell is delivered by touchcast, and instantly alleviates the curse.

Type: Aid
Incantation: The curse holds no effect, and weal is worked.
Call: Remove curse
Duration: Instant

Spell Mirror

This spell creates a divine protection in the form of a field that reverses spells, reflecting them onto the caster. The next three spells targeted on the protected are reflected to the caster.

Type: Reflection/Negation
Incantation: Magic is reflected from me.
Call: Reflect (spell call)
Duration: Instant

9th Level Cleric Spells

Brothers in Arms

This spell gives the effects of Bless Weapon and Shield of Faith to all the caster's allies. Like Healing Circle, they must all join hands to receive the effects.

Type: Augmentation, Reflect/Negate
Incantation: I bless these brothers in arms.
Call: (everyone adjusts their first damage by one, and resist the first hit they take)
Duration: 10 minutes

Holy Weapon

This spell allows the cleric to give a weapon a great blessing, by holding the weapon while casting the spell. The weapon inflicts additional damage, and it will destroy the first three lesser undead struck.

Type: Augmentation
Incantation: This (weapon) is blessed by the might of (deity) and will smite the unholy
Call: "Adjust damage call by three," and if lesser undead are struck the call is "Destroyed by Holy Weapon"
Duration: 1 Hour

Spirit Blight

This spell beseeches the cleric's deity to forcefully rip the target's spirit from its body, laying it dead and, if applicable, causing the target to become a spirit. This effect is delivered with a successful packet strike. This spell may only be cast by a cleric, and cannot be cast by another class from a scroll. **Cannot be used in PVP.**

Type: Attack
Incantation: I beseech (deity) to bring this spirit to another place, remove this spirit from its mortal shell!
Call: Spirit Blight! You are dead!
Duration: Instant

High Magic: Mage Spells

1st Level Mage Spells

Burning Dart

This spell calls into being a small flaming bolt of energy which streaks toward its target. Fire damage is inflicted upon successful hit with a spell packet.

Type: Attack
Incantation: I summon a dart of flame.
Call: 5 fire!
Duration: Instantaneous

Chill Touch

This spell wraps the caster's hands in a freezing energy. It delivers frost damage upon successful touch or small weapon boffer hit.

Type: Attack
Incantation: I bring forth the touch of frost.
Call: 4 frost!
Duration: 1 touch

Light

This spell calls forth a magical light for the spellcaster to see. A small LED flashlight or a lightstick, which should be kept hidden or palmed, represents this spell.

Type: Utility
Incantation: I call forth a light.
Duration: 1 hour

Lock

This spell reinforces a lock with the power of magic, rendering it immune to lock picking attempts for a time. The lock is represented by placing a tag on the lock/door/item affected, noting the time the spell was cast.

Type: Utility
Incantation: I lock this (item).
Duration: 4 hours

Magic Missile

This spell calls forth a blurring missile of pure magical energy, which hurtles toward its target. Magic damage is inflicted upon a successful packet hit.

Type: Attack
Incantation: I call forth a magical strike.
Call: 4 magic
Duration: Instant

Ogre Strength

This spell endows a character temporarily with a magical strength. **Three strikes** in their next battle are at a bonus of +3 damage.

Type: Augmentation
Incantation: I give you the strength of an Ogre.
Call: (adjust damage call up by 3)
Duration: **3 strikes**

Shield

This spell calls into being a magical shield that will absorb the next physical attack.

Type: Reflection/Negation
Incantation: I create a shield of power.
Call: Resist
Duration: 1 hit

Stun Strike

This spell calls into being a magical ball of force that stuns its target. Target must remain motionless for a count after a successful packet hit.

Type: Binding
Incantation: I stun you.
Call: 3 count stun!
Duration: 3 count

2nd Level Mage Spells

Acid Strike

This spell creates a small globe of acid that the caster directs at their target. This spell inflicts acid damage upon successful packet strike.

Type: Attack
Incantation: I strike with acid.
Call: 8 acid!
Duration: Instant

Armor

This spell wraps the caster or the target in eldritch force, protecting them from harm. This spell adds physical points of armor, which are used before any other armor.

Type: Armor – Physical
Incantation: I protect my form.
Duration: 6 damage or one day

Disarm

This spell uses a magical force to cause a target to fumble their weapon, dropping it to the ground. This effect is delivered by a successful packet strike.

Type: Attack
Incantation: I remove thy weapon.
Call: Disarm (weapon)
Duration: Instant

Flame/Frost Weapon

This spell calls elemental forces to enter the weapon specified, making it temporarily more powerful. Flame or Frost is chosen at the time of casting, and it adds +2 damage to the weapon and the fire or frost effect.

Type: Augmentation
Incantation: I charge this (weapon) with (fire/frost).
Call: Adjust weapon call up by 2 fire or 2 frost.
Duration: 10 minutes

Fumblefoot

This spell causes an instantaneous fluctuation in gravitic force for the target, causing them to fall. A packet strike makes the target sit.

Type: Binding
Incantation: I drive you down.
Call: 2 count - Sit
Duration: 2 count

Mirror Shield

This spell creates a magical effect that reflects physical strikes and returns them upon the attacker. This works on the next few strikes. Note that this only reflects the physical damage, it will not transfer clobbers, smashing blows, or other skill affects.

Type: Reflection/Negation
Incantation: I mirror my foe's strikes.
Call: Reflect (damage received)
Duration: 2 strikes

Repellence

This spell creates a magical force, which pushes an enemy from the caster. The target must stay eight feet from the caster for as long as the caster holds their hand up between them.

Type: Special
Incantation: I make repellence.
Call: I repel you!
Duration: Indefinite, caster controlled.

3rd Level Mage Spells

Binding Entanglement

This spell magically binds the target's feet to the ground, rendering them unable to move for a time.. This effect is delivered by a successful packet strike.

Type: Binding
Incantation: I bind you to the ground.
Call: I bind your feet - 1 minute!
Duration: 1 minute

Bolt of Lightning

This spell calls forth a bolt of lightning that strikes the caster's target. A successful packet hit inflicts electrical damage upon the target.

Type: Attack
Incantation: I call for Lightning's strike.
Call: 12 shock
Duration: Instant

Endure Fire/Frost

This spell wraps the defended in a cloak of eldritch energy geared to heat or cold, absorbing attacks of one nature. The affinity to the elements allows for a greater absorption of damage inflicted by either fire or frost.

Type: Elemental Affinity
Incantation: I brace myself against the (heat/cold).
Call: Resist! (Up to 15 points)
Duration: 1 day or 15 points of fire/frost.

Firestrike

This spell calls forth a magical bolt of flame to sear an enemy. A successful packet hit inflicts fire damage upon the target.

Type: Attack
Incantation: I strike you with flame.
Call: 12 fire
Duration: Instant

Greater Ogre Strength

This spell is much like its predecessor, but allows the target to trigger the magical strength within them. This spell adds +5 damage to **three selected strikes**.

Type: Augmentation
Incantation: I grant you phenomenal strength.
Call: (Adjust the call by 5)
Duration: 5 minutes or **3 selected strikes**

Icestrike

This spell calls into being a magical strike of shards of ice. Upon a successful packet hit, the target is damaged by the frost.

Type: Attack
Incantation: I strike you with icy rime!
Call: 12 frost!
Duration: Instant

Manaspear

This spell calls into being a bright spear of magical energy that robs a spellcasting target of their magic, feeding it to the caster. On a successful packet hit, the target loses 12 Magic and the caster gains 8, not to exceed their maximum.

Type: Attack
Incantation: I call forth the Manaspear.
Call: Manaspear 12
Duration: Instant

Rustrime

This spell accelerates the oxidation of a metal item, reducing it to useless rust. The caster points and names the item, which must be non-magical. That item becomes useless and must be dropped.

Type: Attack
Incantation: The rust takes its form.
Call: Rustrime (weapon)
Duration: Instant

Spellshield

This spell calls into being a shield of magic, which absorbs spells cast at it. It will absorb up to nine levels of spellcraft. Spellshield will not differentiate between friendly and harmful spells, and will block either. If the spellshield is overpowered by a higher-level spell, the full affect is received.

Type: Armor - Magical
Incantation: I summon the spellshield.
Call: Absorb
Duration: 10 minutes or 9 levels of spell

4th Level Mage Spells

Awaken

This spell uses magic to coerce a character into awakening from sleep or unconsciousness. It is a touchcast spell.

Type: Aid
Incantation: I command you to rise.
Call: Awaken!
Duration: Instant

Bolt of Flame

This spell calls forth a white-hot bolt of flame that strikes an enemy, inflicting fire damage on a successful packet hit.

Type: Attack
Incantation: I summon the bolt of flame.
Call: 20 fire
Duration: Instant

Confusing Befuddlement

This spell uses magic to interrupt and confuse cognitive thought in the target. On a successful packet hit, the target must stare off into space, doing nothing productive.

Type: Mind Control
Incantation: I befuddle the senses.
Call: Befuddle 2 minutes
Duration: 2 minutes

Mage Lock

This spell enchants a lock or lockable item to become not openable except by means of magic. This is represented by a label on the item stating what time the spell was cast. Casting a mage lock takes five minutes of preparation.

Type: Utility
Incantation: I ensorcell this binding.
Duration: 8 hours

Sleep

This spell triggers a deep sleep in its target. A successful packet hit will cause the target to fall asleep for a short time.

Type: Mind Control
Incantation: I bring the dreams.
Call: Sleep!
Duration: 5 minutes

5th Level Mage Spells

Darkbolts

This spell calls into being two bolts of negative energy that the caster can hurl at their enemies. A successful packet hit inflicts magic damage. The mage gets two packets.

Type: Attack
Incantation: I bring forth the blackness.
Call: 15 magic!
Duration: Bolts may be held for 5 minutes

Dominating Command

This spell dominates a target's mind, forcing them to obey one command from the caster. This command

cannot force them to do harm to themselves. Spell takes affect with a successful packet strike. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: I warp and control the mind.
Call: Dominate (command to be carried out)
Duration: 1 command not to exceed **10 minutes**

Silence

This spell creates a field around the target through which sound will not travel. They must remain silent and cannot cast spells. The caster simply points at their target for the spell to take affect.

Type: Special
Incantation: I create a silent space.
Call: Silence!
Duration: 5 minutes

Unerring Mana Strike

This spell creates a bolt of pure energy that streaks toward and hits the target. The caster points at the target, inflicting magical damage.

Type: Attack
Incantation: My magic strikes true.
Call: 10 magic direct
Duration: Instant

Weapon Ward

This spell renders the caster or the target immune to one type of weapon: slash, blunt, or pierce. The effect lasts for several minutes.

Type: Reflection/Negation
Incantation: I am cloaked from harm by (type).
Call: No effect (if hit by that type)
Duration: 10 minutes.

6th Level Mage Spells

Bladestorm

This spell calls into being a whirling mass of dagger-like blades, which whirl around the target mercilessly. The caster points at their target, inflicting normal damage.

Incantation: I bring forth the Bladestorm.
Call: 28 normal
Duration: Instant

Eldritch Armor

This spell wraps a character in an eldritch shroud of protective energy. This armor counts as physical armor, and is used before normal armor.

Type: Armor - Physical
Incantation: I armor my mighty form.
Duration: 15 points of damage or 1 day.

Eldritch Rune

This spell allows a caster to write a rune that becomes a trap. This trap inflicts 20 shock damage and can be delivered by the rune being read or touched. The mage will leave a card with instructions for players reading the rune.

Type: Attack
Incantation: I lay this rune of warding.
Duration: One event or until set off.

Flame Shroud

This spell excites the potential energy of an item, heating it up quickly to an unbearable temperature. Caster points and names the item, inflicting direct fire damage upon the wielder. The item is too hot to touch for five minutes. Item must be hand-held, not worn.

Type: Attack
Incantation: I incite the blaze from within.
Call: Flame shroud (item) 16 fire direct!
Duration: 5 minutes

Greater Mirror Shield

This spell is similar to Mirror Shield, but reflects the next several strikes back onto the attacker. Note that this only reflects the physical damage, it will not transfer clobbers, smashing blows, or other skill affects.

Type: Reflection/Negation
Incantation: I reflect my foe's deeds.
Call: Reflect (damage call)
Duration: 5 strikes

Greater Spell Shield

This spell behaves in the same fashion as Spell Shield, but will absorb several more levels of spells.

Type: Armor - Magical
Incantation: I mask myself from magic harm.
Call: Absorb
Duration: 18 levels of spell or 1 hour.

Spellhold

This spell allows a caster to endow one weapon with a spell of up to 3rd level for one strike. This requires the caster to hold the weapon for the incantation. The spell

takes immediate effect on the successful hit from the next strike, since it is a spell it will not be blocked by a shield or parry.

Type: Augmentation
Incantation: I create a reservoir of mana:
(incantation for spell to be held).
Call: (adjust damage call with spell effect)
Duration: 1 strike

7th Level Mage Spells

Banish

This spell allows the caster to banish one extra-planar creature back to their own plane of existence, up to 50 health. If a creature has more than 50 health, the spell does 30 damage to the creature.

Type: Attack
Incantation: I revoke your claim to this realm.
Call: I banish you!
Duration: Instant.

Forcewall

This spell allows a caster to create a wall of invisible force. Nothing may pass through the wall. The caster must inscribe a line of up to 10 feet in length, either with a red cord of some form or with chalk, to mark the base of the wall.

Type: Special
Incantation: I call forth a wall of power.
Call: Forcewall
Duration: 10 minutes

Hellstorm

This spell calls into being a tornadic storm of flame centered upon the target. The caster points at their target inflicting direct fire damage.

Type: Attack
Incantation: I summon the flames of the Hells.
Call: 32 fire direct
Duration: Instant

Rimeshroud

This spell surrounds the target with an icy shroud. Upon a successful packet hit, this spell inflicts frost damage, making target freeze for timed count.

Type: Attack, Binding
Incantation: I create an icy cloak.
Call: 26 frost, freeze 10 count!
Duration: Instant/count of 10

Spell Reflection

This spell creates a magical mirror that reflects an incoming spell back into the enemy's teeth. This will reflect one spell of up to 6th level.

Type: Reflection/Negation
Incantation: I reject thy magic.
Call: Reflect!
Duration: 1 spell or 10 minutes

Spellsever

This spell severs the link between a cleric and their deity, rendering them unable to cast divine spells for one hour. This takes place on a successful packet hit. The cleric may spend five minutes of intense prayer to restore their ability to cast before the hour has passed, but may perform no other actions.

Type: Special
Incantation: I sever your command over magic's call.
Call: Spellsever
Duration: 1 hour

8th Level Mage Spells

Dispel Magic

This spell cancels most magical effects of a non-permanent nature. This may be cast with a packet or at a specific stationary item or at oneself to remove most lingering effects. One cannot cast Dispel Magic to remove Mind Control effects from oneself, nor can it be used in any way as a "shield". Dispel Magic cannot dispel alchemical affects, rituals, or the spell Totemic Avatar, nor can it dispel permanent enchantments such as magic items.

Type: Special
Incantation: I dispel magic's effects.
Call: Dispel!
Duration: Instant

Eldritch Storm

This spell calls into being a storm of lightning bolts that strike and surround a target. The caster points at their target, inflicting direct shock damage.

Type: Attack
Incantation: I call the mighty mage storm.
Call: 36 shock direct
Duration: Instant

Enthral

This spell behaves exactly as Dominating Command, but the recipient must obey four commands. This spell may not be used to mimic other spell affects.

Type: Mind Control
Incantation: I assert my will upon my thrall.
Call: Enthral (1st command)
Duration: 4 commands or 10 minutes

Dragon Breath

This spell emulates the breath of a dragon, inflicting massive damage to a target. A successful packet strike causes devastating and direct damage from one of the following: fire, frost, shock, acid, and magic.

Type: Attack
Incantation: I breathe the breath of the great dragon of (type).
Call: 38 (type) direct
Duration: Instant

Iron Skin

This spell sheathes the caster's body in living iron, protecting him from damage. This spell will resist the next several attacks, with the exception of electrical attacks.

Type: Armor – Magical, Reflection/Negation
Incantation: I summon a ferrous skin of protection.
Call: Resist
Duration: 8 strikes or 1 hour

9th Level Mage Spells

Deathstrike

This spell drains the life force from its target, reducing them to -1 health. The effect is delivered with a successful packet strike.

Type: Attack
Incantation: I extinguish life's flame.
Call: Deathstrike!
Duration: Instant

Doomlance

This spell calls forth a lancing bolt of dark energy that rends its target. A successful packet hit inflicts magic damage. This spell will ignore all shields, wards, and reflections of alchemical or spell nature. This spell may only be cast by a mage, and cannot be cast by another class from a scroll.

Type: Attack
Incantation: I call forth the lance of dark dreary doom.
Call: 30 magic bypass!
Duration: Instant

Hellblast

This spell draws upon the element of fire to create a blast of white-hot blaze. This spell is cast with four packets thrown at once, either at one target or in a spread (but in the same hand and the same releasing motion). Each packet inflicts fire damage.

Type: Attack
Incantation: I call forth the storm, the power of the white-hot hells.
Call: 20 fire each!
Duration: Instant

Manastorm

This spell calls upon the weave of magic to strike the target with repeated bolts of eldritch energy. The caster points at their target, inflicting direct magic damage.

Type: Attack
Incantation: I stand in the eye of the hurricane of power.
Call: 38 magic direct!
Duration: Instant

Natural Magic: Shaman Spells

1st Level Shaman Spells

Delay Poison

This spell will delay the effects of poisons, slowing the metabolism of the target. With a successful touchcast, a poison will have no effect for one hour, after which it will resume its effects unless it has been removed or countered.

Type: Aid
Incantation: The venom slows.
Duration: 1 hour

Endure Elements

This spell will allow the recipient to endure one elemental damage type of either: fire, frost, or shock. This spell resists damage from one of these types.

Type: Elemental Affinity
Incantation: I withstand (element).
Call: Resist (when elemental damage is taken)
Duration: 8 damage or 1 hour

Entangle

This spell causes the plant growth around the target's feet to grasp the target, holding one foot firmly to the ground for a time. A successful packet hit is required, and plants must be underfoot the target as well.

Type: Binding
Incantation: Let the plants give me aid.
Call: Entangle one foot 10 count
Duration: 10 count

Firenut

This spell allows the shaman to imbue a nut or acorn with the power of fire. This may be thrown at an enemy (spell packet) inflicting fire damage.

Type: Attack
Incantation: Let this nut hold fire's power.
Call: 4 fire
Duration: Instant

Light

This spell calls forth a magical light for the spellcaster to see. This is represented by a small LED flashlight, which should be kept hidden or palmed.

Type: Utility
Incantation: I bring forth the light.
Duration: 1 hour

Lesser Healing

This spell restores health to an individual, healing minor wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: I bring forth healing.
Call: Heal 6
Duration: Instant

2nd Level Shaman Spells

Barkskin

This spell endows the shaman with a bark like covering over their skin, adding physical armor. This armor is the first used.

Type: Armor - Physical
Incantation: I gain the skin of the Oak.
Duration: One hour or 6 damage

Lesser Sanctuary

This spell endows the caster with a special blessing from their totem. For the duration of the spell, the shaman simply cannot be attacked. Neither, however, can the shaman take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I am unseen. I am unnoticed.
Call: (when struck) Untouchable
Duration: 30 count or until the shaman takes a hostile action

Light Healing

This spell will endow the recipient with a restoration of health, curing moderate wounds. This is delivered with a successful touchcast.

Type: Aid
Incantation: My touch brings healing.
Call: Heal 10
Duration: Instant

Resist Acid

This spell grants the recipient a magical resistance to acid. The recipient may ignore the next acid-based attack in the next hour.

Type: Elemental Affinity
Incantation: Acid cannot harm me.
Call: Resist
Duration: 1 hour or 1 acid attack/effect

Strength of the Bear

This spell endows the shaman with a totemic aspect, the bear's strength. The next 3 strikes the shaman delivers inflict an additional +2 damage.

Type: Augmentation
Incantation: I have the strength of the bear.
Call: Adjust damage call up by two
Duration: 3 strikes

3rd Level Shaman Spells

Blessing

This spell bestows a blessing upon the recipient, invigorating them. A touchcast adds health to a character, and this may go above the normal maximum. This health is the first used.

Type: Augmentation, Aid
Incantation: May nature bless with vitality.
Call: 6 health blessing
Duration: 1 hour or 6 damage

Cure Disease

This spell will remove any disease or disease effects from the target. This requires a successful touchcast.

Type: Aid
Incantation: May disease be cured.
Call: Cure Disease
Duration: Instant

Call Lightning

This spell allows the shaman to call a bolt of lightning from the heavens. A successful packet hit inflicts electrical damage.

Type: Attack
Incantation: I call the lightning down.
Call: 10 shock
Duration: Instant

Protect from Elements

This spell will allow the recipient to endure one elemental damage type of one of the following: fire, frost, or shock. This spell resists damage of one of these types.

Type: Elemental Affinity
Incantation: I am protected from (type).
Call: Resist
Duration: 2 hours or 24 damage.

Purify Poison

This spell will completely nullify the effects of any poison acting on the recipient. This requires a touchcast. Note that this will not heal damage done already by a poison. Alternately, this spell may be used to purify poison in a food, on a weapon, in a vial, etc...rendering it harmless.

Type: Aid
Incantation: May poison's touch be erased.
Call: Purify Poisons
Duration: Instant

Weakness

This spell will sap the strength of the target. A successful packet strike will cause the target to deliver 3 less damage with physical strikes, to a minimum of 1 damage. This spell may be reversed to remove weakness.

Type: Attack, Augmentation
Incantation: Let strength drain away.
Call: Weakness, subtract 3 damage 10 minutes.
Duration: 10 minutes

4th Level Shaman Spells

Awaken

This spell will rouse a character from sleep, even magically induced. This requires successful touchcast.

Type: Aid
Incantation: I compel wakefulness.
Call: Awaken!
Duration: Instant

Flame Strike

This spell calls forth a blast of searing fire to strike the caster's target. A successful packet hit inflicts fire damage.

Type: Attack
Incantation: I strike my foe with flame.
Call: 16 fire
Duration: Instant

Greater Entangle

This spell works like entangle, but the plants grow and wrap around the target, holding it motionless for two minutes.

Type: Binding
Incantation: Let the flora aid my cause.
Call: Entangle two minutes
Duration: 2 minutes

Grounding

This spell makes the shaman a kind of magical ground rod, and the next four levels of spellcraft cast at the shaman are simply siphoned into the earth.

Type: Armor - Magical
Incantation: Let the ground swallow the spell.
Call: Absorb
Duration: 10 minutes or 4 levels of spell

Healing

This spell will endow the recipient with a restoration of health, curing major wounds. This requires a successful touchcast.

Type: Aid
Incantation: Let wounds be healed.
Call: Heal 16
Duration: Instant

Stoneskin

This spell thickens the shaman's skin, making it as tough as stone, adding physical armor to the shaman's total. This armor is used before any other.

Type: Armor - Physical
Incantation: My skin is as stone alive.
Duration: 2 hours or 12 damage

5th Level Shaman Spells

Elemental Mirror

This spell allows the shaman to reflect one element-based attack at the attacker.

Type: Elemental Affinity
Incantation: The elements aid and protect me.
Call: Reflect (damage call)
Duration: 1 hour or one fire/frost/shock attack.

Fog of War

This spell confuses the target into believing that their allies are their enemies. This effect is delivered with a successful packet hit and lasts for several minutes.

Type: Mind Control
Incantation: The fog of war confuses my foes let havoc ride rampant.
Call: Fog of War
Duration: 5 minutes

Great Healing

This spell restores health to the target, curing critical wounds. The effect is delivered by touchcast.

Incantation: Let healing flow as falling rain.
Call: Heal 24
Duration: Instant

Sleep

This spell triggers a deep sleep in its target. A successful packet hit will cause the target to fall asleep for several minutes.

Type: Mind Control
Incantation: Let sleep come upon my foes.
Call: Sleep!
Duration: 5 minutes

Snake's Bite

This spell poisons a target, infecting them with a venom-induced weakness. The target may do nothing more strenuous than walking slowly, not having the strength to lift a sword or move normally. **Note that spellcasting or bard singing is still possible under the effect of this spell.** Effect is delivered with a successful packet hit, and for a time.

Type: Attack
Incantation: The venom weakens my foe.
Call: Snakebite 5 minutes
Duration: 5 minutes

Witherstrike

This spell accelerates the aging of a limb, rendering it useless. A successful packet strike inflicts the witherstrike.

Type: Attack
Incantation: Let age wither and rage.
Call: Wither (limb)
Duration: 10 minutes

6th Level Shaman Spells

Greater Stoneskin

This spell works in the same fashion as Stoneskin, but adds additional physical armor to the shaman's total. This armor is the first to be used.

Type: Armor - Physical
Incantation: Let my flesh be as the mountain's face.
Duration: Two hours or 20 damage

Harm

This spell opens wounds on the target, inflicting enough damage to them to leave them with minimal health. The effect is delivered by touchcast.

Type: Attack
Incantation: May woe befall the wretched foe.
Call: Harm, 3 health remains
Duration: Instant

Metalmelt

This spell loosens the bonds of metal, causing it to melt at cool temperature. It will render one non-magical metal object useless. The shaman points to the object to be melted.

Type: Attack
Incantation: May the metal slough away.
Call: Metalmelt (item)
Duration: Instant

7th Level Shaman Spells

Bear Claws

This spell transforms the shaman's arms into the arms of a bear. This allows the shaman to use claw boffers to deliver normal damage.

Type: Augmentation
Incantation: Grant me the bear's claws.
Call: 6 normal
Duration: 5 minutes

Elemental Affinity

This spell allows the shaman to achieve affinity with one of the elements, allowing them to ignore damage taken from one of the following for several minutes: fire or frost or shock.

Type: Elemental Affinity
Incantation: Let (element) live within me.
Call: Resist
Duration: 10 minutes

Fire Storm

This spell calls forth a whirlwind of divine flames that wrap around the target. The caster points to the target, inflicting direct fire damage.

Type: Attack
Incantation: Let the flames storm and rage.
Call: 30 fire direct!
Duration: Instant

Greater Sanctuary

Like Lesser Sanctuary, this spell endows the caster with a special blessing from their totem. For the duration of the spell, the shaman simply cannot be attacked. Neither, however, can the shaman take any offensive action, though he may perform any healing desired.

Type: Special
Incantation: I am unseen & unnoticed. I am safe.
Call: (when struck) Untouchable
Duration: 5 minutes or until the shaman takes a hostile action

Restore

This spell will endow the recipient with a restoration of all health. This spell requires a touchcast.

Type: Aid
Incantation: Let life flow freely within.
Call: Restore full health
Duration: Instant

8th Level Shaman Spells

Dispel Magic

This spell cancels most magical effects of a non-permanent nature. This may be cast with a packet or at a specific stationary item or at oneself for defense against incoming packet attacks or lingering effects. One cannot cast Dispel Magic to remove Mind Control effects from oneself, nor can it be used in any way as a “shield”. Dispel Magic cannot dispel rituals or the spell Totemic Avatar, nor can it dispel permanent enchantments such as magic items.

Type: Special
Incantation: Let magic have no hold.
Call: Dispel!
Duration: Instant

Dragonhide

This spell endows the recipient with a magical transformation that toughens their skin, likening it to the hide of a dragon. The next attacks are ignored. Effect is either on self or touchcast.

Type: Armor – Physical,
Reflection/Negation
Incantation: Let the Dragon's hide envelop.
Call: Resist
Duration: 1 hour or 5 attacks.

Healing Circle

This spell will endow the recipients with a restoration of their health. This is a touchcast of a special nature and will heal all who join hands in a circle with the caster.

Type: Aid
Incantation: Let all in the circle be healed.
Call: Heal 28
Duration: Instant

Wyvernstrike

This spell allows the shaman's hands to strike as wyvern claws. The spell effect is delivered with claw boffer, and the poison is a 2nd circle poison, as detailed in the potions section.

Type: Attack
Incantation: I claim the wyvern's claws.
Call: 6 poison
Duration: 5minutes

9th Level Shaman Spells

Dragon Breath

This spell emulates the breath of a dragon, doing massive damage to a target. A successful packet strike will deliver direct damage of one of the following types: fire, frost, shock, acid, or magic.

Type: Attack
Incantation: Let the Dragon's breath flow forth.
Call: 38 (type) direct
Duration: Instant

Totemic Avatar

This spell differs for each path of medicine the shaman follows, but generally increases their totem abilities and grants a great deal of power. More details on this spell can be found in the Shaman Medicine Appendix. A shaman under Totemic Avatar will wear a silver head or armband. A shaman can only cast this spell once in each hour, one may not “drop the spell” and recast to get more powers. This spell can only be cast by shamans, and may not be cast by another class or from a scroll.

Type: Special
Incantation: I call forth the spirit of the (totem),
come, join your humble shaman, and aid me.
Call: Varies by effect
Duration: 1 hour

Bardic Magic: Bard Songs

In addition to low level Mage spells (up to 4th level), a bard has the ability to use Bard Songs. Each purchase of a Bard Song allows the Bard to use that Song once per day. Bard Songs cost three Triumph Points per level of Song added to the repertoire.

(Bards will also receive the Bard's Handbook, which consists of the songs themselves and tales of Lantai.)

1st Level Bard Songs

Chant of Charm

This Song allows the Bard to alter the listener's perceptions of him to the better. Someone who wishes to harm the bard becomes neutral, someone neutral to the bard becomes friendly, and someone friendly thinks the bard is the neatest thing since sliced bread. The target is unaware of the enchantment, even after it is finished. The effects of this song finish at sunup or sundown, depending on the time the chant is sung.

Ballad of Ogre Strength

This Song endows the Bard's allies who hear it with magical effects equivalent to the Mage spell Ogre Strength.

Tanglefoot Tango

This Song creates a magical effect identical to the Shaman spell entangle, against up to three of the Bard's chosen targets. Effect lasts for the duration of the song.

2nd Level Bard Songs

Hymn of Stout Defense

This Song endows the Bard's allies who hear it with a magical defense. They may ignore one hit they receive in the next combat by saying "resist." The recipients of the song effect may choose which hit, if any, they will resist in this fashion.

Chant of Opening

This short Song allows the Bard to unlock one locked item (chest, door, etc.). This will function on any lock, even a magical one. It will not, however, open certain locks comprised of a "ritual lock", which some dungeon puzzles or overly complex locks might qualify.

Minstrels Lullaby

This song mimics the mage spell Sleep, but affects up to six targets of the Bard's choosing that hear the song.

Vampire's Verse

This Song allows up to 6 characters, including the bard, to receive the amount of damage dealt on their next three physical attacks. For example, if the bard sings the Vampire's Verse, targeting himself, and then attacks a goblin with a short sword for 2 damage, he will gain 2 health.

3rd Level Bard Songs

Cant of the Elements

This Song allows the bard to choose one elemental damage type (fire, electric, frost, etc) and ignore damage of that type for one hour. Alternately, this Song may be sung to the bard's allies, making them immune to the next single instance of elemental damage they receive by calling "resist."

Ditty of Disparagement

This Song taunts the Bard's target(s) into becoming irrational. Upon hearing the song, the Bard becomes the center of their attention or their anger if they are hostile.

Love's Lyric

This Song makes one listener fall in love with the Bard. The effects last for one day. The target is unaware of the enchantment, even after it is finished.

Canticle of Ancient Honor

This Song calls upon ancient rituals of honor. Any intelligent group of foes will cease combat. At this point, the bard faces a choice. The Bard may choose a foe from the group he faces and fight that foe himself; or the Bard may choose a champion from his own companions to face a champion the foes will choose. Single combat then ensues. If the Bard's foe loses, they will be honor bound to allow the Bard to give them one instruction (Instruction cannot go against their nature). For example, "Let us pass" or "answer my question, where is your leader" or something similar, but "kill yourselves" or "hand over all your weapons" would just make the group angry enough to try to kill the Bard again.

Anthem of Agony

This Song saps the will to fight from the Bard's enemies, and as long as the Bard is singing, all of his foes' attacks do half damage.

4th Level Bard Songs

Lay of the Lifespring

This Song summons powerful healing magics. Up to 10 allies of the Bard are restored to full health at the end of the song, provided they hear the entire tune.

Manaspring's Melody

This Song spreads magical power about from the Flow. **Up to 10** spellcasting allies of the Bard are restored to their full magic point total at the end of the song; provided they hear the entire tune.

Bard's Glamour

This Song is a spoken chant. The Bard speaks in rhyme, creating a scene that the listeners all see before them. The chant always begins "The Glamour is told, and the scene will unfold..." the rest is improvised to match the desired illusion and must rhyme to retain effect.

Satiric Curse

This Song is different for each occasion and levies a curse upon the recipient. The conditions of the curse are placed in the song, as well as the reasons for levying the curse. Details for the Bard to create this Song are found in the Bard's handbook.

Greater Lullaby

This powerful Bard Song is similar to Minstrel's Lullaby. There are two important differences, however. First, the affect is delivered to all of the Bard's targets. Secondly, the affect occurs at the end of the song, not the beginning. Such a potent affect takes time to deliver.

Rituals

Rituals are magical workings that are more involved than spellcraft. They often attempt to work permanent change, or change that is great enough to require quite a bit of work. Rituals are complex and time-consuming, but deliver quite impressive results.

Each of the spellcasting classes has access to certain rituals. Each ritual has its own requirements and falls into the following Circles and Rituals. Complexity and requirements will be detailed on each ritual scroll the caster possesses, generally consisting of a magic cost, time spent, and materials required. Once a caster has obtained a ritual scroll, they may use it any number of times, so long as they are able to meet the requirements of the ritual.

Dark Rituals for the Necromancer

Create Undead

This is a 1st - 4th Circle Ritual, depending upon the individual scroll. It is the means by which a necromancer can create new undead beings that have more permanence than can be done with simple spellcraft.

Dark Enchantment

This is a 2nd Circle Ritual. By means of this ritual, a caster can imbue an item with a dark enchantment. This ritual might be used to create a Vampiric Sword, a Skull Mace, or other dark item. Each ritual scroll will have details on the requirements for item creation.

Spell Immunity

This is a 3rd Circle Ritual. It allows a caster to make the self/recipient immune to one chosen spell. No creature may have more than one spell immunity.

Blood Curse

This is a 3rd Circle Ritual. It allows the necromancer to sacrifice a portion of his health to achieve a curse. health might be sacrificed for a day, for an event, or even permanently, dependent upon the potency of the curse.

Control the Soul

This is a 4th Circle Ritual. It allows the caster to bind a character to their will, making them unable to resist a command from their controller.

Mana Pool

This is a 5th Circle Ritual. It allows the caster to drain off an amount of magic from a magical source, placing it into his undead minions to be tapped later. This can effectively double the amount of magic a necromancer has access to, although the pooled amount will not recharge without another ritual.

Lich

This is a 6th Circle Ritual. It allows the caster, if powerful enough, to become the pinnacle of the undead, a Lich. This transformation is complete and final.

Divine Rituals for the Cleric

Commune with Deity

This is a 1st Circle Ritual. It allows the caster to gain guidance from their deity by asking one question. The question will be answered in a method described on the ritual scroll.

Prayer

This is a 2nd Circle Ritual. It allows the caster to bestow one of many blessings on an individual or group. This can be used to cure diseases, affect healings, and bestow protections.

Divine Mark

This is a 2nd Circle Ritual. It allows the caster to create a mark of the deity's holy symbol on the recipient, which gives them a recurring benefit. For instance, they might receive the spell Blessing before every combat, or they might receive Endure Elements at the beginning of each day, and so on.

Spirit Bond

This is a 3rd Circle Ritual. It allows the caster to bond an item to the spirit of its owner, preventing its theft. The owner will be notified whenever the item is taken (by the very thief who tries to take it) and will be able to locate the item from any distance.

Keeper of the Cauldron

This is a 3rd Circle Ritual. It allows the caster to bring a spirit back into the world of the living by retrieving them at the Cauldron. A Cauldron Keeper has the ability to speak with spirits much like a necromancer.

Skillbind

This is a 4th Circle Ritual. It allows a caster to bind a skill into an item, for instance creating a long sword of backstabbing, an amulet of literacy, or perhaps armor of dodging. Each ritual scroll will detail the skill, item, and requirements to create the new item.

Divine Protection

This is a 5th Circle Ritual. It allows a caster to bestow the protection of their deity on a character. This protection is permanent and may take many forms. Each ritual scroll will detail the protection and the requirements to perform the ritual.

Absolute Binding

This is a 6th Circle Ritual. This potent ritual allows a caster to bind a creature to the earth, creating a pocket from which the creature cannot escape. The binding cannot be broken, unless by a deity.

Right Hand of the Gods

This is a 6th Circle Ritual. By means of this ritual, a cleric can devote their entire existence to the work of their god. In return, they become a living embodiment of that deity's power on Lantai.

High Rituals for the Mage

Divination

This is a 1st Circle Ritual. Divination allows the caster to receive the answer to a simple yes or no question about one event in the past, present, or future. As long as it is not a random event, the question shall be answered by plot/logistics. The means of communication will be described in the ritual scroll.

Enchant/Endow Item

This is a 2nd Circle Ritual. This ritual allows the caster to magically enhance an item, adding various effects. For instance, this ritual could be used to make a +1 sword, a flaming mace, or +2 chain mail. Each item has its own requirements for the ritual, detailed on the ritual scroll.

Cage of Kind

This is a 2nd Circle Ritual. This ritual allows the caster to create a binding circle geared to a specific species. The more intelligent the target, the more difficult the binding is to create: thus, a cage of kind for goblins is somewhat simple, while one to ensnare a player race would be quite difficult, expensive, and time-consuming.

Skillbind

This is a 3rd Circle Ritual. It allows a caster to bind a skill into an item, for instance, creating a long sword of backstabbing, an amulet of literacy, or perhaps armor of dodging. Each ritual scroll will detail the skill, item, and requirements to create the new item.

Spell Immunity

This is a 3rd Circle Ritual. It allows a caster to make the self/recipient immune to one chosen spell. No creature may have more than one spell immunity.

Create Magic Item

This is a 4th Circle Ritual. It allows the caster to create even more potent magical items, such as a staff of command, an amulet of spell protection, or a wand of lightning. Each ritual scroll will detail the methods to create the new item.

Spellcraft

This is a 4th Circle Ritual. It allows the caster to research and create a new spell from spells they already know. All new spells must be approved by rules/logistics before use. The spell may become a permanent fixture in the game.

Permanence

This is a 5th Circle Ritual. It allows the caster to make a spell or ritual effect permanent. For instance, a permanent Ogre Strength would allow the recipient to always do +3 damage; adding permanence to Light would allow the mage to always carry a light with them. Each ritual scroll will detail effects and requirements.

Golem

This is a 6th Circle Ritual. It allows the caster to create a Golem servant. The ritual scroll will detail the golem, and the requirements to create it. One should also have an agreed upon player to represent the golem.

Natural Rituals for the Shaman

Lodge of Sages

This is a 1st-3rd Circle Ritual. This ritual allows the caster to sit in ceremony with another shaman and teach them a spell from their repertoire.

Speak with Totem

This is a 1st Circle Ritual. It allows the caster to gain guidance from their totem spirit by asking one question. The question will be answered in a method described on the ritual scroll.

Elemental Blessing

This is a 2nd Circle Ritual. It allows the caster to bestow the blessings of one of the elements to the recipient. This can be done either offensively or defensively and is detailed on each ritual scroll.

Rites of Spring

This is a 3rd Circle Ritual. It allows the caster to imbue an item with the vitality of spring, creating a device that can impart health to its owner. This can be used to create an Amulet of Healing, Stone of health, or other such item. Each ritual scroll will detail the item and its requirements.

Friend of Fey

This is a 4th Circle Ritual. It allows the caster to bestow an imprint on the recipient that is recognized by any Fey. No Fey will act with hostility toward the friend of fey on first meeting, and, in fact, they will be predisposed to help and trust such an individual.

Reincarnation

This is a 5th Circle Ritual. By means of this ritual, a spirit that fails to resurrect may attempt to be reborn. This will allow a player to rewrite their character. The stress of the process will leave them with a fraction of their Triumph Points, but does give them a new lease on life.

Totemic Augmentation

This is a 6th Circle Ritual. By means of this ritual, the shaman can receive a special blessing from their totem spirit, leaving them a permanent augmentation from the totem. Each ritual scroll bears its own details.

Magic Items

There are magical items in the world of Lantai. (See Appendix 6: Magic Items for examples.) Each magic item has its own item card, which will tell in full its abilities. The most common magic items have a single ability, such as inflicting +1 damage, fire damage, or perhaps adding armor.

In any case, a character may only have seven magic items active at one time. If an eighth magic item is added, it will be dormant and have no effect. Thus a character may carry more items, but only seven will be active. These will be the first seven chronologically gained in the character's adventures; you may not pick and choose. Items that are only active when commanded to be, such as wands, are exempt from this rule.

Potions and Alchemy

Those who study the magic of alchemy can create potions and gases that carry magical effects. The alchemist can create substances based upon their skill level, in 3 Circles of Alchemy. Potions are created by the mixing of reagents and the spending of Craft Points (CP).

Alchemical compounds are delivered in three ways, ingested or via a packet strike or a trap. To ingest a potion, a character mimes drinking the potion from a vial. Pay close attention to the potion's description for its method of delivery.

1st Circle of Alchemy

Hallucination

This potion will cause the recipient to suffer from wild hallucinations, preventing them from taking any actions other than huddling in fear. This may be ingested or delivered with a packet.

Call: Hallucinate **1 minute**

Healing Draught

This potion will restore 6 health to the individual ingesting it.

Poison

A 1st circle poison is ingested, inflicting 2 damage per minute for 10 minutes.

Restoration

This potion will restore 6 Magic to the individual ingesting it.

Strength

This potion will give the one who ingested it a bonus to strength. Recipient inflicts +1 damage for 10 minutes.

Weakness

This potion will cause the one who ingested it to become weak, resulting in the target inflicting 1 less damage for **1 minute**.

2nd Circle of Alchemy

Antidote

This potion is ingested, and will remove the effects of poison in the body.

Blade Ichor

This potion is applied to a piercing/slashing weapon and makes the next five strikes with that weapon inflicting an additional +3 damage.

Curing

This potion is ingested, and will remove the effects of disease, leaving no trace of disease in the body.

Poison

A second circle poison is ingested, and will cause 5 damage per minute over 10 minutes.

Magic Armor

When ingested, this potion will create a magical effect identical to the Mage spell Armor.

Thievery

This potion increases the dexterity of the one who ingested it, making them more adept at picking locks and disarming traps. These skills can be performed at half the normal count times. The effect lasts 10 minutes.

Truth Serum

This potion, when ingested, causes the recipient to answer the next three questions truthfully.

3rd Circle of Alchemy

Acid Fog

This potion is delivered with a packet strike. It creates a fog of acid that inflicts acid damage to a target.

Call: 20 acid

Greater Healing

This potion restores 18 health to the individual ingesting it.

Greater Restoration

This potion restores 18 Magic to the individual ingesting it.

Immolation

This potion is delivered with a packet strike. Upon impact it explodes, causing fire damage.

Call: 24 fire

Poison

A third circle poison does no damage, but the one who ingested it will drop dead 10 minutes after consumption.

Sleep Gas

This potion is delivered with a packet strike. Its effects are identical to the spell Sleep.

Spell Reflection

This potion imbues the individual ingesting it with a reflective magic, reflecting the next two spells cast at them to the caster.

Call: Reflect (spell effect)

Thievery

Thievery Basics

Items may be stolen in game, but phys-reps must always be returned to their proper owner. You should never steal out-of-game property. Doing so will result in legal action.

Items that are stolen or found should be taken to a thief's ref or to the logistics area. You will turn over the item and be given an item card that represents the item. It is up to you, the player, to appropriately phys-rep an item for your character to use.

In some cases, a player will allow other players to use their phys-reps for items; please be courteous and treat their property well. Some items will be provided by Triumph, and these items will be accompanied by a tag that states you may keep and use the phys-rep.

Looting the Fallen

There are two methods to loot a fallen character. You may role-play the actual search for items, or you may count the action "Searching one, searching two, searching three, searching four." This count represents a general search, looking for pouches, pockets, and weapons. If you wish to role-play the search, you must obtain the player's permission first. This is achieved by asking quietly "May I search you?" If the answer is no, you must conduct your search by the count method. For a more detailed search, you may name a location and perform the above four-count, for instance looking in someone's boots, looking for secret pouches, etc...

Remember that you may only take in game items. Ask if you are uncertain about something, like jewelry, for instance.

Pickpocket/Cutpurse

To pick someone's pocket or cut their purse strings, the thief must attach a clothespin to the target pouch or get it into the pocket without being noticed. After accomplishing this feat, simply tell the player out of game that they have been robbed, and they will hand over whatever is in the target location. You may also inform a Ref who can take care of the action, to maintain anonymity. A character who has been the target of a successful pickpocket will not notice the theft until they naturally attempt to use the possession in question, which means no reaching for the pouch immediately! If the thief attached the clothespin, they were good at it and deserve the goods! Play with honor!

Breaking into Cabins/Tents

Before going through someone's belongings or into a domicile, one must have a thief's ref with them. This is for the thief's protection as well as for the rules.

Out-of-game items will be covered, separated from the room with a partition of some form, or marked clearly with orange ribbon/tape/cloth. In-game items are fair game, but remember to return phys-reps. (That's what the ref is there for.)

Identifying and Appraising

Items may be appraised by one who has the skill. Whether a weapon, piece of armor, or various other items, it is important to be able to learn what such a thing is worth, what it might do, and even if it is imbued with magic.

An item with unknown qualities is appraised by bringing the item card to Logistics. This simulates taking the time to study the object, confer with the markets, or even do research with other experts.

A character with ID/Appraise can discover with ease what an item is worth monetarily, and can also discern whether an item has special abilities and what those abilities are (such as a damage bonus, or the use of a wand), within limits. Exceedingly rare or unique items may not be readily identifiable by this skill.

Locks and Lockpicking

Although there is no locksmith skill, locks are built in the same manner as other craft items: in levels of expertise. Every lock encountered in Triumph will have a card detailing the lock. If the lock has no tag, it is assumed the lock is a Novice. For the thief who has the Lockpick skill, a lock is only a delay on the way to a prize. Picking locks is simulated by a count, i.e. "Lockpick one, Lockpick two, Lockpick three, etc..." The level of craftsmanship of the lock determines the difficulty of picking the lock:

- Novice = 20 count
- Journeyman = 40 count
- Master = 60 count
- Adept = 80 count
- Great Adept = 130 count

Traps

There are many types of traps. Most are used in cabin/property defense, although one might encounter them in an adventure. As each trap type is different, production costs will be discussed in this section with each description.

Traps must have a phys rep and accompanying description card and must be approved for safety and effectiveness by a ref. Each trap has two production costs, the trap and the trigger. Traps take one minute per Crafting Point (CP) to place.

Finding/Disabling Traps

To locate traps, a player may simply make a visual scan, or, to rely more heavily on the skill, may tell an ST or ref the general location of the trap and make a 20count to simulate searching for the trap. In the case of scanning an area such as a hallway or path, the player should be within a few feet. In the case of a specific item, the player should be more specific... "I'm looking for a pressure switch under the chest", etc. After the 20 count, the ST/ref will confirm a trap is in use and point it out so that the player may then disarm it.

Being able to disarm a trap makes it more of a delay than certain death. However, if the trap goes off while being disabled, the character performing the action takes damage. Disabling traps is simulated by a count and by roleplayed action, i.e. "disarm one, disarm two, disarm three, etc..." while miming the disarming of the trap.

The level of craftsmanship of the trap determines the difficulty of disabling the trap:

- Novice = 20 count
- Journeyman = 40 count
- Master = 60 count
- Adept = 80 count
- Great Adept = 130 count

Needle Traps

A needle trap can be set on a door or item, or in a lock. Needle traps will deliver an alchemical effect to the person who trips it. Reapplying the alchemical substance and setting the trigger may reset a needle trap.

Production Cost: 2 CP per level of alchemy used. (So 2, 4, or 6.)

Damage: By potion

Area Affect

These traps release an alchemical substance via normal delivery means (meaning a gas is released, or a potion vial is dropped) and will affect everyone within five feet of the trap.

Production Cost: 4 CP per level of alchemy used.

Damage: By potion

Alarms

These traps do no damage, but do make noise. No matter the complexity or noise level, an alarm trap costs 2 CP to create.

Snaring Traps

These traps do no damage, but bind the target(s) with nets, snares, or other methods. The accompanying card will detail how long it would take to escape this binding.

Production Cost: 1 CP per minute of binding, 5 minutes minimum, 15 minutes maximum

Damage: None.

Weapon Traps

These traps use a weapon or series of weapons to deliver damage to the individual setting off the trap.

Production Cost: 1 CP per damage

Damage: One minimum, 50 maximum

Mechanical Traps

These traps contain a massive effect: a collapsing false wall, a rolling boulder, opening pit. In addition to the damage delivered, the trap will also cause a Stunning Blow or Smashing Blow, the victim(s) may choose. These must be placed in a stationary location, and are not mobile.

Production Cost: 1 CP per 2 damage

Damage: 2-100.

Triggers

All triggers cost 2 CP to create, excepting pressure plate triggers, which cost 4 CP.

Example Trigger Phys-reps:

Party Poppers, Electrical buzzers, Trip lines that pull an object onto the ground, pulleys and counterweights.

Bubble wrap works very well for pressure plate type traps, just cover the bubble wrap...if it pops, the trap went off.

Production

Production Basics

This section details the methods used to create items. There are five skills that rely on Production rules: Alchemist, Armorsmith, Scribe, Trapmaker, and Weaponsmith.

Each production skill has five skill levels: Apprentice, Journeyman, Master, Adept, and Great Adept. These levels allow more CP, and access to more ability in the art. Characters may purchase levels beyond the basic 5, but will only gain more CP, not extra abilities. For instance, an Apprentice Alchemist can only create potions in the 1st Circle of Alchemy, while an Adept Alchemist can create any potion of 1st through 3rd circle.

Each level receives a further 10 Craft Points to spend per day. For instance, an apprentice has 10 CP to spend, while an Adept has 40.

Armorsmith

Armor is generally crafted at the rate of 5 CP per 1 point of armor. Armor may be built over a course of days, as pieces are added or refined. If an armor smith is repairing armor that has been breached, it is done at the rate of 1 CP per 5 points of armor. Non-breached armor may be repaired by an armorsmith in a shop at no CP cost, but using a 5-minute count.

- Apprentice - Allows a character to create pieces of armor and to perform repairs to damaged armor. An apprentice may lend their work to a greater smith, helping create armor.
- Journeyman - Able to create armor and shields.
- Master - Able to create armor and shields, and able to delegate work to lesser smiths, gaining their CP toward a project. Also able to create Master Crafted Armor, which is unable to be breached.
- Adept - Able to create Superior and Keen items, in addition to all other armor creation.
- Great Adept - The Great Adept is an armorsmith that is at the pinnacle of their abilities, and has the ability to create Exceptional and Flawless armor.

A skilled armorsmith can create items that are better quality than typically available. The following list gives information on the different types of armor that can be created with the above levels:

Master Crafted: Cannot be breached.

Superior: Cannot be breached, and gains a +1 bonus to AP (which does not count toward armor rating cap.)

Keen: Cannot be breached, and gains a +2 bonus to AP (which does not count toward armor rating cap.)

Exceptional: Cannot be breached, and gains a +3 bonus to AP (which does not count toward armor rating cap.)

Flawless: Cannot be breached, and gains a +4 bonus to AP (which does not count toward armor rating cap.)

Every level of armorsmith above level 3 that is taken allows the armorsmith to create added items of enhanced quality. The table below shows how many of each item can be made per level of armorsmithing.

Smithing Level:	Can create the following:
3	1 MasterCrafted
4	1 MasterCrafted, 1 Superior or Keen
5	2 MasterCrafted, 1 Superior or Keen, 1 Exceptional or Flawless
6	2 MasterCrafted, 2 Superior or Keen, 1 Exceptional or Flawless
7	3 MasterCrafted, 2 Superior or Keen, 1 Exceptional or Flawless
8	3 MasterCrafted, 3 Superior or Keen, 2 Exceptional or Flawless
9	3 MasterCrafted, 3 Superior or Keen, 3 Exceptional or Flawless
10	3 MasterCrafted, 3 Superior or Keen, 3 Exceptional or Flawless

Please note that the armorsmith must have the correct materials to create each item they wish to make. The materials can usually be found normally during gameplay, either on a thread or by talking to another PC or NPC. The materials must be given to a dev or ST at the time of creating the item; and the dev/ST will give the armorsmith a card with the crafted item information on it.

Note: No matter what the level of armorsmith, only one flawless item can be created per day.

Weaponsmith

Weapons are generally crafted at the rate of one CP per point of damage, with the odd exception. Weapons must be completed at creation; they cannot be projects that carry on.

- Apprentice - Has the ability to make small weapons and swords.
- Journeyman - Has the ability to make all basic weapons.
- Master - Has the ability to make all weapons, and has the ability to make a master-crafted weapon.
- Adept - Has the ability to make Superior and Keen weapons.
- Great Adept - Gains the ability to make Exceptional and Flawless weapons.

A skilled weaponsmith can create items that are better quality than typically available. The following list gives information on the different types of weapons that can be created with the above levels:

Master Crafted: Cannot be destroyed.

Superior: Cannot be destroyed, and gains a +1 bonus to damage.

Keen: Cannot be destroyed, and gains a +2 bonus to damage.

Exceptional: Cannot be destroyed, and gains a +3 bonus to damage.

Flawless: Cannot be destroyed, and gains a +4 bonus to damage.

Every level of weaponsmith above level 3 that is taken allows the weaponsmith to create added items of enhanced quality. The table below shows how many of each item can be made per level of weaponsmithing.

Smithing Level:	Can create the following:
3	1 MasterCrafted
4	1 MasterCrafted, 1 Superior or Keen
5	2 MasterCrafted, 1 Superior or Keen, 1 Exceptional or Flawless
6	2 MasterCrafted, 2 Superior or Keen, 1 Exceptional or Flawless
7	3 MasterCrafted, 2 Superior or Keen, 1 Exceptional or Flawless
8	3 MasterCrafted, 3 Superior or Keen, 2 Exceptional or Flawless
9	3 MasterCrafted, 3 Superior or Keen, 3 Exceptional or Flawless
10	3 MasterCrafted, 3 Superior or Keen, 3 Exceptional or Flawless

Please note that the weaponsmith must have the correct materials to create each item they wish to make. The materials can usually be found normally during gameplay, either on a thread or by talking to another PC or NPC. The materials must be given to a dev or ST at the time of creating the item; and the dev/ST will give the weaponsmith a card with the crafted item information on it.

Note: No matter what the level of weaponsmith, only one flawless item can be created per day.

Alchemist

Potions are generally crafted at the rate of 5 CP per potion per Circle of Alchemy, for instance a Healing Draught is 5 CP, while Acid Fog costs 15 CP.

- Apprentice - Has access to the 1st Circle of Alchemy.
- Journeyman - Has access to the 2nd Circle of Alchemy.
- Master - Has access to the 3rd Circle of Alchemy.
- Adept - Can make all potions, and may become an Experimental Alchemist.
- Great Adept - **Has the ability to make a single doubly potent potion at 1.5 times the normal CP cost of the original. For every purchase over 5, the character may make one more doubly potent potion.** These potions only double the effect, never the duration. Thus, potions such as hallucination that have no "doubleable" effect can not be made more potent. (Sleep gas, hallucination, cure, etc. cannot be doubled.)

When using a potion, the player must hold the paper the potion is written on (or a small vial representing the potion) and mimic how it is to be used (putting it to lips to drink, or pouring it in a glass, or holding a spell packet) and then rip the paper in half. This must be done for every potion used, every time.

When an alchemist achieves the ability to create experimental potions, each potion attempt must be researched and created with special materials, which can be found in game, either on a thread, or talking to other PCs or NPCs. Though there are no "stock" potions in this manual listed as 4th circle, be aware that some experimental alchemical recipes will be 4th circle in production cost (20 CP).

Scribe

Magical spell scrolls are created at the rate of 2 CP per level of spell, plus 1-magic per level of spell. Scrolls must be completed at one sitting, there is no pooling of CP. Scribes can only scribe spell scrolls from spells in their repertoire.

Protection scrolls are created at a rate of 5 CP per circle of protection, plus 8-magic per circle of protection. There are two circles of protection, lesser and greater. Lesser circle includes elemental, poison, and Petrification. Greater circle includes magic, undead, dragon breath, and curse. Ritual scrolls cannot be scribed, but must be obtained from the Lyceum.

Scrolls created by a Scribe can be used to cast magics from the scroll and are marked by a triangle in the lower right corner. It is important to note that scrolls marked with a triangle (or with no mark at all) can not be used to add a spell to your Repertoire.

- Apprentice - Can create simple spell scrolls of up to 4th level
- Journeyman - Can create simple spell scrolls of up to 8th level
- Master - Can create any spell scroll of any level.
- Adept - Can create any spell scroll, and lesser protection scrolls. They may also become a Scroll Sage.

- Great Adept - Can create any spell scroll and any protection scroll.

When using a scroll, the player must hold the paper the spell is written on, read the spell, and then rip the paper in half, once the spell has been cast (after the packet is thrown, or the touchcast has occurred). This must be done for every scroll used, every time.

Scroll Sage

Scrolls created by a Scroll Sage are marked by a square in the lower right corner. Scrolls marked with such a square can be used in two ways: To add to your Repertoire OR to cast directly from the scroll, as per a normal scroll. In either case the Scroll is consumed after use. Scribes can only scribe scrolls from spells in their repertoire.

Scroll Sage scrolls are created at the rate of 5 CP plus 4-magic per level of spell. Scrolls must be completed at one sitting, no pooling of CP.

Trapmaker

Traps have different production costs for different types, detailed in the previous section on thieving. A trap must be completed in one build; CP cannot be pooled on a project.

- Apprentice - Can make needle and trip line traps that deliver an alchemical effect or make noise/alarm. Apprentices can make most triggers, such as trip lines.
- Journeyman - Can create snaring traps such as snares and nets, and other triggered traps that use a weapon for the damage, such as dart or swinging blade.
- Master - Can make mechanical traps such as rockfalls, pendulums, and opening pits.
- Adept - Can make any trap work on a pressure trigger in addition to any others, and can lay traps "in the field." Adepts can also create complex traps with more than one affect on a trigger.
- Great Adept - Can quickset any prepared trap, placing it as fast as the player can actually place it.

Appendices

Appendix 1: Skill Costs by Class

Skill	Warrior	Ranger	Archer	Rogue	Bard	Cleric	Shaman	Mage	Necromancer
Essential Skills:									
Health [*]	5	5	5	5	5	5	5	5	5
Magic [*]	-	5	-	-	5	5	5	5	5
Weapons Skills:									
1 Hand Edged	4	4	4	6	5	6	6	8	8
1 Hand Blunt	4	4	4	6	5	5	5	8	8
1 ½ Hand Edged	4	4	4	6	5	6	6	8	8
1 ½ Hand Blunt	4	4	4	6	5	6	6	8	8
2 Hand Edged	6	7	7	8	8	9	14	15	15
2 Hand Blunt	6	7	7	8	8	9	14	15	15
Bow	5	3	0	5	5	7	6	8	9
Crossbow	5	5	3	5	5	6	6	10	10
Polearm	6	7	8	8	8	9	15	16	16
Staff	3	3	3	3	3	3	3	3	3
Small Weapons	2	2	2	2	2	3	3	3	3
Thrown Weapons	3	3	3	3	3	3	3	3	3
Shield	4	4	5	8	8	6	6	10	10
Fighting Skills:									
Armor Maintenance	3	4	4	5	5	5	6	6	6
Dirty Fighting [†]	4	5	5	4	4	7	7	9	9
Disarm [†]	4	4	6	6	6	8	8	12	12
Dual Weapons [†]	4	2	5	4	4	5	6	8	8
Extra Armor	5	-	5	8	8	8	8	12	12
Feat of Strength	4	5	5	5	5	6	5	10	10
Fighting Master ^{†‡}	10	7	10	12	12	14	14	25	25
Florentine ^{†‡}	5	1	6	5	5	7	7	10	10
Masterful Parry [†]	4	4	6	6	6	8	8	12	12
Parry [†]	4	4	6	6	6	8	8	12	12
Precise Shot	3	3	2	4	4	6	6	8	8
Smashing Blow [†]	4	5	6	6	6	8	8	12	12
Stunning Blow [†]	4	5	6	6	6	8	8	12	12
Surestrike	2	2	3	3	3	4	4	6	6
Valor of Heroes	5	5	5	8	8	8	8	12	12
Weapon Master ^{†‡}	12	15	15	15	15	18	20	30	30
Weapon Proficiency [†]	4	4	6	6	6	8	8	12	12

* Although these skills have requisites, they can be purchased at character generation without the one day prerequisite.

† Skill has a prerequisite. Please read skill definition to see requisite(s).

Skill Costs by Class (cont.)

Skill	Warrior	Ranger	Archer	Rogue	Bard	Cleric	Shaman	Mage	Necromancer
Scholar Skills:									
1st Aid	5	5	5	5	4	2	2	3	3
Herb Lore	9	6	8	8	8	2	2	2	2
Literacy	4	4	3	2	2	1	2	1	1
Read Magic	8	8	5	6	3	2	2	0	1
Magic Skills:									
Alchemy	12	12	12	8	6	4	5	4	4
Armored Arcanum	-	-	-	-	8	8	12	16	16
Combat Casting	-	-	-	-	14	12	12	12	12
Exp. Alchemy*	16	16	16	10	8	6	7	6	6
Ritual	-	-	-	-	10	9	8	8	8
Scribe Scroll†	-	-	-	-	8	5	7	4	4
Scroll Sage	-	-	-	-	12	7	10	6	6
Thief Skills:									
Assassinate*	7	7	7	4	5	9	9	12	12
Backstab	7	7	7	4	5	9	9	12	12
Clobber†	7	7	7	4	5	9	9	12	12
Disarm Traps	8	8	8	3	5	8	8	10	10
Dodge	6	6	6	4	4	7	7	10	10
Escape Artist	9	9	9	5	6	9	9	7	7
Hamstring†	7	7	7	4	5	9	9	12	12
Identify/Appraise	8	8	8	3	5	7	7	6	6
Lockpick	6	6	6	3	4	7	7	7	7
Pickpocket	8	8	8	3	4	7	6	6	6
Trapmaker	6	5	7	4	5	7	6	8	8
Production Skills:									
Armorsmith	8	8	8	8	8	8	8	8	8
Weaponsmith	8	8	8	8	8	8	8	8	8
Special Skills:									
Wealthy Background	10	10	10	10	10	10	10	10	10
Hero's Stand	20	20	20	30	30	25	25	40	40
Beast Lore	-	7	-	-	-	-	-	-	-
Barbaric Fury*	4	4	-	8	8	8	4	-	-
Tracking	-	0	-	-	-	-	-	-	-
Turn Undead	-	-	-	-	-	4	-	-	-
Flow Mastery*	-	-	-	-	-	-	-	8	-

* Skill has a prerequisite. Please read skill definition to see requisite(s).

† Although these skills have requisites, they can be purchased at character generation without the one day prerequisite.

Appendix 2: Archer Skill Costs

Skill	Cost
Keen Arrow	1
Flame Arrow	3
Frost Arrow	3
Sparking Arrow	4
Piercing Arrow	4
Poison Arrow	4
Stun Arrow [*]	5
Entrapping Arrow	5
Flame Arrow 2 [†]	6
Frost Arrow 2 [†]	6
Sparking Arrow 2 [†]	7
Piercing Arrow 2 [†]	7
Poison Arrow 2 [†]	7
Crippling Arrow [‡]	9
Flame Arrow 3 [§]	9
Frost Arrow 3 [§]	9
Sparking Arrow 3 [§]	10
Piercing Arrow 3 [§]	10

^{*} Skill has a prerequisite. Please read skill definition to see requisite(s).

[†] Requires 2 of the prerequisite arrow, the 1st Circle version, per purchase.

[‡] Requires 2 Stun arrows per purchase

[§] Requires 2 of the prerequisite arrow, the 2nd Circle version, per purchase.

Appendix 3A: Health

Current Health	Effect	Next Step
1	Healthy	Healthy
0	Unconscious for 5 minutes	Wake with 1 Health
-1 to -15	Dying 5 minutes <ul style="list-style-type: none"> • If you receive first aid, go to zero health • If healed, take health granted (i.e. Heal 6 will put you at 6 health) • If no healing, go to -16 	DEAD
-16	If resurrected, go to zero health	Spirit, seek cauldron

Appendix 3B: Being Made Undead

Current Health	Effect	Action	Death Count	Next Step
-16	Dead	Raised undead	Pauses	Now undead
1	Undead	Spell runs out/Released	Continues	Resurrection or cauldron
-1 to -15	Undead	Repair Corpse	-	Still undead for duration of spell
		Dying	Dying 5 minutes	Spirit, seek cauldron
		Spell released	none	Spirit, seek cauldron
-16	Undead		none	Spirit, seek cauldron

Appendix 4: Shaman Medicine

Each Shaman follows a particular totemic path, or medicine. Each of these paths carries certain augmentations. When a Shaman character is created, they choose a totemic path. This path will fall under one of these five categories: Predator, Prey, Scavenger, Avian, or Plant. When a totem is chosen, it will follow one of these paths, and only one.

The shaman chooses 1 augmentation from Tier 1, 1 augmentation from Tier 2, and one augmentation from Tier 3, all within their path.

Shaman Table				
Predator	Prey	Scavenger	Avian	Plant
Tier 1 Abilities				
Edged weapon bonus	Blunt weapon bonus	Edged weapon bonus	Edged weapon bonus	Blunt weapon bonus
Blunt weapon bonus	Bow bonus	Blunt weapon bonus	Bow bonus	Natural Claws
Natural Armor	Natural Armor	Natural Armor	Natural Claws	Natural Armor
Natural Claws	Roll with Blow	Open Lock	Roll with Blow	Open Lock
Tier 2 Abilities				
Backstab	Bard Song	Backstab	Bard Song	Immunity
Tracking	Healing Touch	Bard Song	Mental Strength	Healing Touch
Mental Strength	Beast Lore	Immunity	Healing Touch	Steadfast
Beast Lore	Go to Ground	Go to Ground	Curious Avarice	Tracking
		Curious Avarice		Go to Ground
Tier 3 Abilities (Only under Totemic Avatar)				
Bear Hug	Bear Hug	Bear Hug	Inspiration	Bear Hug
Inspiration	Inspiration	Regeneration	Lure	Regeneration
Serpent's Gaze	Rallying Howl	Serpent's Gaze	Tiger Stalk	Serpent's Gaze
Rallying Howl	Magical Attunement	Magical Attunement	Rallying Howl	Magical Attunement
Tiger Stalk	Lure		Elemental Affinity	Spore Cloud
Blood Lust	Spiritual Link			

Tier 1 Abilities

Choose only one:

Edged weapon bonus: The shaman has an affinity with a single edged weapon. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a **+2 damage bonus** when under Totemic Avatar.

Blunt weapon bonus: The shaman has an affinity with a single blunt weapon. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a **+2 damage bonus** when under Totemic Avatar.

Bow bonus: The shaman has an affinity with a single bow. His affinity can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes his utmost concentration. This results in a +1 damage bonus normally, which becomes a **+2 damage bonus** when under Totemic Avatar.

Natural Claws: The shaman has the ability to use claw to inflict 2 damage. The shaman does not have the ability to enhance these claws with skills, however. Under Totemic Avatar, the claws inflict 4 damage.

Natural Armor: The shaman has 5 armor points of natural armor. During Totemic Avatar, this becomes 10 armor points.

Open Lock: The shaman has the ability to open locks at double the time (that's longer) of the skill Lockpick. While under Totemic Avatar, a lock can be opened in a 3 count.

Roll With Blow: The shaman has the ability to "roll with a punch", and twice per day, may take ½ damage from a physical strike. Under totemic avatar, this ability allows ½ damage from any attack, and twice more per day, for a maximum of four uses per day.

Tier 2 Abilities

Choose only one:

Backstab: The shaman has the use of backstab once per day. Under Totemic Avatar, the shaman's backstab becomes a clobber.

Beast Lore: The shaman has the use of the 1st circle Beast Lore skill once per day. Under Totemic Avatar, this becomes a 2nd circle Beast Lore skill, and one more use per day, for a maximum of two uses per day.

Tracking: The shaman gains the use of tracking. Under Totemic Avatar, this becomes Totemic Knowledge of their quarry, once per day.

Healing Touch: The shaman may lay on hands and produce a healing of 5 health without the use of magic points, twice per day. Under Totemic Avatar, this ability will affect 20 health.

Bard Song: The shaman has the ability to choose one single 1st circle bard song to utilize once per day. Under Totemic Avatar, they may use the song once more per day, for a maximum of two uses per day.

Mental Strength: The shaman is immune to charm spells. Under Totemic Avatar, the shaman becomes immune to all mind-affecting spells and effects, with the exception of those caused by magic items or ritual.

Immunity: The shaman is immune to poisons of any type and amount. Under Totemic Avatar, the shaman is also immune to disease and paralysis. Note that this is not immunity to binding or entangling; only paralyzing effects.

Steadfast: The shaman is immune to immobilization and knockdown effects. Under Totemic Avatar, the shaman may extend this ability to any allies within reach of his weapons/appendages.

Go To Ground: The shaman is able to "hunker down" three times per day, becoming immune to physical strikes. The shaman must stay silent and still, and can be displaced from his position by magic, or by Feat of Strength. Under Totemic Avatar, the shaman is as an animal in its warren, and becomes immune to all damage calls, and cannot be displaced by any means. In this state, the shaman may call out, but must remain still.

Curious Avarice: The shaman is able to ID/Appraise an item twice per day. Under Totemic Avatar, the shaman may ID once more per day, for a maximum of three per day, and may also pickpocket once per day, for a maximum of once per day.

Tier 3 abilities (Totemic Avatar only)

Choose only one:

Bear Hug: Bear Hug works as follows: The shaman may call Bear Hug. At this time they are under the effects of the spell Sanctuary. They can then make their way to an ally and, by maintaining contact, bring the ally under the effects of Sanctuary. The ally may not make a hostile act until released by the shaman, nor leave the shaman's side.

Blood Lust: While under Totemic Avatar, a shaman may activate Blood Lust once in the duration of the spell. While affected by Blood Lust, the shaman gains 10 health, may continue fighting until dead, and gains a damage bonus of 2 to the weapon he is attuned to. However, the shaman may only take offensive actions in this state...the only spells they may use are Attack spells. Any use of other spell types, ritual, discussion, etc. will cause the Blood Lust to leave the shaman. When Blood Lust releases, the Shaman immediately loses 10 health. This effect can only be used for the duration of one battle. Also, Totemic Avatar cannot be dropped and recast to regain this effect.

Serpent's Gaze: This skill has the same effect as the spell Snake's Bite, but does not require a packet strike. The shaman must make and at least momentarily maintain eye contact (eye to eye, not eye to belt buckle) and call Serpent's Gaze. This skill may be used 10 times/use of the spell.

Rallying Howl: Rallying Howl 3 times. This ability works as follows: The Shaman calls “Totemic Rally!” and may need to call a hold. The shaman must then choose one of two effects. Either all of her allies can resist their next strike, or they may choose to call as many of their allies who are willing to the shaman's side prior to ending the hold. This should be done in a timely manner.

Tiger Stalk: As the Shaman stalks his target; he is Untouchable as per the Cleric/Shaman spell Sanctuary. When he engages his opponent, combat is single, one-on-one. Allies may not assist the target, although summoned or controlled minions/creatures can, as long as the target controls them.

Magical Attunement: While the Shaman is under Totemic Avatar, they may cast spells at ½ cost.

Regeneration: The shaman gains the ability to regenerate, gaining 2 health points per minute, never to exceed their normal maximum health.

Spiritual Link: While under Totemic Avatar, the shaman may cast Aid spells with a linked companion. This companion is nominated at the casting of Totemic Avatar, and may receive Aid spells from the shaman as long as they are able to see and hear the shaman. Holds will not be called to deliver these spells.

Spore Cloud: While under Totemic Avatar, the shaman gains the ability to emit a cloud of spores that choke and irritate his assailants. Three times per day (maximum) the shaman may take ½ damage for the remainder of a single battle/encounter by calling Spore Cloud.

Elemental Aspect: The shaman gains a deep affinity for a single element. As Totemic Avatar is cast, the shaman declares an element (fire, shock, frost, acid or magic). While their Totemic Avatar spell lasts, the shaman takes only 1 point of damage per attack using that elemental damage call.

Lure: While under Totemic Avatar, the shaman has the ability to make herself the sole focus of her enemies. The shaman calls Lure, and should role-play this much as a bird will squawk and portray itself as wounded to lure a predator away from its young. Enemies will remain focused on the shaman until the end of combat or until the shaman is down, mostly to the exclusion of all else. Some larger, more powerful enemies may be immune to this power, and if attacked by someone other than the shaman, the enemy will defend itself.

Example: Wren is a Plover Shaman of the Avian path. Seeing that her friends are in trouble by quite a large change troll and some goblins; she casts Totemic Avatar, and calls “Lure!”, dropping her arm to the side and hopping back and away as if an injured bird. As the goblins change direction to come towards her, her allies can focus on the troll. When the goblins get close enough, they start to attack, and Wren drops the Lure to fight them.

Inspiration: Up to 10 of the shaman’s allies become immune to charm and mind control while the shaman is in sight. The shaman nominates these 10 at the casting of Totemic Avatar, and they must be in sight at the time.

Example of Choosing a Totem: As an example, Bob has chosen to be a seagull shaman. First, he must decide what aspect of this creature to adhere to. Will it be a Scavenger, or an Avian? Bob can choose one of these, but he may not choose something that falls outside the scope of this creature, such as Plant. Bob decides upon the Avian path.

Next Bob chooses his totemic abilities. He may select the entry “bow bonus”, as it is within the avian path, but he may not choose open lock double/3 count because it is not available to his path. As a tier 2 selection, he chooses Lay on Hands, and as tier 3 he chooses the elemental aspect. Another seagull shaman might choose different abilities, and this is perfectly OK. The totems have many different wisdoms to teach their shamans.

Appendix 5: Cleric Paths

A cleric may choose to follow a certain aspect of their Deity, becoming more specialized in one area of influence. There are six paths that a cleric can choose from: General, Life, Monastic, Retribution, Battle, and Dark. The General path gives no inherent advantages or disadvantages. All others have advantages and disadvantages associated with the path type.

If a spell falls under two categories, and one of those categories is in the cleric's path, that category is the one used.

Example: Both Lena and Geade have the spell of Weakness. Lena however follows the Battle path and Geade follows the path of Life. For Geade, casting Weakness would be a cost of 10 magic points (one higher), but for Lena, the cost is 6 magic points (one lower) since Weakness is considered both attack and augmentation.

Life

A cleric of the Life Path concentrates on the beauty and sanctity of life in the world. The aim of a life cleric is typically to help everyone; they are of the belief there is good in every living thing, and they can find it and give it succor. To them, the undead are abhorrent, and should be destroyed. Life clerics typically shy away from hurting the living, so their focus has caused a decline in their ability to cast Attack spells (unless those spells are specifically against the undead.)

Spells that affect undead are cast at one lower spell level (2 fewer magic points), and Aid spells are also cast at one lower spell level to a minimum of 1 magic point for level 1 spells. Conversely, Attack spells are cast at one higher level (2 more magic points) to a maximum of 20 magic points for level 9 spells.

Note: Casting at one higher or lower spell level is only used for casting, not scribing scrolls.

Monastic

A cleric that has chosen a monastic path is very nearly a pure scholar. They venture out into the world not for adventure, but for research or tasks. Their training has taught them *how* to do things, but they are short on practical application. The expertise of a monastic cleric lies in the lab or the scribing table; not on the field, and weapons for them are cumbersome and unwieldy.

Augmentation spells are cast at one lower spell level to a minimum of 1 magic point for level 1 spells, and Monastic clerics receive a craft point bonus of 2 CP/buy on their production skills. Conversely, any weapon a Monastic cleric uses delivers half damage, *rounding down*.

Note: Casting at one higher or lower spell level is only used for casting, not scribing scrolls.

Retribution

Whether working for righteous judgment or simply furious vengeance, this path is often entered by a traumatic experience. These clerics typically espouse that justice is blind, sometimes even to mercy. This path grants a damage bonus of one to a single weapon. The cleric's affinity for a weapon can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes utmost concentration. Additionally, mind control spells are cast at one less spell level, to a minimum of 1 magic point for level 1 spells. Aid spells, however, are cast at one higher spell level to a maximum of 20 magic points for level 9 spells.

Note: Casting at one higher or lower spell level is only used for casting, not scribing scrolls.

Battle

A battlepriest is dedicated to working their Deity's will with brute force. To this path, the battlefield is as much a temple as an altar; a vanquished foe is its own prayer.

This path grants a damage bonus of one to a single weapon. The cleric's affinity for a weapon can be re-tuned to a new weapon almost instantly, but never during a battle (or even within eyesight of an enemy) as it takes utmost concentration. Also, this weapon cannot be destroyed, disarmed, or used against the cleric. Armor spells are cast at one less spell level, to a minimum of 1 magic point for level 1 spells. The battlepriest is not able to cast the spell Sanctuary in any way.

Note: Casting at one higher or lower spell level is only used for casting, not scribing scrolls.

Dark

Some clerics admit what nobody else will: there is a darker side to everyone and everything. While a dark cleric might not necessarily be evil, they will always work to advance the darker interests of their Deity, and to keep their divine secrets.

Attack spells are cast at one less spell level (excepting those specifically attacking undead). Their darker nature creates a lessened ability to combat the undead, so their Turn Undead ability only produces half damage, and any spell meant to target undead is cast at one higher level, to a maximum of 20 magic points for level 9 spells. The Dark cleric also is gifted with the ability to nominate one Protected Lie. The cleric has the ability, once a day, to lie about one person, place, or thing. They are immune to all coercions to attempt to discover the truth about that one person, place, or thing – be it means of alchemical or magical nature. It is suggested that the cleric write this lie down and keep it with them at all times, so it can be checked by a dev or ref if need be.

For example: Mykel the cleric steals Bob's hat from the Tavern. No one sees Mykel steal the hat, so Mykel nominates the hat as his lie for the day. Any questions about the hat will fall under the Protected Lie. Even a truthspell cannot bypass the Lie.

However, Mykel cannot protect a lie about anything else that happened in the tavern except for the hat, nor can he protect any other lie about the hat, related to stealing it, or any lie about the person he stole it from if it is not directly related to the hat.

These lies do not stack. If the cleric steals the hat on day one and wants to have the lie protected on day two, they must make that the lie for the day. They cannot nominate another lie until the next event. The cleric cannot change the lie in the middle of the day. If a lie about the hat started mid-day on Saturday, Sunday morning the Lie is no longer protected, unless the cleric chooses that Lie to be the Protected Lie for the day.

Note: Casting at one higher or lower spell level is only used for casting, not scribing scrolls.

Forbidden Paths

Each of the Deities may embody more than one path, but each has one path that they will naturally abhor. The following list shows the path that a cleric of a Deity may not choose.

Arum	Battle
Bellumas	Life
Branwen	Retribution
Credne	Battle
Cailleach	Battle
Flydias	Retribution
Fryja	Dark
Glom	Monastic
Iggun	Retribution
Lugh	Dark
Macha	Life
Mystiara	Battle
Oshun	Battle
Pendras	Monastic
Sylvane	Retribution
Stryde	Monastic
Yael	Life

Appendix 6: Magic Items

Here are some examples of magic items and their bonuses. This is not an exhaustive list.

- **Eldritch:** Adds the ability for magic damage to a weapon.
- **Silver:** Adds the ability to harm lycanthropes and other magical beings
- **(Weapon) of Flame, Frost, Lightning, Divinity, etc.:** Adds a quality to the weapon, detailed on the item card...for example, a Mace of Flame would do 2 Fire damage.
- **Weapon of Great (elemental quality):** Adds a more potent quality to the weapon, detailed on the item card...for example, a Mace of Great Flame would do 4 Fire damage.
- **(Item) of Life:** Adds health to the bearer as long as it is in their possession. For instance, someone wearing an Amulet of Life might have a bonus to their Health of 5.
- **(Item) of Power:** Adds magic points to the bearer as long as it is worn.
- **Skull (Weapon):** Bears the ability once daily to paralyze one opponent for a 15 count, as the spell Ghoul Touch.
- **Vampiric (Weapon):** Gives the ability twice daily to transfer the health from target to bearer, same amount as base damage dealt, for the duration of one battle.

Appendix 7: Spell Primers

Here are some suggested spell primers: Note that it would be considered loopholing to have a one-syllable primer...use these as guidelines.

Dark Magic (Necromancer)

By Dark Power...
From the Other Side...
From Beyond the Veil...
With Secret Power From Sacred Darkness...
At Death's Door...

Divine Magic (Cleric)

By (deity)'s Might...
With (deity's) Blessing...
By Divine Light...
By (deity) 's Grace...

High Magic (Mage)

With Arcane Might...
By Magic's Kiss...
By my Power...
With Magic's Fire...
From the Mystic Forge...
From the Celestial Pool...
From the Realm of Magic...
From the Weave...

Natural Magic (Shaman)

With Nature's Aid...
By Nature's Wrath...
By Fire's Fury...
With Icy Breath...

Appendix 8: Spell Types

Alchemical potions fall under the same restrictions as spells.

Example 1: If Mykel ingests a spell reflection potion, and asks someone to cast Iron Skin upon his person next, the Iron Skin spell will fizzle and have no effect and the magic points are lost. Both the Spell Reflection potion and Iron Skin fall under the same category of Reflection/Negation.

Example 2: If Bob is has someone cast Eldritch Armor on his person and drinks the armor potion he has as well, the potion will have no effect, since it falls under the same category as the Eldritch Armor spell. Both are considered an Armor Spell of a Physical nature.

Necromancer	Cleric	Mage	Shaman	Alchemy
Armor Spells-Physical				Alchemy
Bone Armor	Armor of Reliance	Armor	Barkskin	Magic Armor
Undead Armor	Faith Armor	Eldritch Armor	Greater Stoneskin	
Wraithform			Stoneskin	
			Dragonhide	
Armor Spells-Magical				Alchemy
Spellsteal	Lesser Spellblock	Spellshield	Grounding	
Wraithform	Divine Spellshield	Greater Spellshield		
	Holy Shield	Iron Skin		
Reflection/Negation Spells				Alchemy
Wraithform	Shield of Faith	Shield	Dragonhide	Spell Reflection
	Holy Shield	Mirror Shield		
	Spell Mirror	Greater Mirror Shield		
	Brothers in Arms	Iron Skin		
		Spell Reflection		
		Weapon Ward		
Attack Spells: Stackable				Alchemy
Chill Blood	Searing Sun	Burning Dart	Fire Nut	Acid Fog
Disrupt Undead	Spear of Sunlight	Chill Touch	Call Lightning	Immolation
Life Leech	Weakness	Magic Missile	Weakness	
Soulless Strike	Banishment	Acid Strike	Flame Strike	
Grave Grope	Flame Strike	Disarm	Snake's Bite	
Dark Bolts	Harm	Bolt of Lightning	Witherstrike	
Decaying Lance	Smite	Firestrike	Harm	
Spectral Grasp	Warding Glyph	Icestrike	Weakness	
Death Bolts	Weakness	Manaspear	Metal Melt	
Dust to Dust	Curse	Rustrime	Fire Storm	
Grave Dust	Holy Light	Bolt of Flame	Wyvrenstrike	
Death Strike	Fire storm	Dark Bolts	Dragon Breath	
Wail o Banshee	Spirit Blight	Unerring Mana Strike		
Ghoul Touch		Bladestorm		
		Eldritch Rune		
		Flame Shroud		

Spell Types (cont.)

Necromancer	Cleric	Mage	Shaman	Alchemy
Attack Spells: Stackable (cont.)				Alchemy
		Banish		
		Hellstorm		
		Rimeshroud		
		Eldritch Storm		
		Dragon Breath		
		Death Strike		
		Doomlance		
		Hell Blast		
		Manastorm		
Binding Spells: Stackable				Alchemy
Ghoul touch	Doomwail	Stun Strike	Entangle	
Immobilize Undead	Holy Word	Fumblefoot	Greater Entangle	
Grave Grope		Binding Entanglement		
Doomwail		Rimeshroud		
Spectral Grasp				
Wail o Banshee				
Elemental Affinity Spells				Alchemy
	Endure Elements	Endure Fire/Frost	Endure Elements	
	Resist Acid		Resist Acid	
			Protect From Elements	
			Elemental Mirror	
			Elemental Affinity	
Aid Spells				Alchemy
False Vitae	Lesser Healing	Awaken	Lesser Healing	Healing Draught
Repair corpse	Light Healing		Light Healing	Restoration
Life Leach	Blessing		Blessing	Curing
Vampiric Weapon	Cure Disease		Cure Disease	Greater Healing
Repair Dead	Healing		Awaken	Greater Restoration
Unfetter Undead	Awaken		Healing	
	Great Healing		Great Healing	
	Restore		Restore	
	Healing Circle		Healing Circle	
	Resurrection			
	Remove Curse			
Mind Control Spells: Stackable				Alchemy
Fear	Truth	Confusing Befuddlement	Fog of War	Hallucination
Puppet Master	Command	Sleep	Sleep	Truth Serum

Spell Types (cont.)

Necromancer	Cleric	Mage	Shaman	Alchemy
Mind Control Spells: Stackable (cont.)				Alchemy
	Fog of War	Dominating Command		Sleep Gas
	Inquisition	Enthrall		
	Sleep			
	Divine Poppet			
Augmentation Spells				Alchemy
Skeletal Claws	Bless Weapon	Ogre Strength	Strength of the Bear	Strength
False Vitae	Blessing	Flame/Frost Weapon	Blessing	Weakness
Grave Weapon	Brothers in Arms	Greater Ogre Strength	Bear Claws	Blade Ichor
Vampiric Weapon	Holy Weapon	Spellhold		Thievery
Delay Death				
Unfetter Undead				
Special Spells: Stackable				Alchemy
Curse of the Ghoul	Sanctuary	Repellence	Sanctuary	Poison 1 st Circle
Curse of Virtue	Delay Poison	Silence	Delay Poison	Poison 2 nd Circle
Wall of Souls	Dead Man's Tale	Force Wall	Purify Poison	Poison 3 rd Circle
Corpse Puppet	Repel	Spellsever	Dispel Magic	Antidote
Control Undead	Purify Poison	Dispel Magic	Totemic Avatar	
Soul Bind	Condemnation			
	Dispel Magic			
	Silence			
Utility Spells				Alchemy
Call Undead	Light	Light	Light	
Animate Zombie		Lock		
Grave Ward		Mage Lock		
Sleep of the Dead				
Animate Dead				
Animate Undead				
Summon Shadows				
Summon Mummy				
Summon Wraith				

Appendix 9: Resist/Reflect Table

Type of Resist	Effect
Resisting Physical	
Reflect	The reflect mechanic may only be applied to damaging strikes inflicted by weapons or natural weapons. No special effects may be resisted or reflected. For example, clobber cannot be resisted, nor can hamstring.
Resist (Spells 5 th level and below)	Any spell of 5 th level or below that would allow the recipient to resist physical attacks may only be applied to damaging strikes inflicted by weapons or natural weapons. No special effects may be resisted or reflected.
Resist (Spells 6 th level and above)	Spells of 6 th level and higher may be used to resist special physical attacks, which are vectors for other abilities. (For example, assassinate and stunning blow would be resisted.)
Resisting Magical	
Spell Reflection	This ability reflects a spell that successfully strikes back upon its caster. Reflected spells are not reflected again but are simply resisted instead. This may only affect *spells* (things with incants, mana costs, etc) and not other special powers. Does not affect spells with a bypass call.
Magic Resistance	This allows you to ignore the effect of a spell. This may only affect *spells* (things with incants, mana costs, etc) and not other special powers. Does not affect spells with a bypass call.
Elemental Resistance	Regardless of level, provides the detailed resistance to the specified element, regardless of delivery. The damage call defines the element, and thus whether it is eligible to the resist. For instance, Endure Elements, cast to protect against fire...whether hit by a sword of flame, a fire based spell, or an immolation potion, the resistance applies (though in this case, to a max of 8 damage). For example: Jerry casts elemental immunity to fire on Darius. Darius is hit by an immolation potion for 24 fire damage. Because of the cleric spell placed upon him, he only takes 16 of that damage.
Racial Magic Resistance	As magic resistance above, but may also ignore spells that have a bypass call.

Appendix 10: Beast Lore

Beast Lore 1

Ranger must be in (or get in) the beast's face, within 8 feet and directly in line of sight and remain still and looking at the Beast. The ranger may not be currently aggressive. Neither the Ranger nor the Ranger's allies may aggress the beast or do anything that will go against the creature's currently major motivation and/or desire. (This "motivation and/or desire" will be determined by the plot crew for every individual situation, which will be known by the crew member playing the monster).

Call: Look at me, Beast, Look at Me! Beast Lore Level 1!

Example: A spider is protecting a live girl it is saving for it's soon to hatch young (the spider's major motivation and/or desire). A Level 1 Beast Lord must get right up into the spider's face, with their weapon at their side and calls "Look at me, Beast, Look at Me!. Beast Lore, Level 1!" As long as the Ranger doesn't raise their sword to the spider and remains still and full attentive to the spider, as long as the Ranger's allies did not make any aggressive moves toward the spider, and as long as the Ranger's friends did not make a move to rescue the girl, then the spider will remain fixated on the Ranger's visage.

Beast Lore 2

The Ranger may distract an aggressing animal from its focus of aggression from within 20 feet; the Beast does not have to be looking at the Ranger. Once gaining the beast's attention, the ranger may move about slowly, as long as their major focus is the beast, and neither they nor their allies make an aggressive move upon the animal. The Ranger's allies may make moves that go against the Beast's major current motivation and/or desire with limited affect (to be determined by plot crew).

Call: Look at me, Beast, Look at me! Beast Lore, Level 2!

Example: The spider in the above example is attacking a poor mage who can do little more than defend himself; and run. The Ranger tells the mage, "I am going to reason with the Beast mage, get away from it! Look at me, Beast, Look at Me! Beast Lore, Level 2!" The spider stops attacking the mage and focuses its attention on the Ranger, moving towards it out of curiosity. The Ranger moves slowly to get the spider away from the girl. The Ranger's allies can now go and free the girl. The spider won't take its

attention away from the girl entirely, though, and as soon as the girl is free, then it will realize what is going on and attack. However, if the Ranger's allies attempt to make any move on the Spider's eggs (whether real or only perceived as such by the spider) then the Spider will attack. The eggs mean too much to the spider to allow such a low level Beast Lord to distract it from them.

Beast Lore 3

The Ranger may distract an aggressing beast from battle, even if it is currently being attacked, from within "earshot" of the Beast. The Ranger may move about slowly and even look away from the animal for short periods of time. The Ranger's allies may move against the Beast's major motivation and/or desire with complete impunity, but may not aggress the Beast. The Ranger, on the other hand, may make the first attack against the Beast before it 'realizes' what is happening. Once the Ranger does damage to the Beast, it will attack.

Call: Stop, ye wild Beast! I am your Lord and Master!

Example: The above spider is engaged in intense combat with a great warrior, and the spider is winning. The Ranger calls out to the warrior "My friend, you must trust me, do not attack the beast once it turns away! Stop ye Vile Beast, I am your Lord and Master!" (The Ranger could have accomplished this from clear across the field, as long as the crewmember playing the spider heard it, and the warrior didn't attack the spider once it turned away) The spider now turns away from the battle and begins moving toward the Ranger out of curiosity. The Ranger turns his attention to his allies for a brief moment and says, "Get the girl, and take the eggs while your there. I know a crazy old fool who will pay money for them." His friends do as such, and, as they clear the area, the Ranger raises her sword, putting all his might and resources (maybe a spell or potion on the sword) into this one strike. "You will menace this town no more, you eight legged freak!!!" He strikes the spider with a mighty blow before it knows what is happening, which is just enough of an advantage the Ranger needed to defeat the spider in the end.