

TRIUMPH LARP:

**Cleric's
Handbook
4.0**

Character Creation Worksheet: Cleric
Name:

Health: (6) Magic: (4) Race:

Free Skill: Turn Undead

Starting Skills Worksheet: 20 Points to spend.

Racial Modifiers

Health 5

Magic 5

Weapons Skills:

1hand Edged 6

1hand Blunt 5

1 1/2 Hand Edged 6

1 1/2 Hand Blunt 6

2 Hand Edged 9

2 Hand Blunt 9

Bow 7

Crossbow 6

Polearm 9

Staff 3

Small Weapons 3

Thrown Weapons 3

Shield 6

Fighting Skills:

Armor Maintenance 5

*Dirty Fighting 7

*Disarm 8

*Dual Weapons 5

Extra Armor 8

Feat of Strength 6

*Fighting Master 14

*Florentine 7

*Masterful Parry 8

*Parry 8

Precise Shot 6

*Smashing Blow 8

*Stunning Blow 8

Surestrike 4

Valor of Heroes 8

*Weapon Master 18

*Weapon Proficiency 8

Scholar Skills:

1st Aid 2

Herb Lore 2

Literacy 1

Read Magic 2

Magic Skills:

Alchemy 4

Armored Arcanum 8

Combat Casting 12

*Exp. Alchemy 6

Ritual 9

Scribe Scroll 5

Scroll Sage 7

Thief Skills:

Assassinate 9

Backstab 9

*Clobber 9

Disarm Traps 8

Dodge 7

Escape Artist 9

*Hamstring 9

Identify/Appraise 7

Lockpick 7

Pickpocket 7

Trapmaker 7

Production Skills:

Armorsmith 8

Weaponsmith 8

Special Skills:

Wealthy Background 10

Hero's Stand 25

Barbaric Fury 8

Turn Undead 4

*Skills with Prerequisites. See Below. All other skills must be held for one day before purchasing again, except for Health and Magic.

Prerequisite Paths:

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 Day-Weapon Proficiency-1 day-Parry-1 Day-Parry-1 day-**Disarming Strike**

1 hand Weapon-Florentine-1 day-**Dual Weapons**

A weapon Skill-**Weapon Master**

Weapon Proficiency-1 day-Parry-1 Day-Parry-1 Day-Parry-1 day-**Masterful Parry**

Weapon Proficiency-Feat of Strength-1 day-**Smashing Blow**

Smashing Blow-1 day-**Stunning Blow**

Surestrike-1 Day-Surestrike-1 Day-Surestrike-1 day-**Weapon Proficiency**

Backstab-1 Day-Backstab-1 Day-**Clobber**

Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-Backstab-1 Day-**Hamstring**

Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-Alchemy-1 Day-**Exp Alchemy**

The above worksheet, and the handbook that follows, is intended as an aid in character creation. It should in no way replace the manual. It is your duty as a player to familiarize yourself with the manual, especially those rules governing safety, combat and cheating, much of which can be found in the first two pages of the manual.

Using the Character Creation Sheet

A Character Creation Sheet can be found on the second page of this handbook. This is to help with the initial creation of a character. After reading the manual and using this handbook and the appropriate Race handbook to fill out this sheet, you can then email it to the dev crew (place an X next to each skill you have chosen then cut and paste the entire sheet into an email) or bring the hard copy to your first event. First fill in your name. This sounds easy, but put some thought into it. Remember, you are going to have to answer to it. On the next line, you will find the health. You begin with 6, which you will find in parentheses. Add to this any modifiers you get for your race and any additional health that you have purchased with your Triumph points (for which you will receive 5 additional per purchase). After adding all these numbers up, write your health in the blank spot. This is how much damage you can take, less armor, the value of which will be assigned at each event. Next you will find the slot for your magic points. You receive 4 which you will find in parentheses. As with health, add to this any modifiers you get for your race and any additional magic that you have purchased with your Triumph points (for which you will receive 4 additional per purchase). Next is the slot to mark your race, next to which is a box that you may write down your racial modifiers, both advantages and disadvantages. The chart in the middle of the page lists all skills that are available to a Cleric and their cost, along with a slot for any additional skills that are available to specific Races. Remember to apply any and all racial modifiers to skills costs. All skills requiring a prerequisite are marked with an asterisk. Please refer to the manual for a better understanding of these prerequisites and a simple chart has been provided to help you better understand the requirements to reach some of these prerequisite skills. Note that you must have some skills for an entire day before you can purchase that skill again or moving on to the next level. A step on the prerequisite path is marked one day after each of these said skills.

The Cleric's Path

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.) Warriors for their gods, they make their way in the world of Lantai as adventurers by using their faith as their weapon. They know in their hearts that the fight they fight is the good fight and that, win or lose, they do their god's bidding and are at the mercy of their god's will. This handbook, along with a Race handbook of your choice, is intended to aid you in becoming that person. It includes some of the rules you need to be the most familiar with and a few tips and suggestions on game play. This should in no way replace the reading of the actual game manual. This handbook is merely an additional resource. In fact, if you haven't read it yet, put me down and go do that now, especially the first two pages. You will also find here a few stories and legends from the world of Lantai about Clerics. These would be familiar to most characters that have chosen the Cleric's path and may also help in giving some inspiration in creating a background for your character. Remember, the more rounded out your character's persona, the better your experience will be. The story being told is made up of its characters, and you are about to be one of them. The motto of the development team (who aids in bringing this story to life) is, "We will make you laugh, we will make you cry, we will make you scream, but most of all, we will make you a hero." So, welcome to Lantai, welcome to Fairhame, and may you Triumph.

You and Your Magic

Clerics come in two basic flavors, the healer and the warrior. Whichever direction you choose as a cleric, one truth remains; your magic is still the primary source of your power. This is especially true of a magical ability unique to Clerics: Turn Undead. This is a powerful magic that is used like a skill instead of a spell. Understanding all of your magic is essential to your survival. From basic utility spells to spells for offensive and defensive purposes, magic is how a Cleric gets by in a life of adventuring. You must spend much time studying your spells (as well as your weapons, if you intend on being a warrior style cleric). You must memorize not only what to say in order to successfully cast a spell, but also be very familiar with its effects and limitations. It is a wise Cleric who spends much time daydreaming of the myriad of different scenarios in which a spell may be useful, especially applications that are not readily apparent. You must keep in mind your Health when creating your character and deciding what sort of Cleric you are going to play. It is unlikely that you will be able to start off as a front line fighter, even if that is your ultimate goal. Also keep in mind that most of the Cleric's spells, especially the lower level spell, are designed to aid in the defense of the Cleric or their allies, or to aid their allies in combat (as opposed to aiding the Cleric directly.) If any of this does not appeal to you, you may want to consider another Character Class.

Spell Casting

Your single most important ability while playing Triumph will be your ability to effectively and correctly cast spells. Please read the Magic section of the Manual and become very familiar with it. Let us take the 4th level Cleric spell, "Flame Strike", as an example. It is a 4th level spell which does 16 fire damage and is delivered by a packet. To cast this spell, you would begin with the primer followed by the incantation then the call. Examples of primers can be found in Appendix 6 of the Manual and have been repeated here in this Handbook for your convenience. "By Holy Might" is a good example, but you could also use something like "In (insert Deity's name here) name," or "With the Wrath of (Deity)", but let's keep it simple and stick with the first one. So, take the spell packet in hand and say "By Holy Might I strike with divine flame" While the primer can be personalized to you, the incantation must be repeated exactly as it is written in the Manual. Once you have finished 'summoning' the magic by saying the primer and incantation, you may throw the spell packet at your target, but no earlier. If your packet strikes your target, then call your effect by saying "16 Fire!" Unless your target has some sort of immunity to either Fire or Magic, then they must take 16 points of damage away from their total Health and/or Armor. You should then subtract 8 points from your total available Magic points (a second level spell would take 4 points, a third would take 6 points, and so on), even if the packet missed or the spell was ineffective. If your packet strikes your victims loose fitting clothing, like a cloak or flowy skirt, their shield, weapon, or anything else they are holding or are in possession of, then the victim must take the effect of the spell. Not all spells need a packet strike to be successful. Some simply need the Cleric to Prime and Incant the spell, point at the target, and make the call. These are commonly known as point and click spells, and are quite useful to the Cleric, and quite annoying to the victim. Other spells need to be delivered by touching the target. Please keep in mind that we do not allow strikes done with actual hands and feet. If a spell must be delivered to a foe by touch during combat, be extremely careful and/or consider using a boffer. A foam 'noodle' 4 to 6 inches in length would do just fine. One other thing to keep in mind; typically, spells of different types may stack effect, while those of the same type may not. For instance, a mage could be under the effect of "Ogre Strength", "Weapon Ward" and "Shield", but not "Ogre Strength" and "Greater Ogre Strength".

Turning 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. Each Cleric starts off with this skill, but each additional purchase must be done at a cost of 4 Triumph. This may be used once per day per purchase and will destroy up to 30 Health worth of undead. It may affect multiple undead, or it might just make one angry. This skill always works from weakest to strongest in cases of multiple targets. Here's how it works. Zombies out of nowhere! After the initial screams, your allies gather themselves and their weapons and begin attacking. You stroll calmly into the thick of battle, look disgustedly upon the visage of the dozen or so Zombies, and say "By (deity's) Might I Banish You!" Because there is such a cacophony due to the large number of persons in the combat, no one hears the call clearly (which you expected) and, thus, you call a hold. You announce politely that you just called "Turn Undead" and give the NPC crew a second to confer and calculate. Once they decide who will be taking what portion of the 30 points of damage, play resumes, and 6 of the Zombies fall flat on their faces immediately. You have purchased a second "Turn Undead" and, since it is close to Dawn and you are tired, you repeat the process a second time. This time when the game resumes after the hold you called, the remaining Zombies fall flat on their faces. You turn and walk back to your bedroll and go back to sleep.

Scrolls and Potions

Your magical abilities are not just limited to your spells and Magic points. Oh no, there's more. Scrolls extend your spell casting ability. They not only extend them for you, and allow you to cast more spells; they also allow others to cast your spells as well. This is not only useful in surviving, but can also be used to make a living. In addition to the skill *scribe scroll*, which allows you to write spells onto scrolls to be cast later (marked with a triangle), there is also the skill *scroll sage*. A scroll sage is capable of writing a spell onto a scroll, which another Cleric may then make a part of their own Repertoire. Alchemy is a skill that allows you to make potions. Though different from spells, potions are considered a magical ability with many of the same or similar effects. Potions are also important components in many traps and can be used with devastating effect. Experimental alchemy gives you the possibility of creating new, wondrous, and completely unique potions, extending your magical abilities even further. All of these skills can be purchased sequentially, each purchase giving you greater capacities in both quantity and quality of the product you are making. The Production section of the Manual (as well as a separate pamphlet) details all of these skills further. Close consideration should be given to purchasing these skills, as they are a common part of most Clerics' arsenals. Please give this section careful scrutiny before creating your character.

Divine Magic: Cleric Spells

This compendium of spells has been assembled by some of the most notable clerics in Lantai. The format is a bit different than in the manual, as these descriptions are a bit more in depth than can be found there. We've added the type of spell (touch, packet, point and cast), and notes from one of the famed clerics.

Contributing clerics are:

Dulseth, Tuatran cleric of Yael

Paramir, Elven cleric of Mystiarra

Dwal'then, Gre'shal cleric of Freyja

Saillana Windsong, Human cleric of Oshun

Grundy Flamehorse, Barbarian cleric of Bellumas

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

Notes: Sword arms are mighty in my tribe.

Blessing the weapon makes them mightier.

~ Grundy

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

Notes: When one is poisoned, it is our blessing to be able to slow that poison's affects. This is effective field treatment until an antidote can be provided. ~ Paramir

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

Notes: Being able to withstand elemental attacks will keep you out of my master's realm. Let flame befall you, frost caress you, the lightning crash...if protected by this spell, you will not be concerned.

~ Dulseth

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

Notes: A priest has the ability to heal. Our gods are powerful to give healing powers. This is the least of the healing spells a priest may use, and will heal a light wound. ~ Dwal'then

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

Notes: *Even in the night, there is beauty that can only be seen in the light. This spell will provide that light.* ~Saillana

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

Notes: *Faith is strong. A shield of faith is strong also. Prepared for battle with sword and shield, and shield of faith, a foe's first strike is like a gnat's sting. Is nothing.* ~Grundy

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

Notes: *The spirits of the dead have tales to tell. This spell will enable you to hear those tales, and then the spirit may move on, to Yael's realm, or into Iggun's cauldron.* ~Dulseth

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

Notes: *A cleric is often called to fight. A cleric is less armored than a warrior. With Faith Armor, a*

cleric can be better protected in battle.

~Dwal'then

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

Notes: *A...close friend of mine, a warrior with long black hair, prepared to take a challenge from another warrior. I had heard my man's foe had a mage friend that like to ensure victory. His surprise was delicious when his burning dart stopped cold upon touching that beautiful warrior of mine.* ~ Saillana

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

Notes: *This spell is a bit more powerful of a healing, and will close a larger wound. It is always of amazement to me to watch flesh mend under the power of my lady.* ~Paramir

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 repellence.
Call: I repel you!
Duration: Indefinite, caster controlled.

Notes: *Oh, there comes a time when something ugly will try to attack you. Repel allows you to keep them at bay until they can be dealt with, hopefully by someone with a strong arm.*

~Saillana

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

Notes: If enemy casters are afield, or monsters that have acidic attacks, this spell will keep you alive, more glory to the war goddess. ~ Grundy

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.

Notes: Useful in interrogation, gain the truth from a being. Also fun to the unsuspecting, one who does not know they're about to tell the truth...it is amazing what one will reveal in conversation. ~ Paramir

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

Notes: A cleric knows when battle approaches. A cleric can bless his companions, and keep them hale and hearty for longer. ~ Dwal'then

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

Notes: Even on the door to death, the diseased can find aid. One who has been cursed, or stricken by a mummy, or contracted plague, can avoid the domain of death, of mighty Yael ~ Dulseth

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

Notes: On the field of battle, wounds can be grievous. This is more powerful healing for those nasty wounds. Get the warriors back into the fight! ~ Grundy

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

Notes: This spell will purge all poison from the body, or from its raw form. It is useful in preventing assassins from completing their dark work. ~ Paramir

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

Notes: The most ugly thing I've ever seen are undead. The light of the pure sun, of purest beauty, can destroy them. ~ Saillana

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

Notes: The ability to harm a foe from a distance is a good one. But of equal import in this spell is the ability to heal an ally, without the need to be in physical contact. A very important spell to keep in one's repertoire. ~ Paramir

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

Notes: A cleric can be faced by a mighty foe, strong of arm. A cleric is smart to remove a foe's strength. ~ Dwal'then

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 it's 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

Notes: Making war is of honor, but demons and the like know no honor. They exist elsewhere, and should not exist here. The Banish spell send them away. ~ Grundy

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

Notes: At times, the realm of death calls strongly. This spell will prevent one from being healed, bringing them closer to Yael's realm. ~ Dulseth

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)

Notes: I have magic. Enemy might have magic, also. Protected from magic, I can defeat my enemy, to the glory of the War Goddess. ~ Grundy

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

Notes: A cleric receives many blessings from their gods. The blessing of fire is a curse to a cleric's foes. This cat has turned many a goblin into a pillar of flame to light the night. ~ Dwal'then

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

Notes: The healing spells are a cleric's domain, the ability to prolong life and give comfort a gift from the gods. This spell is the greatest of the simple healing spells, and will undo much grief. ~Paramir

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

Notes: It is important to protect yourself. You never know what will come your way in a battle. Or in a dark alley. ~Saillana

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 10m

Notes: A cleric is wise to be able to command. No will is too strong for a god to dominate. No truth is uncovered, no way blocked for long. ~Dwal'then

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

Notes: Care must be taken when resorting to the doomwail, it will immobilize all who hear it. Useful when surrounded by enemies, or when trying to halt a particular action. ~Paramir

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

Notes: Battle is always confusing. Battle can be more confusing, more satisfying, if the foes are in confusion. This spell will keep foes off balance. ~Grundy

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

Notes: When the truth must be found out, we use whatever we must. Sometimes beguiling is enough, at other times magical compulsion is necessary. ~Saillana

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

Notes: The ability to silence an opposing spellcaster, or even a bard, can be quite a blessing indeed! ~Paramir

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

Notes: This cat knows that the sentry can be made to sleep. A cleric can defeat a foe by finishing their business without harming the foe. ~ Dwal'then

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

Notes: The domain of healing is only one step removed from taking that health away. The Harm spell brings a hated enemy one step closer to Yael's gates. ~ Dulseth

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/chemical 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

Notes: One must work to preserve one's beauty...especially when a goblin tries so hard to remove it. I always keep handsome fighters around for the goblins, but I keep this spell ready for the times when the foe gets too close. ~ Saillana

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

Notes: Bring health to the almost dead. Make them healthy, like before the battle started. ~ Grundy

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

Notes: Be it done by a 'goodly' or an 'evil' priest, the Smite spell calls down the fury of a deity...not something easily shrugged off. ~ Dulseth

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.

Notes: The warding glyph is most useful in protection...of property, of self, of allies. The intelligent cleric will have many uses for the Warding Glyph. ~ Paramir

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

Notes: *Never doubt the power of a woman scorned, or of a gods-given curse. This spell can reduce the mightiest of enemies to a gibbering fool.*
~Saillana

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

Notes: *The healing is great, and is shared among all warriors, and others, in the circle. More time to fight, more glory to Bellumas.* ~Grundy

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

Notes: *A cleric can do much damage against the hated undead, in service to life. A cleric can also harm living foes. A potent offensive magic.*
~Dwal'then

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

Notes: *The word is power. None can stand the word, who cannot hear its beauty in their hearts. If it strikes discord in the heart, it will wreak havoc on the one hearing it.* ~Paramir

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

Notes: *Yael will sometimes release one from his domain, if he is asked. This spell is his gift, even through the other gods, and will bring life to the fallen. They should avoid heavy lifting, however, after being brought back.* ~Dulseth

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

Notes: *The dissolution of magical effects is not necessarily a perfect thing, dissolving those energies back into the flow, but it is usually a necessary thing.* ~Paramir

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

Notes: I have used this spell to attain the object of my...desire. And I have used this spell to bring the mighty to their knees. ~ Saillana

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

Notes: The fire consumes, and tears the foe off the field of battle. It is a fitting pyre to the War Goddess. ~ Grundy

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

Notes: Another of the greatest gifts from the gods, the ability to remove curses from the afflicted is worth much. ~ Paramir

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

Notes: A cleric can lie not only protected from spellcraft, but sending it back to a spellcaster foe. This is imperative for a cleric to protect before battle. ~ Dwal'then

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

Notes: All are brothers in arms before battle. All are brothers in the battle. We war and strive, and Bellumas helps us with this gift. ~ Grundy

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

Notes: I never could stand the undead. And with this spell, I never have to. ~ Saillana

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

Notes: Sometimes, Yael very much needs to meet a soul. This spell will expedite the process. Send your foe straight through Death's door. ~ Dulseth

Arms and Armor

There is much said in the manual in regards to weapons and armor, and we have even created a separate pamphlet to help you make sense of it all. We won't repeat the same information here; rather we will say a few words to help you decide how to make (or not) these two vital tools apart of who you are. First, choose a weapon you can actually wield. This isn't table top RPing or LARPs where rock, paper, scissors determine the outcome. Depending on the type of Cleric you will be playing, you are going to have to actually use your weapon to inflict "damage" upon your foes. Now, don't fret if you are not a master with the sword or spear or pole arm or hammer. If you decide you are going to use a weapon, and you aren't very sure of your skills, do two things. 1) Use it as a part of your character's persona and RP it, 2) Find someone to help you. There are plenty who will. Second, find your comfort level with armor. Armor increases the amount of damage you can take (with a couple of exceptions), and even a Cleric can wear at least a little bit. Armor is also expensive, heavy, bulky, hot, restricting and requires lots of maintenance, both in game and out of game. Third, as you wield these tools, they will be wielded upon you. Though they are boffer weapons and go through safety check before every game, they can still sting a little when they hit you and sometimes accidents happen. A hold is often called during combat for someone who has taken an errant sword to the face. It is not uncommon at all, for Clerics to flee from battle. Being afraid of taking blows from any weapon, as a player would work quite handily as an RPing tool for your character.

Hold

The most important device in the game is the Hold rule. Holds may be called by anyone for an unsafe act or for clarification of rules. When a hold is called, everyone should take a knee. Resolve the situation, make sure everyone is ready, and then call "Lay on? 3-2-1 Lay on!"

Combat and Safety

The Combat section of the manual should be read thoroughly to gain an understanding of the combat system in Triumph LARP. A pamphlet entitled Triumph Combat and Safety will also aid you in playing this portion of the game. After reading these resources, always remember, "Safety is more important than game play."

Health, Death and Dying

Rarely will an event go by without your character being injured. Sometimes they might even be mortally wounded, and they may just die. Hey, that's life. This section will explain in simple terms useful for quick reference. A full understanding should be sought within the manual. Here will be explained a few simple rules to remember.

1. Though armor takes damage like health, it can not be healed like health. Armor points lost in combat must be restored by a player with the 'Armorsmith' skill at a smithy, or by use of your own "Armor Maintenance" skill. A player who has 13 health and 4 armor can take 17 points of damage during a combat. If they took 7 points of normal damage during combat, they can be healed for 3, and must have an Armorsmith restore the other 4.
2. Some types of attacks bypass armor. The person calling the point damage of that attack will follow it by a call of "Direct!"
3. On overnight adventures, 1/2 of your health is restored at dawn.
4. Keep track of your health during combat.
5. When unconscious, dying, or dead, get out of the way of combat if safety warrants such, and speak to no one (except Necromancers). Don't even make sounds to let your friends know you are down. Just lay there and play dead... or dying... or unconscious.

This Chart will serve as a quick field reference for death and dying rules.

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

It may be helpful to make a copy of the above chart and laminate it so you can carry it in game as a quick reference. Also, please read the first two pages of the manual.

Being a Spirit

The Gods and Goddesses of Lantai have a special place in their collective hearts for Heroes. As such, when a Hero falls, there is a chance that they may be returned to life to continue on with their work. If your Character has passed into the spirit world, you have two choices; either seek resurrection (at the cauldron or a character capable of resurrection) or simply choose to pass on. If you choose to pass on, go directly to logistics to either report that you are now playing your secondary character, or to play the rest of the day as an NPC. If you choose to attempt resurrection, tie on your Spirit Band and place your body spike where you fell, along with any Item Cards you have on you. As a Spirit, there are only four people you may talk to prior to reaching a Keeper of the Cauldron; any Ref, players who are out of game (in a hold situation or in an out of game area, no revealing of in game information here, though), a cleric who has cast the Spell “Dead Man’s Tale”, or any Necromancer. If you are in a remote location, you may call out “I seek resurrection”, and a nearby Ref may be able to direct you to a closer Cauldron rather than having to walk all the way back to the main Cauldron. Be patient, the Ref must complete their current duties before attending to you. If there is no remote Cauldron, then you should begin your journey to the main Cauldron, whose location will be told to you at the beginning of the day. On the way to the cauldron, you may speak freely to any Necromancer you encounter. You are not obliged to tell them anything you don’t want to, though. Clerics who have cast “Dead Man’s Tale” may ask you three questions, the answers to which you are obliged to answer truthfully. Once you reach the Cauldron, speak to the Keeper and take your chance at life as the Keeper instructs you. If the Cauldron gives you Death, report to logistics as before. If you are given Life, go and find your body. You may speak to anyone Out of Game to help facilitate this, especially if your body has been moved. Anywhere your Body Spike goes, your body goes. When you reach your Body Spike, pick it and your item cards up (don’t be surprised to find things missing) and then occupy that space with zero Health, meaning you are unconscious for five minutes and will then wake up with one Health.

Role Playing and Staying in Character

This is a total immersion game. This means that from the time you complete check in until the time the Development crew calls "Game!" you are in the world of Lantai as much as we can possibly manage. Now, we can't remove the airplanes from the sky or the cars from the parking lots, but you can refer to them as "Great Birds" or "Steele Carriages", or you can ignore them completely, and just pretend they aren't there. People around the game area who aren't playing the game just aren't there. Out of Game clarifications can be made quietly so as not to jar other people who are still in character. Inside jokes that exist out of game, can be veiled using in game verbiage. We understand that it is difficult to remain in Character the entire time you are at the game. We also understand that calling out across the Tavern "Hey, Bob, how do you like that new television?" will completely dissolve any immersion that has been created for anybody within earshot. Round out your character so you have something to talk about. If you run out of things to talk about, ask people about past In Game happenings, even if you already know about them (it is sometimes interesting to get another viewpoint on the subject.) You may even try coming up with a way to tell a personal story of yours as though it happened to your Character, just using more period verbiage and circumstances. Basically, try to stay in Character as much as possible, and avoid jarring others out of Character who do not wish to be. If you do this, then when a Demon starts crossing the field towards you, it won't be a crewmember dressed up in an incredibly made costume that may hit you with his boffer claws; it will be a Demon walking towards you. Your soiled pants will be worth it.

Role Playing Damage and Rhino Hiding

More often than not, combat during the game is exhausting and confusing. Keeping track of the damage you have taken can be extremely difficult. Counting backwards from 42 by 2, and 3 and 4, and sometimes a 7 or 6 is enough to make even Steven Hawking scream for a slide rule. There are two things you can do to help with this. First, when you take damage, role play it appropriately. If you only take 2 damage and you are sitting at 42, a simple ouch is appropriate. If you take 10 or more points at anytime, a good yelp of pain is in order. If you take better than 50% of your current health in one strike, you may want to step back out of the fight and seriously consider your own mortality, and the power of the foe you face. Role playing damage like this will let the other person know they have been successful, and they can then, in turn, help you keep track (remember, in real life, they would have left a bloody wound, and would be able to tell themselves). Second, call a hold every once in a while to recount your current health status. If you have 8 and the person you are facing is dealing out 2 damage per blow, then you know four touches from their weapon will take you to zero. Now, we aren't talking about an exact science here (even though it is Math), mistakes will be made. It is essential however to remember the Spirit of the Game (found on page 1 of the manual, please read it) when counting damage. If you go one or two below zero because you lost count, you will likely be forgiven. If you have been getting solidly bested in the combat, you should take the honorable road and lie down and begin hoping for a healer. If you are going any number below zero because you don't want to lose the fight, then you are Rhino Hiding. A better way of saying this, you are CHEATING. We have a rule against cheating, it's on page one of the Manual. Don't cheat. There is no need to cheat. If you are going to die, make it a good story. That's what this is all about.

That about *recovers* it (since you have read the manual, right?) We hope this Handbook has aided you in the creation of your character and the rounding out of its persona. Once again, please remember, this Handbook is only a supplement, and is not intended to take the place of actually reading the manual. The subsequent pages of this Handbook are full of tales concerning your class. Read them at your leisure, and may they inspire you in your new world.

