INTERACTIVE ROLEPLAYING

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CSQuest

Circles Of Swords

Live Action Roleplaying Game

COS Quest Live Action Role-Playing Game
An Introduction

BEFORE WE GET STARTED

COS Quest reserves the right to eject anyone from the game who does not play in the spirit of the game or who endangers himself or other gamers!

That being said, it is important for anyone who wants to play COS Quest to read and understand the rules of the game contained within this document. While it is not necessary to know every rule by heart to play the game, it *is* vital that you understand the basics of the game and organization as a whole!

Players of COS Quest have a responsibility to interact with *all* players of the game in a fair and civil manner while "Out-of-Game." Remember that it is just a game, and that every character has a right to play their character's personalities and actions as they see fit. So, while "In-Game" your (or another) character may be rude, evil, insulting, nice, etc., remember that there is a division between the *player* and the *character*!

The idea behind Quest is simple. Quest is a fantasy role-playing game (storylines occurring in a medieval setting) sponsored by the *Circle of Swords Gaming Guild*. The rules contained within govern how Quest is played. You, as a player, act out different roles in these stories to enhance the atmosphere of the game. You will be responsible for *both* sides of the Quest "coin."

Non-Player Characters (NPCs)

Approximately one-third of your playing time will be spent as a *Non-Player Character* (NPC) in a story (or *plot line)*. You will not be a single character, but many, acting out different parts and monsters, reacting to the *Player Characters* (PCs) of the game and playing roles of individuals and creatures adventurers might encounter while playing the game. Remember that not all NPCs are bad guys, and some of them are very helpful to have as friends.

If there is a discrepancy between the basic rules and a rule or effect stated on an NPC card or sheet, the NPC card or sheet rule or effect takes precedence.

NPCs are also responsible for helping to clean up the NPC areas and make sure all NPC items are returned to appropriate areas, which includes putting away and\or folding any items or tabards that were used. As an NPC, you *must wear* a tabard or have on a costume that lets the other players know that you are not playing your own PC and are, in fact, another character.

Player Characters (PCs)

The other two-thirds of the time, *you* will be the *Player Character* (PC) in the *plot lines*. Using these rules, you can play your character however you wish, tailoring it to your playing enjoyment.

A Player Character plays a recurring adventurer in the game, called a Character. Characters acquire Skill Points which are used to buy Skills, Spells, Abilities, etc. which further specialize the character as a PC wishes.

Secondary characters can be played, but they cannot have a similar appearance to your Primary character. A player may not play two Human Races or different races with the same costume. Most of the other combinations are acceptable, as long as the characters are recognized as two separate individuals. The two characters do not know each other and cannot share anything between them, including In-Game information.

More details on *Creating a Player Character* can be found in **Chapter 1**.

ALL Players, regardless of whether they PC or NPC, have a responsibility to maintain any area in which they have interacted with other players, as well as areas where they sleep. They should pick up any items or trash leftover while playing the game and clean up their cabins after a Weekend Event.

Finally, if you hear an air horn sound during an event, please proceed *immediately* to the Registration Area! It will only be sounded at the beginning of game play or in the event of an emergency.

Game Marshals

As you become more familiar with the game, you can (though you are not required to) become a *Game Marshal*, or storyteller. You will be allowed to write approved storylines and instruct other NPCs on how the characters they will be playing will act in the story *you* have created.

Marshals are even more responsible for the enjoyment that PCs will have and must have a very detailed grasp on the rules of the game. They must make judgment calls on how successfully the plans and actions of the PCs will succeed or how certain Skills work in the setting you have developed.

FAIRPLAY

Quest is based on Honesty. All players are expected to live up to honest game playing. If you are hit in combat, then take the damage. If you run out of Mana and can no longer cast spells, do not cheat and cast a spell anyway. Play can breakdown if all the players do not play fairly. We try to keep the game mechanics simple and flowing, but this only works with honest players. Players who continually cheat will be asked to leave and not to return.

Rules are rules! By understanding as a player what your character can and cannot do and by abiding by that, you will make the game better and more enjoyable for all players. It is up to you as a player to prove what you can do by always carrying your Character Sheet.

Remember that the rules are written by players and not by lawyers, so play the rules as intended and not as how you can stretch the interpretation.

If you are unsure about a rule, ask a member of the Rules Committee or Plot Head. If you are told a rule is played a certain way that you do not agree with, do not ignore the answer and play it however you see fit. Players who consistently try to stretch rules will be asked to leave.

The following procedure will be used for players who are caught cheating, behaving or fighting unsafely, violating site policy, or disrupting an event:

1. Warning from a Board Member or Plot Head.
2. Ejection from the current event.
3. Ejection from future events.

Any major violations of the rules or safety procedures or a large disruption to the game play of an event can result in the **immediate** *ejection of the player!*

SAFETY

Safety is of paramount concern in Quest, so *please* do *NOT* do anything that is unsafe. Remember that this is a game, so try to protect the other players as well as yourself. Everyone attending Quest is there to have fun playing a game! If you find any hazardous situation, weapon, or another players combat style, call a *Hold* (a stop to the game, explained later), and point it out to either the player, marshal, or everyone near. Do not run through the woods, especially at night. **We do not want anyone to get hurt, *ever*!**

There are to be NO drugs or alcohol at Quest events. Many of our events occur in State Parks, Boy Scouts of America campgrounds, and Private Property where it is *illegal* for these substances to be taken, so you will be **breaking the law**! If you arrive in a condition under the influence of these substances or try to use them at an event, you will be asked to leave and not to return!

There are never to be real weapons at an event (firearms, swords, etc.)! Leave them at home! Also, smoking *is* permitted, but only while outside or in designated areas, depending on the site, and only by *those of legal age to smoke*! If you are going to smoke, please dispose of the cigarette butts in appropriate containers. Do **not** just toss them on the ground for others to pick up later

There is no full swinging of In-Game weapons or shields in combat! Weapon swings should be kept to a 45 degree arc for two-handed weapons and to 90 degree arc for single handed weapons. Unsafe swings will be cause for a *Hold* to be called by marshals or players. A player may not swing over another's shoulders. If you are in front of a line of players, you cannot swing around them and hit them in the back. In addition, Striking with excessive force and hitting in prohibited areas are all grounds for disciplinary actions or ejection.

Medical Areas

As much as possible, the Kitchen (or other designated area for One-Day Events) will serve as the Medical Area where the medical kits are located. If you or another player is injured, go to the Medical Area and sound the air horn if someone is not immediately found. In case of an emergency, cell phones are available to call 9-1-1. If you have training in first aid, CPR, or have other medical training and are willing to help out in the case of an emergency, please let a Board Member or the Plot Head know you would be available if needed.

STOPPING PLAY: THE HOLD

"*Hold*" is a phrase shouted out, used to stop all combat in place and to bring a "pause" to In-Game game play. If you hear someone call a *Hold*, shout it out and echo it so everyone else can hear it. *Holds* are called if someone has backed up near a dangerous situation (fallen log, etc.), fallen down in the middle of a combat, been injured, lost a pair of glasses or a contact, has a question on a rule or effect, or for a variety of other situations.

Once the reason for the *Hold* has been explained or resolved, it is time to *Resume* game play. This is done by calling "*3-2-1-Resume.*"

Do not hesitate to call a *Hold* when you need to use it! *Holds* are designed so that everyone playing the game is playing correctly, and more importantly, *safely*! For these reasons, please do not abuse the *Hold* rule!

OUT-OF GAME

Out-of-Game areas are areas where the game of Quest stops and the players are themselves and not their characters. The rest rooms are out-of-game, but you are In-Game until you reach them and In-Game the minute you leave them. The sleeping quarters and kitchen areas are generally Out-of-Game as well, though this *may* vary depending on the site.

Players are not allowed to go Out-of-Game just because someone or something In-Game is after them or ready to attack. It is only used for emergencies or for quitting for a length of time. When you go Out-of-Game, you **cannot** come back in game until you return to the spot that you went Out-of-Game (your cabin door, the bathroom or kitchen areas, your Portal location, etc.), so do not go Out-of-Game to reach a safer area or avoid a combat. It is not allowed. *You must hold your hand or weapons above your head to let other players In-Game know that they cannot interact with you.*

ROLEPLAYING

Many of you have probably already experienced the role-playing concept in various table-top games. The Quest experience takes you one step further in that you get to breathe life into your character. Once the persona is established, it will be up to you to decide what the character does, how it behaves, what it says, etc. You will get the chance to live the adventure through your character!

You will be given a lot of opportunity to design your character any way you want to, within the rules of course. Try to play a character that you like and have the abilities to play. Remember in this game, you have to be able to do the abilities that your sheet says you have. Just because your character is able to disarm a trap does not mean the trap is disarmed --- YOU must disarm it!!! We will have training available for all the skills so go for it and play that character you have always wanted to play.

The flavor of the events depends on all players staying in character and playing them honestly. Act as you believe your character would act. If you cannot read, then *do not read*. Have someone else do the reading for you. If you are new in town, go to the Tavern, its a great place to meet people and get involved in the action. It is also a lot safer than wandering around outside. Although, there is nothing to compare to the thrill of walking down a dark path and coming face to face with a band of goblins, or bandits, or …

Also, please keep in mind that you must wear the appropriate costume and/or make-up if you are a demihuman (or non-Human) race. You **will** lose all your racial abilities if you are out of costume, so do not create a character if you are unwilling to wear the required costumes.

COSTUMING

There is an old saying, "Clothes make the man". The same can be said for your character. A costume for your character will help you stay in character, as well as add a great deal to the game.

Costumes can be made for very little money. A simple tabard can cost as little as a few dollars. With a little imagination and desire, you will be able to add to your costume a little at a time until you are satisfied that it represents the character you had in your mind. You may find that thinking out your costume and putting it together may be just as much as fun as the game!

Costumes should be practical for the weather and adventuring that your character will do. Remember that there will be a lot of running and walking, so be sure to have footwear that is appropriate for both looks and comfort.

Costumes are meant to enhance gameplay and atmosphere to inspire enjoyable roleplaying. They should never be dangerous to yourself or other players, such as sharp edges of armor, spikes, etc. Nor should costumes be offensive to other players. Makeup like blackface or other historically derogative designs or costuming is strictly forbidden.

PLAYER REGISTRATION

Everyone who attends a Quest Event must first check in during Registration to receive credit for attending the Event. All *Disclaimers, Sponsorships,* and *Memberships* must be **properly** filled out or you **cannot play!** Players can then have their Armor and Weapons checked and retrieve character information and In-Game items if they are playing their characters. Forms can be found in **Appendix D**.

Everyone must also check out before leaving the event, whether with your Plot Rotation Head if NPCing or during Final Registration if PCing. All In-Game items should be returned at this time to be held for you until next event.

Be sure your *Disclaimer Form* is filled out **properly** and your medical information is up to date prior to an event in the case of an injury or emergency! Quest must be notified of any conditions that could affect your ability to play safely. You **cannot** play Quest without a **valid** *Disclaimer* on-file at Registration. Hospitals *cannot* give you medical assistance without proper parental/guardian or personal permission. For these important reasons, anyone caught falsifying their *Disclaimer* forms will be *immediately* ejected from a Quest event until a valid form can be supplied.

Cabin & Kitchen Registration

Everyone must register a cabin during a Weekend Event at Registration before they are permitted to check in. This will help others find an empty cabin easily, and it will help us keep track of who is not properly cleaning up after themselves. For the same reasons, you must sign up when you are using the Kitchen areas.

SITE ISSUES

Quest Events require one main thing before anything else can happen: we need a site to hold it. Quest rents State Park Cabin sites, Boy Scouts of America camping grounds, Private Sites, and Haunted Trail locations for the game to be played out. It is important to note that Quest *does not* have its own Site, so please remember that in attending a Quest Event, you are a visitor and a guest to another organization's hospitality and are subject to their rules and regulations.

Be careful of site hazards and report any you find to a board member or the plot head. Fires are allowed only in designated areas. Also, watch out for animals and insects and keep all food and garbage put away.

Everyone at Quest is responsible for the clean-up and maintenance of the site that is rented. Please do not show up and help *make* a mess if you are unwilling to help *clean it up!* You are responsible for the clean-up of where you sleep, as well as the camp as a whole. Quest is run as a club, and we insist that all of our members help do their part if they wish to enjoy the game everyone has helped create and maintain.

If you fail to clean up your designated areas and others must clean up after you after an event, you will be fined:

<div align="center">

First Offense: 1 Skill Point - 50 Copper
Second Offense: 2 Skill Points - 100 Copper
Third Offense: Ejection from Quest

</div>

If you cannot clean up after yourself, you are not welcome at our events. You are responsible for the following at weekend events:

1. Being awake, moving, and showered by 9am.
2. Cleaning all trash from inside and around your cabin whether you put it there or not.
3. Sweeping out your cabin after all paper and other trash has been picked up. Don't just sweep it out the door.
4. Close all windows in the cabin.
5. Making sure that all beds moved to/from your cabin are returned to their original cabin. **NO EXCEPTIONS!**
6. Report any damage done to your cabin PRIOR to you leaving the site.
7. All trash accumulated from your stay must be bagged and left at the Main Lodge/Kitchen Area by 10 am on the last day of the weekend.
8. All items within the Kitchen and Refrigerators must be cleaned out when you leave or on the last day by 10 a.m. **at the latest!**

NPC Cleanup & Cleaning Crew

It is the responsibility of the NPCs to set up and clean up all plot items/areas for the weekend event of their Plot Group's rotation. All Players are responsible for their own sleeping areas. The rest of the site is the responsibility of the Cleaning Crew, including the kitchen, tavern, bathrooms, fields, etc., however *every* player is expected to keep *every* site clean!

THEFT & ROGUE SKILLS

COS Quest does in no way sanction pilfering in the real world nor the theft of any personal items from other players. COS is a gaming club that sponsors Quest so that gamers can come together and enjoy a role-playing atmosphere and experience.

Anyone caught stealing from another member of the club will be ejected from the site immediately!

The Rogue Skills will only aid Characters in the fantasy world of Quest, since all traps and locks used "In Game" have been expressly altered. The theft Abilities have been included into the free form role-playing game so that players who enjoy the thrill of sneaking around rather than fighting or using magic can have fun too. These Skills give players the ability to perform tasks "In Game" that are not normally accepted in the real world, with storyline repercussions, of course, since these "In Game" Skills are not considered legal and are often frowned upon.

In-Game Items that are "stealable" are specified are specially marked or tagged. *Game Tags are **not** permitted to be removed without Rules Committee approval!*

"In Game" Items that can be appropriated are:

- Special Weapons: *Silver*, *Quality*, *Magical* , *etc.*
- Special Armor: *Quality, Enchantable, etc.*
- Maps and other In-Game papers
- Coins
- Gems and jewels
- Scrolls
- Mana Foci
- Essence Stones
- Occupation-crafted items in **Chapter 7**
- Special "Tagged" Items (Treasure, etc.)

Items that cannot be stolen but physical representations can be confiscated from a player but *must* be kept nearby if a Character is captured, searched, etc. are:

- Normal Weapons & Shields
- Lockpicks
- Spell Packets

Items that cannot be taken are:

- "Out of game" items
- Other Player's personal possessions

If a player is skillful enough to find any of these items, the item can then be sold for profit "In Game" or kept. It is strongly suggested, that you put your name in all personal items in case they become lost or misplaced.

Only "In Game " items can be stolen. Personal items are not stealable. "In game" items are usually tagged or provided by Quest. If you are not sure if an item is stealable, ask a Marshal about it. If it is a Quest "In Game" item - keep and/or sell it at your leisure, but return it at check-out.

Item Theft

"In Game" items taken from another PC unwillingly through searching or other means must remain In-Game for 1 hour after being taken so the PC may attempt to recover them. If a stolen item changes hands, the new party must be notified that the item is stolen and the 1 hour begins anew. If game ends within that 1 hour, both parties must go to the Plot Shed for a Game Marshall to resolve.

Personal Items

If a Game Item is a stealable item but also a player's personal item that they are using for a Physical Representation for a Magical Item, the player has the option to give up the tag or give up the item. If the player only gives up tag, the item will change and will not be recognizable to the former owner. If a player gives up the personal item, the player gains the benefit of recognizing it later but risks the chance of possibly losing the personal item. Any problems will be handled on a case by case basis by the Rules Committee.

Lost & Found

As much as possible, the Kitchen and/or NPC area will also serve as the lost and found. Should you lose something or find an item that does not belong to you, please see if it has been turned in or place it in the Kitchen so the proper owner can find it.

The Kitchen is "Out-of-Game" at all times, so **do not take or rummage through items in the kitchen unless they are yours or you have permission!**

That being said, do not purposely leave personal items in the Kitchen. Put your things in your cabins or cars if weapons or shields are broken, until you plan on cooking, etc. This will help prevent people exploring items that are not theirs, and it will help everyone establish what are lost personal items come Sunday morning for clean-up.

Now to start from the very beginning by learning the Game Basics of COS Quest by reading **Chapter 1**!

CHAPTER 1
The Basics of the Game

GAME BASICS

The following sections deal with basic information that is helpful to know when playing COS Quest. From playing a monster to creating a character of your own with its own persona and goals, everything you will need to know is in this Chapter.

STOPPING PLAY: THE *HOLD*

"*Hold*" is a phrase shouted out, used to stop all combat in place and to bring a "pause" to In-Game game play. If you hear someone call a *Hold*, shout it out and echo it so everyone else can hear it. *Holds* are called if someone has backed up near a dangerous situation (fallen log, etc.), fallen down in the middle of a combat, been injured, lost a pair of glasses or a contact, has a question on a rule or effect, or for a variety of other situations.

Do not hesitate to call a *Hold* when you need to use it! *Holds* are designed so that everyone playing the game is playing correctly, and more importantly, *safely*! For these reasons, please do not abuse the *Hold* rule!

Once the reason for the *Hold* has been explained or resolved, the game may be resumed. This is done by calling "*3-2-1-Resume.*"

NON-PLAYER CHARACTERS

Approximately one-third of your playing time will be spent as a *Non-Player Character* (NPC) in a story (or *plot line*). You will not be a single character, but many, acting out different parts and monsters, reacting to the *Player Characters* (PCs) of the game and playing roles of individuals and creatures adventurers might encounter while playing the game. Remember that not all NPCs are bad guys, and some of them are very helpful to have as friends.

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Secondary characters can be played, but they cannot have a similar appearance to your Primary character. A player may not play two Human Races or different races with the same costume. Most of the other combinations are acceptable, as long as the characters are recognized as two separate individuals. The two characters do not know each other and cannot share anything between them, including In-Game information.

ALL Players, regardless of whether they PC or NPC, have a responsibility to maintain any area in which they have interacted with other players, as well as areas where they sleep. They should pick up any items or trash leftover while playing the game and clean up their cabins after a Weekend Event.

Creating a Player Character

Player Characters start with 50 Skill Points, 5 Free Body Points, and 30 Copper pieces.

Starting Skill Points

- Starting Skill Points - 50 Skill Points.
- Starting Body Points - 5 free Body points.
- Starting Prestige Points - 1 Prestige Point
- Body - 1 Skill Point per Body point.
- Mana - 1 Skill Point per Mana point.
- Weapons - as per the chart on **Page 1-4**.
- Occupations - as per the lists in **Chapter 7**.
- Skills - as per the chart in **Chapter 5**.
- Spells - as per the Schools in **Chapter 6**.
  —Schools must be taken in order and must have Mana (energy used to cast spells) assigned to each spell (described later).
  —Spells cost 20 Copper per Level.
- Prestige System - as per the details in **Chapter 8**

Choose a Race—Chapter 2:
Player Characters must first begin by choosing a Race from one the ones listed in **Chapter 2**. By default, all characters are Human. All other Races require a costume, but also have certain benefits and role-playing suggestions. All races are considered *Man-sized* in regards to size, appearance and application of the rules.

If a character would like to play a "wanderling" race that is not one of the ones in **Chapter 2**, the player must choose the closest existing race that matches the features of the desired race In time, the new race *may* get its own racial kit, but only after it has been played for a time.

Choose a Class—Chapter 3:
Player Characters use Skill Points to build their characters off of 5 basic Character Class frameworks (See **Chapter 3**): *Fighter, Rogue,* and *Spellcasters; Natural*, *Astral* and *Elemental*. *Fighters* are warriors skilled at melee (fighting with weapons in close-range) and missile (bows, crossbows, etc.) combat. *Rogues* focus on nimble movements, bypassing In-Game traps and locks, and tend to prefer more subtle forms of combat. *Spellcasters* use magic to achieve their goals. *Natural* casters gather their power from the land, the air, and from the strength of the living creatures around them. *Astral* casters draw their magic from the power of the stars, the universe, and the ambient magic remaining from the creation of the realm. *Elemental* casters harness the raw power of the elements in addition to the basic magical Schools.

Select Skills, Consider a Profession—Chapters 5 & 4:
These Four Character Classes are required to learn certain *Skills* (see **Chapter 5**), depending on the Class chosen. *Professions* (see **Chapter 4)**, also known as Kits, are specialized groups of Skills that aid in further streamlining the role-playing and game playability of the Character. Each of the Skills for a *Profession* must be taken in order, and only one Profession can be taken at a time. It is important to note that only certain Skills are available through *Professions,* and certain *Professions* are restricted to a particular Character Class. This is important to remember when creating a Character, so as not to concentrate on Rogue Skills if you wish to become a *Cleric* (which is a Spellcaster-Class *Profession*).

Spellcasters: Select Spells —Chapter 6:
If you select a Spellcaster Class, assign available mana to learning Spells (see **Chapter 6**).

Consider an Occupation—Chapter 7:
PCs may also train in 4 Occupations (see **Chapter 7**): *Alchemy, Craftsman, Herbalist,* and *Metalsmith*. *Alchemists* deal with potions. *Craftsman* deal with works of art, jewelry, as well as traps and locks and other unusual items. *Herbalists* focus on the application of herbs and roots for beneficial purposes. *Metalsmiths* forge armor, shields, and weapons.

Players have their Characters recorded on a Character Sheet, which can be obtained during Registration. Character Sheets provide proof of all Skills, Spells, etc. that the Character has learned from event to event, as well as events attended.

Players must keep their Character Sheets in their possession **at all times** and it must be returned during check out. Should you lose your Character Sheet, inform the Registration Staff at once to obtain a temporary replacement.

Gaining Points

As a general rule, One-days are worth 2 Skill Points, Weekends 4 Skill Points, and the Four Day Weekend 6 Skill Points. Work days are 1 point per two hours of actual work. These are general guidelines only and are subject to change.

Points may also be granted for playing in similar medieval fantasy point-based LARPs, to a maximum of 100 Skill Points. This will be handled on a case by case basis by the Rules Committee. Also, Skill Points can be earned by participating in COS Conventions, Charity donations, and raffles.

Expanding Your Character

After you have attended an event, you will gain unspent Skill Points. These may be spent in a similar manner to your initial 50 points, purchasing the next level in a *Class* or *Occupation*, or by purchasing Body or Mana Points. You can also learn new Skills from **Chapter 5**, provided you meet the proper Level Limitations and have any Prerequisite Skills that may be required, such as the prior level of a *Profession*, etc. Learning new Spells is described in the Magic Section. Spells and some Skills require *Training Costs*, which are discussed below.

Changes to your Character may only be made during Check-Out or between events via email or the COS website to ensure they can be recorded correctly:

cosguild@circleofswords.com
www.circleofswords.com

Always carry your Character Sheet with you during the event. If anyone calls you on a Skill or Spell, you need to be able to prove that you have it by providing your Character Sheet. If you lose your Character Sheet during the event, find a registration staff member for assistance.

IN-GAME MONEY

1 Copper = 1 Copper (1 Talon; Eagle Crested Coin)
10 Copper = 1 Silver (1 Mark; Concentric Circles Coin)
100 Copper = 1 Gold (1 Crown; Star Within a Circle Coin)

All Characters start with *30 Copper Pieces* (CP).

TRAINING COSTS

Players must sometimes pay Copper for "training" to learn Skills or Spells. Players unable to pay their training costs must adventure to acquire more money to pay for training.

Spells cost 20 Copper pieces per Spell Level to learn.

Training costs apply to any Skill costing 6 Skill Points or more. Costs per Skill are as follows:

5 Skill Points or less	no cost		
6 Skill Points - 50 cp	11 Skill Points - 175 cp		
7 Skill Points - 75 cp	12 Skill Points - 200 cp		
8 Skill Points - 100 cp	13 Skill Points - 250 cp		
9 Skill Points - 125 cp	14 Skill Points - 300 cp		
10 Skill Points - 150 cp	15 Skill Points - 400 cp		

CHARACTER CHANGES

It is important to remember that Skill Points are tied to the *characters* that are played and not the players themselves. Since Character Changes are discouraged, players are restricted and penalized for major character changes. As such, players should *carefully* consider how they wish to train and advance using their points. Player changes for medical reasons are handled on a case-by-case basis.

Please remember Character Change may alter an existing plot or storyline in which your Character is involved, so please view Character Changes only as a last resort and *only* as a means to increase the enjoyment of playing the game. Players are encouraged to start secondary characters if a break is needed from their main one, rather than frequently changing their points around.

It is up to the Player, not Plot, to explain the changes of the Character In-Game from a *Major Character Change* if remaining the same Character (i.e. some "significant" traumatic event, Magical experiment gone awry, lost at sea for a month and chomped on by a shark, etc.).

Players may drop *up to 50 Skill Points* per year but will forfeit the copper training costs (if any).

NOTE: Any Skill, Spell, *Profession*, or *Occupation* that undergoes significant changes during a Rules Revision will not count towards a PC Character Change.

Players with *less than 75 Skill Points* can make changes to their character without any penalty, provided that they have enough money and Skill Points for the changes.

Players with *75 to 100 Skill Points* are limited to **two** unrestricted *Character Change* per year. Any additional changes are treated as additional *Major Character Change* outlined below. Additional *Major Character Changes* can be made, but for each one beyond the second, a **Death** is assigned to the Character (no stones are pulled).

Major Character Changes

It is considered a *Major Character Change* if players change their character's core identity or race, or if they change **more than 50 Skill Points** per year.

A player with *more than 100 Skill Points* is limited to **one** restricted *Major Character Change* per year. Additional *Major Character Changes* can be made, but for each one beyond the first, a **Death** is assigned to the Character (no stones are pulled).

All Major Character Changes must follow these guidelines:

STEP 1:
Determine your total wealth. This is determined by adding the training cost copper total on your sheet to the copper spent on Skills and Spells, cashed-in Production Points if not switching to another Occupation (at 5 copper per Production Point), *all* items (except magic items) at the crafting cost of copper and Production Points, etc. Any Lore Spells or Skills are also lost, along with any former memories of their old character if the player is changing to a completely new character.

STEP 2:
Halve your total Skill Points. This is now your current *temporary* Skill Point total. These points are now used to create your "new" character using normal Character Creation rules to learn Skills, Spells, etc.

STEP 3:
After each Quest event **attended**, (conventions, picnics, etc. do not count) since your last PC event, you gain back 100 points of your "suspended" Skill Points plus the event points, up to your actual maximum Skill Point Total (i.e. 102 points for a One-Day Event, 104 points for a Weekend Event, etc.).

SKILLS & ABILITIES

Skills in Quest are traits that are purchased with Skill Points to further tailor your character. Skills are generally traits that are always in effect, while Abilities are generally traits that can only be generated a number of times in a combat or day. For simplicity, both categories are referred to as Skills. It is important to remember that Skills are *not* Spells, since there are sometimes exceptions to resisting or negating the effect depending on which type it is. Skills and Abilities are outlined by Race in **Chapter 2**, Class in **Chapter 3**, and General Skills and Abilities in **Chapter 5**.

To use an Ability on a target or object, it must be contacted by touch if the effect is Beneficial. If it used as a ranged Beneficial or Offensive effect, a spell packet must be thrown to determine if the effect succeeds. Spell packets must be thrown *immediately* once the Ability is used. To generate the effect of an Ability, the user must say:

"Innate Ability to (Skill Name) - Effect - Damage"

Only one innate Ability can be enacted at a time. Skills and Abilities that mimic or have similar effects as Spells also apply to the same restrictions unless (ex. *Dimension Door*-type effects must wait 10 minutes) unless the description of an Ability states otherwise. Only one use of each Ability works at a time. Effects cannot be "stacked" into a single, larger Ability.

Example: A *Fire Elementalist* generates one of his three *Elemental Mail* Abilities per day, which protects against 48 points of Fire per use. If he is hit with a *Column of Fire* Spell which inflicts 100 points of Fire Damage, he still takes 52 points of Fire Damage. It does not come off the next 48 points of Fire Protection. A second innate Ability must be used before he is attacked again (i.e. the Ability is not 144 points of Fire Protection a day).

Unless a Skill, Spell, or Ability states otherwise, any effect (spells, etc.) that hinders movement will negate movement-based Skills or Abilities from being used, and any effect that hinders speech will negate any Verbal-based Skills or Abilities from being used.

Certain Abilities may be purchased additional times, which increases the times it can be used per day, though time restrictions between uses still apply.

Example: The Ability *Animal Command* (*Ranger 4*) can be purchased again for an additional 7 Skill Points, allowing the user to generate the effect 6 times per day.

Combat Abilities

Certain Abilities generate an effect that is for the next swing only and counts as an Enchantment upon the weapon, such as the Fighter Class Ability *Slay*. When using these Abilities in combat, the user can announce the effect as if it were a *Slay* or *Backstab* Ability (i.e. does not have to say "*Innate Ability to*…"). These are referred to as "*Combat Calls*" and will be noted accordingly. If an Ability is not a *Combat Ability,* it must be enacted normally.

Example: A Fighter with the *Daze Strike* Ability must call "*Daze Strike" immediately* prior to swinging.

Marshal Call Skills

Certain Abilities require the presence of a Game Marshal to be used. The success of these Skills is determined by the Marshal, either in terms of the plot module or in terms of player-player interaction. It is up to the player to announce to the Marshal that a certain Skill or Ability is being used.

The Marshal will rule in the best interests of the overall game, not necessarily the desires of the player. Disputes in Marshal Call Skills will default to the Plot Head.

RESISTING EFFECTS

Some Offensive effects may not fully affect you due to a Skill you have learned or from an Ability, Spell, Item, etc. currently active on you.

For all resistances other than "No Effect" you do not have to call the resistance each time you are hit, but you must state it to each new attacker or group of attackers encountered in combat or an encounter.

No Effect: Called when temporarily negating an effect for the next hit or combat.

Minimal: Called when damage from an effect is reduced to a minimum of 1 point.

Immune: Called when totally immune to the effect.

Some NPCs may have other effects, so be sure to listen in combat to be aware of what effects are most effective.

Example: A *Natural Caster* with a *Free Action* Spell hit with a *Pin* Spell must call **"No Effect".** A *Fighter* who has the *Immune to Pin* Skill calls **"Immune"** when the *Pin* Spell strikes him, because he will *never* be affected by the *Pin* Spell.

ARMOR

Armor in COS Quest is considered protective material used to absorb the damage caused by your enemies in combat. Much like costuming adds to the atmosphere, armor should be made to appear as the desired type whenever possible unless covered by other costuming.

We reserve the right to reject any and all armor that we feel is not safe due to poor construction, unsafe design, or that can harm other players.

Remember, safety is the main consideration in the making and use of any armor.

Only Armor pieces that are specially tagged as *Quality*, *Enchantable* or *Magical* are stealable In-Game.

Armor Design & Qualifications

At least **60%** of each area (considered joint-to-joint) must be covered in order to qualify as armored. Players must show the entire coverage area upon inspection. If it is hard to tell if 60% or more is covered then it does not qualify. The Armor Committee checks all armor for safety and area-coverage at Registration, and the decision is **final**.

When constructing armor, the following qualifications and guidelines should be considered for using the appropriate materials. Armor Creation guidelines are also outlined in greater detail in **Appendix C**. These are the Armor Classes and the Points provided:

Class I - Costume
This class includes other types of materials like cloaks, robes, etc. Everyone should wear a costume. Street clothes do not make the period nor qualify for armor.

Class II - Padded and Leather
This class includes thick quilted materials, soft leather, suede, vinyl , Naugahyde, craft foam or cardboard, or similar large, non-rigid, non-plastic/metal materials. Metal studs or non-interlocking rings do not provide additional benefits but do add to the appearance..

Class III - Metal Armor
This class is in general made up of hard plastic or metal materials, such as Chain, Scale, Banded, or full Plate. Chain consists of interlocking rings of 2" diameter links or less. Scale is composed of smaller interlocking plates,. Banded consists of larger overlapping plates, and full Plate is constructed of large solid plates.

ARMOR POINT TABLE			
Area	*Class I*	*Class II*	*Class III*
Head	1	4	12
Front Torso	5	10	25
Back Torso	5	10	25
Upper Arm	1	3	6
Lower Arm	1	3	6
Upper Leg	1	5	8
Lower Leg	1	5	8
Total	15	40	90

SHIELDS

Shields are one-handed protective metal, plastic, or wood constructs that are used to parry and fend off the attacks of your enemies in combat. Shields can only be used if the player learns the *Shield Use* Skill for 6 Skill Points. Shields must be in hand to parry attacks.

Shields are not to be used as weapons! You may not make body contact with them. Shields must meet the guidelines below in order to pass for safety. Bucklers, or small shields, **cannot** be used in Quest and are not permitted due to safety reasons.

Players **must** maintain control over their shields, keeping them close to the body and not swinging about. No kneeling or crouching (turtling) with a shield is allowed, where you present no target (or just your head as a target) to your opponents. Any abuse of your shield will result in the loss of the *Shield Use* Skill and the forfeiture of the 6 Skill Points.

Only Shields that are specially tagged as *Quality*, *Enchantable* or *Magical* are stealable In-Game.

All Shields must have foam along the entire outside edge of the shield and must be checked for safety and design during Registration by the Armor Committee for safety and design. Further details on Shield Design guidelines are offered in **Appendix C.** Shields must checked *every event* for safety. Also, they must be initially tagged during Registration once they are approved by the Armor Committee for safety and design. The Committee's decision is **final**.

We reserve the right to reject any and all shields that we feel are not safe due to poor construction, unsafe design, or that can harm other players.

Remember, safety is the main consideration in the making and use of any shield.

WEAPONS

Weapon Skills are bought at 1 Skill Point per Base Damage Point caused by that Weapon, as per the table.

- 1 Skill Point per damage point per one-handed weapon *per hand (left or right)*.

- 1 Skill Point per damage point per two-handed weapon.

- 5 Skill Points for the *Florentine* Skill (allows for fighting with two one-handed weapons at a time)

Example: A 1 point damage Dagger for the Left Hand would cost 1 Skill Point. A Long Sword for the Right Hand would cost 3 Skill Points.

If you take the <u>same</u> weapon for the right and the left hand you can use that weapon with one or two hands, but it only does the one handed damage. If you do not have a skill in a weapon for a particular hand, you cannot use it for offense or defense.

WEAPON TABLE			
Weapon	*Base Damage*	*Skill Cost*	*Type*
Dagger	1	1	Edge
Dart Bow	1	1	Edge
Thrown Weapon	1	1	var.
Cudgel	1	1	Blunt
Short Sword	2	2	Edge
Club	2	2	Blunt
Javelin	2	2	Edge
Small Axe	2	2	Edge
*Quarterstaff	3	3	Blunt
1 Hand Spear	3	3	Edge
Long Sword	3	3	Edge
1 Hand Axe	3	3	Edge
(Nerf-type) Bow	3	3	Edge
Crossbow	3	3	Edge
1 Hand Hammer	3	3	Blunt
1 Hand Mace	3	3	Blunt
2 Hand Mace	4	4	Blunt
2 Hand Hammer	4	4	Blunt
2 Hand Sword	4	4	Edge
2 Hand Axe	4	4	Edge
2 Hand Spear	4	4	Edge
Polearm	4	4	var.
Claws	3	8	Edge

Melee weapons must be held correctly to both cause damage and parry attacks. Two-handed 4-pt weapons must be held with both hands to cause damage and parry.

Quarterstaffs require two hands to cause damage but may be held with one hand to block. The blocking benefit is offset by the restricted striking surfaces and one less point of damage for two-handed weapons..

Purchasing a Weapon Skill allows you to cause either *Normal* (Edge or Blunt based on the table) or *Stun* (subdual) damage when using that weapon in combat.

Only Weapons that are specially tagged as *Silver*, *Quality*, or *Magical* are stealable In-Game..

All weapons, including arrows and thrown weapons, **must** be checked for safety at Registration by the Weapons Committee for safety reasons, regardless of design and construction method. The Committee's determination is **final**. Weapon Creation guidelines are outlined in greater detail in **Appendix C**.

We reserve the right to reject any and all weapons that we feel are not safe due to poor construction, unsafe design, or that can trap other weapons.

Remember, safety is the main consideration in the making and use of any weapons.

Weapon Damage & Types

Weapon damage is *all or nothing*. If a creature is *Immune* to *Fire* and is hit with a *Fire* enchanted weapon, it takes *no damage,* even if that swing would include a *Slay* or other Ability.

Attacks that strike any part of the body, costume, or holstered weapons or shield of the target are considered as striking the target.

There are several types of Weapon Damage types that are called during combat: Stun, Edge, Blunt, *Stun,* Silver, Magic, and Massive. Additionally, some weapon like axes may cause special damage or effects (or have no effect) to creatures, so pay attention in combat!

Anyone may call "*Stun*" damage with a weapon they can use. Normal and Quality weapons call "*Edge*" or "*Blunt*" as per the weapon type. Silver weapons call "*Silver*". Magic weapons call "*Magic*". Magic weapons in Anti-Magic areas retain their damage pluses but instead call "Silver" as the magic is suppressed.

Only Fighters can *Pull Damage* to do less damage per swing. *Massive* damage attacks <u>cannot</u> be parried or resisted (unless otherwise stated) and do full damage.

See rules for *Claws* in **Chapter 5: Skills**.

Melee Weapon Swings

Weapons and shields must be in hand to parry attacks. **There is no full swinging of weapons or shields!** Weapon swings must be kept to a 45 degree arc for both one-handed and two-handed weapons. Players may not thrust with latex weapons as it may degrade the foam.

Unsafe swings will be cause for a *Hold* to be called by marshals or players. Striking with excessive force, exaggerated arcs and hitting in prohibited areas are all grounds for disciplinary actions or ejection.

A player may not swing over another's shoulders. If you are in front of a line of players, you cannot swing around them and hit them in the back.

Parrying Melee Weapons

Melee swings are considered parried if the attacking weapon is deflected with a properly held and wielded weapon or shield, or if the attacking swing strikes anything prior to striking the target (unless it hits another player of course).

If an attacking swing hits a holstered or improperly held weapon or shield, the attack is not parried and the user takes damage normally. Two-handed 4-pt weapons must be held with both hands to parry, while Quarterstaffs may be held with one hand to block.

Players should **never** attempt to parry or grab a melee weapon with their hands to block damage, cast a spell upon it, or similarly unsafe attempt in combat!

Swings that cause *Massive* damage cannot be parried or resisted. If you are hit with the swing, you take the full damage.

Missile Weapons

Missile weapons strike the target if it hits any part of their weapon, shield, or costume. Otherwise Bows and thrown weapons follow the same rules as melee weapons. To put a Spell or Skill on an arrow, it is placed on the Bow. Arrows do **not** have Enchantment Slots, but they carry the damage type and any effect on the Bow (i.e. Arrows fired from a *Silver Bow* do *Silver* damage, or a Bow with a *Fire Edge* adds *4 Fire* to the next arrow attack).

Arrows, thrown weapons, and other missile weapons can only be used once per combat and cannot be retrieved until the end of the combat (unless the player has the *Retrieve Missile Weapons* Skill). At the end of the combat, the missile weapons can be recovered and are ready to be used in the next combat.

Parrying Missile Weapons

Missile weapons that carry *no* special effect that cause *Normal* damage may **only** be parried by the *Deflect Normal Missiles* Skill. Missiles that cause *Silver, Magic,* or *Massive* damage without any additional effects **cannot** be parried. Thrown Weapons or Arrows carrying an effect from a Bow, such as a *Fire Blade* Spell or a *Slay*, **can** be parried if the missile weapon is deflected with any properly wielded weapon or shield.

Missile weapons that cause *Massive* damage cannot be parried or resisted. If you are hit with the , you take the full damage.

COMBAT

These are the "**NO-NOS**" in combat.
- No charging.
- No body contact.
- No full swinging of weapons.
- No machine-gunning of hits (rapid strikes to the same location: locations must be varied).
- No hitting the head of your opponent.
- No hitting the groin of your opponent.
- No grabbing or blocking of melee swings with your hands.
- No tethering of weapons or shields to yourself
- No anything else that may cause injury.

Always call out your damage during combat. If you do not tell your opponents what damage you are doing, they cannot take the appropriate damage even if you are hitting him. Damage is stated as follows and *must* be called *immediately* prior to every swing:

1. Skill/Ability, ex - Slay, Armor Piercing Blow
2. Damage, ex - 3, 23, 50
3. Type, ex - Edged, Blunt, *Stun*, Silver, Magic
3*. Secondary Type, ex - Edged, Blunt
4. Effect, ex - Fire, Air, Poison 4 body, etc.

Ex: "Slay - 36 - Edged"
        8 - Silver - Poison 16 body (Level 4)

*Certain NPC Creatures may require users to call *"Edge"* or *"Blunt"* in addition to *"Silver"* or *"Magic"* damage due to taking minimal to no damage from that type of weapon.

Damage is taken off in the following order unless an effect states it bypasses this normal progression:

    Ability and Magical Protections—Armor—Body.

Armor and Body points are restored at the beginning of each new game day. Ability and Magical Protections, Potions, and Poultices must be reapplied after the duration ends or if the effects are used.

Slays & Backstabs

Slays are Combat Abilities that:
- Count as Enchantments upon a Weapon.
- Are always full damage.
- Can only be used on one target per combat, regardless of Slay source.
- Cannot be used for *Stun* damage.

Fighters must call *"Slay - Damage - Effect" immediately* prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, then that particular *Slay* is wasted for the combat.

Backstabs are versatile Combat Abilities that:
- Count as Enchantments upon a Weapon.
- Are always full damage.
- Are *only* effective if they hit the back of the target.
- Can only be used on one target per combat, regardless of Backstab source.
- Can *only* be used while the user is behind the target.
- *Can* be used for *Stun* damage at 200% *Stun* but the user must call
  "Backstab - Damage - Stun."
- *Can* be used for *Body* damage at 50% *Body* (rounded down) but the user must call
  "Backstab - Damage - Body."
- Examples:
  "Backstab - Damage (106) - Stun."
  "Backstab - Damage (53)."
  "Backstab - Damage (26) - Body."

Rogues must call *"Backstab - Damage - Effect"* (or *Body or Stun*) *immediately* prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, then that particular *Backstab* is wasted for the combat.

Multiple Slays & Backstabs per Combat

Certain Abilities give Players additional *Slays* or *Backstabs* per combat, but are still only once per target per combat and may not be combined with core Class *Slays* or *Backstabs* unless otherwise stated.

Example: Ice Elemental Shapechange grants a Fighter an Ice Form with one 20 pt *Slay*, which must be used on a different target than the Fighter's core *Slay*.
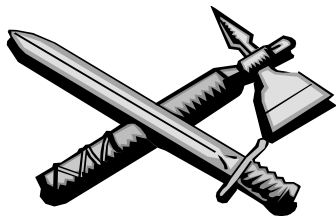
UNCONSCIOUSNESS

During combat, it is possible that you will lose all of your Magical, Armor, and Body points you may have.

At zero Body points, you are conscious and are still able to move at a **slow** pace as if badly wounded. You cannot fight, defend, cast Spells, run away from combat, or use Abilities or Skills. However, Magic Items, Potions, Poultices and other items may be used normally.

If your Character is rendered unconscious while *Stunned, Sleeping,* dying (i.e. taking more damage than you have in total Body, Armor, and Protections), etc., you have no memory or awareness of what is happening around you until you regain consciousness or your Character is dead.

SEARCHING

Bodies that are unconscious, dying, or dead can be searched for "In Game" items. Searching a body takes 5 minutes, unless the target has *Resist Search*. Only "In Game" items can be taken or confiscated after searching. Searching is not required to take or confiscate "In Game" items, weapons, or shields in the hands of a body. All other items are considered part of the costume and require the body to be searched.

"In game" items are usually tagged or provided by Quest. If you are not sure if an item is stealable, ask a Marshal. If it is a tagged Quest "In Game" item - keep and/or sell it through normal meals, but return it at check-out. Personal items are not stealable.

Item Theft

Intro Chapter: Page 5 outlines explicit guidelines of Theft & Rogue Skills at COS Quest. "In Game" items taken from another PC unwillingly through searching or other means must remain In-Game for 1 hour after being taken so the PC may attempt to recover them. If a stolen item changes hands, the new party must be notified that the item is stolen and the 1 hour begins anew. If game ends within that 1 hour, both parties must go to the Plot Shed for a Game Marshall to resolve.

Personal Items

If a Game Item is a stealable item but also a player's personal item that they are using for a Physical Representation for a Magical Item, the player has the option to give up the tag or give up the item. If the player only gives up tag, the item will change and will not be recognizable to the former owner. If a player gives up the personal item, the player gains the benefit of recognizing it later but risks the chance of possibly losing the personal item. Any problems will be handled on a case by case basis by the Rules Committee.

1-8

DYING & DEATH

At -1 Body and below, you are unconscious and dying and must be healed. For every minute thereafter that you are not healed, the negative increases by 1 until -11. When you reach -11, your Character suffers a **Death** and requires a *Restoration*.

The damage of the blow which "dropped" you below zero Body points, to a maximum of -10, starts the dying clock. You will *always* have a minimum of one minute to be healed.

Example: If you have two points of Body and Armor remaining and you take "8 Edge" points of damage, you are at -8 on the clock (regardless of the actual math). If you have two points remaining and are hit with *Slay 25 Edge*, you are only at -10 and still have 1 minute to be healed.

You do not take additional damage after being reduced to a negative number, and there are no killing blows. *Only time can kill!* If you voluntarily leave the spot where you are "dying" (freely leave the area on your own), or if you call out or do not act accordingly while you are dying, you willingly drop your "dying clock" to -11 and your Character dies.

Abilities, Spells, etc. (other than *Healing*) do not work on dying characters unless it specifically states otherwise. Dying characters *Poisoned* or *Diseased* must be cured before they can be healed above –1.

Death & Spirits

When you reach -11, your Character is dead. Your Spirit leaves your corpse and must get a *Restoration* to rejoin your spirit to your body. All of your In-Game possessions **must** remain where your body fell, and you must go to the Plot Shed, where the Plot Head will perform the *Restoration* (via powerful NPC, etc.). Your body and spirit must be together for the *Restoration* (the spirit always knows where the body is located).

Spirits can rarely be sensed by those without *Speak with Spirit*, and even then only as a slight shimmering object with no discernable features. Living creatures appear the same to Spirits. Communication is only possible through a *Speak with Spirit*, or the general movements of the Spirit as a whole (the whole person moving not just an arm or leg). Written messages, charades, etc., **cannot** be used to communicate with a Spirit.

HEALING

0 to -10	*Stabilize* will bring the target to 0 Body only.
0 to -4	*Cure Light Wounds* (heals 4) or better is needed.
-5 to -8	*Cure Wounds* (heals 8) or better is needed.
-9 to -10	*Cure Serious Wounds* (heals 12) or better is needed.

Cure Light Wounds effects take the character (regardless of the actual math) to a **total** of 4 Body, *Cure Wounds* to 8, *Cure Serious* Wounds to 12, *Cure Critical Wounds* to 28, *Life* to 60, and *Heal* to 100. They will not heal more than the player's maximum Body Points in *all* cases.

A character that is *Poisoned* or *Diseased* must have the effect cured before ANY Body damage can be healed, including if the character is dying (-1 or below).

RESTORATION

Restoration is the process of returning a dead Character's Spirit back to the Character's body and restoring it to positive Body points. This is such a traumatic experience that even a successful *Restoration* takes a toll on the Spirit. A Character can minimize these effects up to 10 times, and thus 10 white stones rest in the hand of Fate.

The first *Restoration* is at no risk. In the event of additional Character deaths, one black death stone will be put in a bag for every death. Other life stones will be added to the bag to bring the total to 10 stones. The player will then draw one stone.

If a white stone is pulled, the *Restoration* is successful. The Character is returned to (or near) the site of death or to the current location of the body, and reenters the game to reclaims any In-Game possessions. The *Restoration* also *Cures Poisons & Diseases, Restores Limbs*, and otherwise completely heals the character's Body. The character, though, is exhausted from the experience. Even though at full Body Points, the character is temporarily weakened (as if at zero Body points) for one hour. Mana and Armor remain at the same totals prior to death.

If a black stone is pulled, the strain is too much and the Character's Spirit suffers from the shock. Such is the system shock so severe that the Character *immediately* suffers the effects of a *Major Character Change* previously described.

Players may elect to use black stone (or sometimes white stone) Death events as an In-Game roleplaying opportunity to have their Characters permanently die and 'rest in peace.'

GAME ITEMS

There are game monies, items, and treasure to be found at our events. We would really like to get everything back before you leave at the end of the day or weekend. These items cost us a lot of real money and we would like to use them again.

In-Game Items that are "stealable" are specified are specially marked or tagged. *Game Tags are* ***not*** *permitted to be removed without Rules Committee approval!*

"In Game" Items that can be appropriated are:

- Special Weapons: *Silver, Quality, Magical , etc.*
- Special Armor: *Quality, Enchantable, etc.*
- Maps and other In-Game papers
- Coins
- Gems and jewels
- Scrolls
- Mana Foci
- Essence Stones
- Occupation-crafted items in **Chapter 7**
- Special "Tagged" Items (Treasure, etc.)

Items that cannot be stolen but physical representations can be confiscated from a player but *must* be kept nearby if a Character is captured, searched, etc. are:

- Normal Weapons & Shields
- Lockpicks
- Spell Packets

Items that cannot be taken are:

- "Out of game" items
- Other Player's personal possessions

If a player is skillful enough to find any of these items, the item can then be sold for profit "In Game" or kept. It is strongly suggested, that you put your name in all personal items in case they become lost or misplaced.

USING ITEMS

Please only use items that your Character can use. Please turn in items to a Game Marshal once they are used.

ALL Item Tags require a physical representation and must be in hand to use. Expendable, one-use Item Tags and physical representations are to be given to a Marshal when used.

Use of Potions (One Use)

Potions can be used by anyone but **must** be used in the appropriate manner defined by the Usage Type indicated by the Potion Use Legend in **Chapter 7** (unless the player has the Alchemist Skill *Potion Mastery*). If it is used in an inapplicable manner, the effect is negated and the Potion is wasted. The user **must** state the effect on the Potion tag to the Marshal when turning in the used item.

Use of Poultices (One Use)

To use a Poultice, the user must have the appropriate Herbalist Level, and the target *must* be willing and/or unconscious. The Herbalist must state the effect on the Poultice tag when giving it to the Marshal.

Use of Mana Foci (One Use)

To use Mana Foci, the user must have them in one hand while the other hand must be free to cast the desired Spell. The user must have 1 Mana Focus per Spell Level of the desired Spell. There are restrictions around

Mana Foci allow for the casting of any Spell open to the particular user. Details of the restrictions and use are outlined under the Magic section later in this chapter.

Use of Traps (One Use)

See the *Traps* section on the next page.

Use of Wands

Wands can be used by anyone, but can only manipulate the effects of the player using them. Only <u>one</u> player can use a *Wand* at a time, and only <u>one</u> *Wand* can be used at a time and must be the *only* item in-hand (i.e. not held with a Shield, Weapon, etc.). When enhancing Effects, a Wand must be in one hand while user must have the other hand free (with only a spell packet in hand) in order to cast or use an Ability. Wands do not function in conjunction with other Items.

Use of Other Non-Magic Items

Armor Patches (One Use) are given to a Marshal when used. *Mana Runes* (One Use) may be broken or given to a Marshal.

1-10

Use of Magic Items

Magic Items are very important and prized possessions, allowing Characters to generate Spells and Abilities they would otherwise not be unable to do. Magic Items create the same effects as the appropriate Spell or Skill as listed in Chapters 6 and 5, respectively. Magic Items can only be enchanted with one effect by PCs, but Relics may be found in game that hold multiple enchantments!

Each Magic Item acts as its own Spell Slot to hold the effects stored within *as long as it is in contact with the user*. The effect of a Magic Item is *cancelled* if it is dispelled or removed from the user's possession. **It cannot be given to another player after it is enacted without *canceling* the magic. Only one player can use an item at a time.**

Magic Items must be held or worn in the appropriate manner to function properly, and the player must be able to speak to invoke a Charged Item. Amulet or necklaces must be worn around the neck, pins can be anywhere, belts around the waist, etc.

Permanent Magic Items function for the user as long as it is worn and are considered always "active." Damaging Magic Weapons and certain Plot-given Items fall into this category.

Charged Magic Items (*Permanent per day*) must be enacted ahead of time to have a protective effect active. Those with instantaneous effects can be enacted at any time, though durations may vary depending on the Spell or Skill effect and can be *cancelled* normally. *All* Magic Items have at least one charge when created. To enact a single charge of the magical enchantment stored within a Charged Magic Item, the user must use the following Verbal-based invocation:

"Enact - Effect - Damage"

Example: "Enact - Cure Serious Wounds - 12 body"

Example: A player with a Permanent per day *Immune to Blindness* item is hit with a *Cause Blindness* Spell prior to enacting the item. The wearer is still blinded, even if the item is enacted after the blindness occurs, since the item does not cure blindness. Once the item is enacted, the wearer is *Immune to Blindness* for the rest of the day, or until the item is removed, lost, or deactivated.

Example: A player with a 1x day Charged *Dodge* item enacts it, giving the wearer the Skill exactly as it is stated in the book (3/day, 1/combat). The user immediately gains the Ability to Dodge three times (1/combat) later that same day or until the item is removed, lost, or deactivated.

LOCKS AND LOCK PICKS

The locks used "In Game" have been altered so that they can be easily picked with the "In Game" lock pick tools. Quest locks are from *Level 1* to *Level 3*, and only Quest locks are allowed in the game. The levels are written on the locks. Ask a Game Marshal if you are not sure. Keys with the locks are considered Out-of-Game and cannot be used to open locks.

The *Pick Locks* Skills allow the player to attempt to open an "In Game" lock, with each Rogue Skill Level corresponding to each Difficulty Level of the locks. Lock pick tools allow the player to try to pick locks and are for use on "In Game" locks only. These tools may be made by the player or purchased from another character with similar skills. All lock picks must be approved by Quest. Though not considered "stealable," lock picks may be removed from a player's person if they are captured, etc.

Whether the player succeeds or not is entirely based on that individual's ability with approved lock picks. The ability to fashion lock pick tools and learning to use them can be explained to the player by a skilled Rogue prior to an event or, preferably, "In Game" in a more hands-on manner.

Breaking Locks

Locks cannot be broken off of a box. They can only be removed by an appropriate level Rogue by picking the lock, anyone using *Corrosive Acid* crafted by an *Alchemist*, or by a Prybar used by:

- *Level 10 Craftsmen* at the Forge only
- *Level 10 Metalsmiths* at the Forge only
- *Level 5 Rogues* anywhere

TRAPS

Traps are used in live action role playing to prevent other people from easily gaining access to treasure, cabins or just about anything else. The use of traps in live action role-playing is only limited by your imagination, and of course, safety. All traps must first be inspected by a Game Marshal prior to being used In-Game.

Traps can be disarmed in any number of ways except those that permanently disable or destroy the trap. Setting and disarming traps requires intelligence to understand their operation, skill to construct successful ones, and a steady hand to disarm them. Once a trap is disarmed or tripped, the trap is useless.

The *Disarm Traps* Skill is the only way to safely *try* to disarm a trap without causing damage, but it does not guarantee success. Whether or not the person succeeds is entirely based upon the skill and cunning of that individual. So good luck and don't lose any fingers!

Use of Traps (One Use)

Traps can be set both by Player Characters (PCs) and Non-Player Characters (NPC's) who have the *Set Traps* Skill. Trap supplies must be supplied by the player making the trap and are limited to the types of traps used by Plot. **All traps must have a Damage Card!**

Trap Levels and Effects are as follows:

TRAP EFFECT TABLE		
Level	*Damage*	*Box Contents Destroyed*
1	10 Points	
2	20 Points	*Potions*, *Scrolls*, papers
3	30 Points	*Mana Runes*, *Poultices*
4	40 Points	*Mana Foci*
5	50 Points	*Armor patches*

Traps can be set both by Player Characters (PCs) and Non-Player Characters (NPC's) who have the *Set Traps* Skill. *Craftsmen* can only set/disarm traps that they have crafted. Traps supplies must be supplied by the player making the trap and are limited to the types of traps used by Plot. **All traps must have a Damage Card present**. Traps with Item Tags may be reused if properly and safely disarmed.

Traps such as mousetraps, tripwire mousetraps, pit traps, and pressure plates affect the person that sets them off. Traps that have events resulting from the trap being set off (such as dart traps, boulders, snares, and pit traps with triggers instead of first contact) affect the person which is struck by the trap, even if it is triggered by another person.

What Happens If A Trap Is Sprung?

If the trap is sprung then "game" damage is taken by the person disarming the trap and for particular traps that may have an area of effect, any individuals near the trap. Game damage means that a specific number of physical damage is done, and Magical Protections, Armor and Body points can be taken away from those affected by the trap. The amount of damage the trap does depends on the level of the trap. The higher the level of the trap, the more damage it can cause.

All traps not disarmed and *Binding Glyphs* with a box are triggered when the box is opened, destroying the appropriate items as per the table below. *Glyphs* and traps that are set off while the box or object is being *Disarmed* **cannot** set off other traps unless the traps physically set them off (i.e. mousetrap arm breaks a gas trap balloon, etc.).

Multiple traps may have more than one effect in a box or object, and if the box is destroyed, the effects are added together. Traps **cannot** be *Glyphed,* only the boxes can.

If a trap on a box explodes, it can destroy the items in the box as per the Table above, based on the Level of the trap. A Gas trap will not affect any items contained in the box. Damage must be written on a card with the trap.

Trap Reminder #1: Traps cannot be thrown, as they are Traps and not Thrown Weapons. They can only be used in the applicable manner (bang snaps within pressure plates/open floors, mouse traps with tripwires, within boxes, etc.). Removing Traps from their set locations can only be performed by *Disarming* the Trap via the Skill, and can only be rearmed using the *Set Traps* Skill in the applicable way.

Trap Reminder #2: Traps cannot do more than 100 points of damage per box/container, though other effects may be present that are not creatable by Players (gas traps & other area of effects, pitfalls, etc.). This does not include Glyphs & Symbols which should also be clearly marked on items with green cloth and cards.
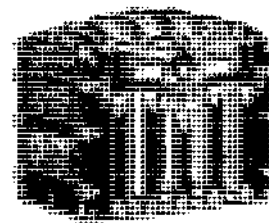
SPELL SLOTS & PROTECTIONS

Every PC, regardless of Class or Occupation, has 3 Personal Spell Slots which can hold Beneficial Spells. At any time, PCs can drop or cancel a Beneficial Spell in one of their Spell Slots. Potions and Poultices do not take up Personal Spell Slots unless otherwise stated (Ex. *Enchanted Weapon* Potion).

Identical Protective Effects are **not** stackable on a character, to include Spell Slots. Only one *Mind Shield* Spell or Effect can be active on a character at one time, but a *Protection From Fear* Spell can be stacked with it.

Offensive Spells or Effects (*Poisons*, *Diseases*, *Curses*, etc) do not occupy Spell Slots, nor can they be cancelled by the PC. They must be removed accordingly.

Each Charged Magical Item, Armor, or Shield acts as its own Spell Slot to hold activated effects enchanting it **as long as it remains in contact with the PC** and will not occupy a Personal Spell Slot. If the PC takes an active Magic Item off or gives it to another PC, the active enchantment of the item is dispelled and must be reactivated if additional charges remain. Permanent Magical Items, Armor, or Shields must simply be held or worn to gain the enchanted effects. Non-Magical Armor and Shields do not have Spell Slots and may not hold Beneficial Spells.

Each Weapon (both Non-Magical or Magical) has 1 Beneficial Weapon *Enchantment* Slot **as long as it is held by the PC**. This does not include *Poisons*, but does include Slays, Spells, Abilities, Potions, etc.

MAGIC

Magic is very common and is a large part of Quest, in that any character can learn it. Unlike other games, there are few restrictions on the learning of magic and the casting of spells.

Spellcaster Classes

Spellcasters are characters who have learned to create Spells using Mana, which is magical energy gathered every morning from the surrounding environment.

All *Spell Casters* study the magical arts to achieve their goals, learning to use magic rather than rely on the strength of martial combat prowess or the expertise in agility and evasiveness. While each *Caster* draws their power from the Magical Weave, which is the ambient magic remaining from the creation of the realm, each does so in different ways.

Spellcasters in Quest are divided into three Classes: *Astral, Elemental,* and *Natural* Spellcasters (see **Chapter 3**) along with their own different Schools of Magic Spells, which are listed in **Chapter 6**.

Astral Casters use scientific and methodical means to harness their magical power, enhancing its presence and effects around themselves and others, while also learning to circumvent many of the physical limitations that restrict others in regards to travel and magical combat.

Elemental Casters channel their magic from the power of the primal realm of the elements: Fire & Ice, Air & Earth, and Acid & Lightning. They shun the other Schools of Magic in their studies to instead focus on achieving more destructive results.

Natural Casters gather their power from the land and the air, and they channel it from the strength of the living creatures around them. Because of this, they have a greater sway over the forces that control bodily health

Learning Magic

All *Casters* must take *Read and Write - Any Language* Skill (2 Skill Points) before advancing in their chosen *Caster Classes*. Spells do not have to be memorized in Quest, regardless of which Class of Spellcaster a player chooses. Instead, a Spellcaster uses daily Mana to cast a Spell, provided it is known to the Caster. New Spellcasters may assign their starting Mana to desired spells chosen during Character Creation.

A new Spell is learned between events and recorded on the player's Character Sheet for the next event, provided that all the lower Spells beneath it in the appropriate School are known by the *Caster*. Spellcasters can learn a desired Spell and commit it to memory by:

- Allocating 1 unassigned Mana per Spell Level
- Spending 20 copper per Spell Level

Example: A 1st Level *Natural Caster* has spent 5 Skill Points on 9 total daily Mana, and he has 8 daily Mana already assigned to his 1st level spells (we'll say both first level *Air, Healing, Harming,* and *Protection* Spells). He wants to learn *Disarm (Psions 1-1)* and *Pin (Psions 1-2)*. He has **one** unassigned Mana (9-8) and 20 copper, so can only learn one more 1st Level Spell. Since *Disarm* is the first Spell in the *Psions* School, he must learn that Spell *before* spending 1 Skill Point for another Mana and another 20 copper on training before he can learn *Pin*, since he does not have another unassigned mana.

Note that the Mana cost needed to *learn and assign* a Spell differs from the amount of Mana that would be required to *cast* that Spell. So, a Level 6 Spell would cost 6 unassigned Mana to *learn*, but 9 daily Mana to *cast*. It is likely that a Spellcaster may not be able to cast every Spell known to that character in a single day.

The *Knowledge* and *Protection* Schools are open to all *Caster* Classes. *Elemental* Schools are Class-specific for Astral and Natural *Casters* as detailed in **Chapter 5,** though all *Elemental* Schools are open to *Elemental* Casters.

A Spell need only be learned once. If the Spell is duplicated on another School List, it does not need to be learned a second time. (Example: *Pin* or *Disarm* in both *Movement* and *Psions* but must only be learned once).

Casting Spells

To cast a Spell, a Spellcaster must have a spell packet in hand, one hand free, the available daily mana to cast the spell, and must use the incantation (and throw a spell packet if applicable):

I call upon the powers of (Spell School) to (Spell Name) - Effect and/or Damage

Example: I call upon the powers of *Air* to *Air Dart*-4 *Air* (throw a spell packet)

Spell packets **cannot** be thrown until the incantation is completed and must then *immediately* be thrown. Spell packets that strike the head or groin of a target do not take effect, unless the Spell was an *Area of Effect* Spell. If the intended target tries to intentionally get hit in one those areas, the Spell takes effect normally.

Here are a few things to keep in mind in regards to magic, Spells, and casting them effectively:

♦ At least one hand must be completely free to cast Spells and the Caster must have a spell packet in-hand to represent spell components.

♦ The Caster must be able to speak to cast Spells.

♦ Unwilling Targets ***must*** be hit with a thrown spell packet to be affected by a Spell.

♦ Weapons must be touched for an Enchantment to be placed upon them by an ally.

♦ Willing Targets must be touched or hit with a thrown spell packet to grant the desired effect.

♦ Mana is drawn from the environment at sunrise (7 a.m.) of every day.

♦ Spells still active from the previous day expire at sunrise (7 a.m.) of the next day.

Raw Mana

Fledgling Spellcasters that *only* have a single Spellcaster Class still have an untrained connection to magical energy. As such, they receive bonus 'raw' mana depending on their training. This mana may be used and replenished by normal means, but may not be assigned to spells. Once a Spellcaster reaches Level 4, their training and power constrains their connection to more powerful magic. Bonus mana is available as follows:

Spellcaster 1—30 raw mana
Spellcaster 2—20 raw mana
Spellcaster 3—10 raw mana

Spell Components & Spell Packets

All Spellcasters will be required to carry spell packets, which represent the physical components used to cast Spells. Spellcasters **must** have *at least one* spell packet in their hands and *one hand free* to cast! Spell packets are considered In-Game and can be dropped, *Disarmed*, etc. normally, which will disrupt any spell that is being cast.

Thrown spell packets represent ranged magical energies that a Spellcaster directs towards an intended target. Ranged Spells do **not** automatically hit in Quest! A successful strike with a spell packet is as much a part of a Spellcaster's effectiveness as learning which Spells to use when it is most appropriate.

Spell packets are treated like missile weapons. *Holds* will not be called to allow a Caster to recover thrown spell packets nor can Casters use spell packets already thrown by other Casters. You must carry enough spell packets to use for the whole combat. When you are out of spell packets, you are out of Spells for that combat.

Spell packets are *not* stealable, but may be taken from a character if captured, searched, etc., much like normal weapons and lock picks.

Making Spell Packets

Spell packets **cannot** contain more than one standard 35mm film canister of lightly packed **birdseed** and can **only** be closed with rubber bands (no twist-ties, etc.). The cloth should be filled with **birdseed only!** Rice should not be used since it can pose a potential threat to birds if they eat it. Gravel, lead shot, pennies, sand, etc. are also forbidden due to the fact that these are thrown at other players! Cloth squares are typically 6" x 6" in size, which should hold the appropriate amount of birdseed.

Spell Books

Players are encouraged to keep and maintain a Spell Book of every Spell known to their Character, reflecting the Spells section of your Character Sheet and the current description of the Spell. This will help you become more familiar with your Spells, as well as provide a portable reference.

Spell Books are also great role playing tools, providing your character with a physical representation if you choose to play a typical "wizard." Stealing a Spell Book does not provide additional magical knowledge. Rather, Spell Books are considered the personal notes of the Spell Caster regarding magic.

Spell Durations

The following are typical durations for Spells and their effects. Keep in mind that Beneficial Spells will occupy a Spell Slot for the duration of the Spell, whereas Offensive Spells will not. Beneficial Spells can be cancelled at any time by the recipient of the Spell but not by the original Caster. Casters may end any Spell they cast, provided it is not already cast on another target.

One Day:
The effect lasts until the next morning unless the spell effect is used or dispelled.

Instantaneous:
The Spell takes effect right away, however the effects may or may not have a longer duration.

One Combat or [Time Limit]:
The Spell is active and occupies a Spell Slot for the duration of the Time Limit. If combat is initiated within the Time Limit, the spell will remain active for the duration of the combat. If the spell is dispelled or the combat ends, the spell ends, regardless of how much time remains from the time of casting.

Other:
The spell duration is listed with the spell.

Glyphs: Symbols & Bindings

Glyph-type Spells will place a Spell into a magical symbol which, when placed on an object or container, will release its energy if it is disturbed. Any Offensive Spell known to the Spellcaster can be placed in the *Glyph*-type Spell. It does not cost any *additional* mana to place the Spell into the *Glyph*. Beneficial and Caster-only Spells **cannot** be placed in *Glyphs*. If the Spell desired is not known to the Spellcaster, the appropriate number of Mana Foci (1 per Spell Level) are needed, which are consumed when the *Glyph* is placed. If holding a *Glyph Manipulation Wand*, Spellcasters will not disturb their own *Glyphs*. Only one *Glyph* can be placed on an object at a time.

Glyphed areas cannot be larger than a doorway and must have a **strip of green cloth** with the Spell Effects written on a card inside an envelope and the Level of the *Glyph* written on the outside of the envelope. If the green cloth or the effects are missing, the *Glyph* is dispelled. *Glyphs* are divided into two types: *Symbols* and *Bindings*.

Glyph Symbols are traditional *Glyphs,* which are magical marks placed on any kind of object or non-mobile 10 foot circumference area **(represented by a 10 foot piece of green rope)**, which is set off by the first person that moves or passes through the area. Setting off a *Symbol* is considered to be a *willing* action by the person setting it off, regardless of range or methods used, and makes the person the center of the Spell effect. An object with a *Glyph Symbol* **cannot** be moved without disturbing the *Symbol.*

Example: A person tosses a stick at a door, which is 10 feet away and has a *Glyph - Symbol* on it, in order to set off the *Glyph*. He *willingly* disturbs the *Glyph* and becomes the center of the Area of Effect *Area Silence* Spell, causing all sound to be suppressed around him and everyone within a 10 foot radius of him.

Glyph Bindings are used to seal a moveable container, which must be smaller than an average door and *must be able to close completely* (i.e. a scroll tube, a book, etc.). *Bindings* differ from *Symbols* in that a container sealed with a *Binding* **can** be moved.

The first person that opens an object sealed with a *Binding* will set off the Spell within the *Glyph*. Breaking a *Binding* is considered to be a *willing* action by the person setting it off, regardless of range or methods used, and makes the person the center of the Spell effect.

Example: A person opens a cash box with a *Lesser Glyph - Binding* on it, breaking the magic that is sealing it shut. The person *willingly* accepts the effects of the Level 2 *Astral* Knowledge Spell *Feign Death* within the *Binding*. The Spellcaster returns and loots the person attempting to steal his hard-earned cash.

A Spellcaster that can cast *Lesser Glyph*, *Greater Glyph*, or *Glyph* can identify the type of *Glyph* if of the appropriate level, as well as the Spell set into it (i.e. a Spellcaster able to cast *Greater Glyph* can identify *Lesser* and *Greater Glyphs* as well as determine the Spells set in them, but cannot identify the higher Level *Glyph* Spells).

GAME EFFECTS

The following section deals with Effects that any player may encounter in Quest. It is best to be familiar with the aspects of each effect to better understand the game.

Anti-Magic

Anti-Magic effects are areas where magic ceases to function. Weak *Anti-Magic* effects suppress active enchantments and magic items of a target while within the area, though the enchantments resume once the target leaves. Stronger *Anti-Magic* effects will completely *Dispel* all active enchantments on a target that enters the area, which must be reapplied once the target leaves. Magic Items, Potions, etc. will **never** be destroyed by entering an *Anti-Magic* effect. They simply cease to function and will have no effect if used while within the area of effect. Potions will function in *Suppress Magic* areas but not *Anti-Magic* areas. Poultices will work normally in both.

Anti-Movement

Anti-Movement effects prevent a target within the area of effect from using any Movement-based Skills, Spells, etc. Movement-based Potions and Magic Items will not function within these areas, but will **never** be destroyed by entering an *Anti-Movement* effect. They simply cease to function and will have no effect if used while within the area of effect. *Portal*-type effects, while not Movement-based, will not work within the *Anti-Movement* effect either. Those attempting to *Portal, Teleport, Dimension Door,* etc. into an *Anti-Movement* effect will appear directly outside the area of effect.

Area of Effect

Area of Effect Skills, Spells, etc. generates an effect that covers a certain radius or area, which affects all targets within that area. *Area of Effects* are generated by invoking the Spell or Ability, throwing a spell packet, then calling a *Hold* to explain the effects and damage of the *Area of Effect*.

The spot where the spell packet **stops** moving is the center of the *Area of Effect*, unless it strikes an intervening object, such as a wall, tree, player, shield, etc. In this case, the center of the effect is where the object was struck. If an *Area of Effect* hits a target's head or groin, the target *still* takes the effect and is the center of the effect. If a moving target is hit or near the *Area of Effect*, it is the Marshal's call as to where the Area of Effect is and who is affected.

Blindness

Blindness effects render the eyes useless, causing targets to close their eyes for the duration of the effect, including during combat. No running, jumping, or quick movements are allowed while under the effects of *Blindness*, since this can be <u>*extremely dangerous!*</u>

Body Drain

Body Draining effects are any effects that ignore Armor and Magical Protections. Certain Undead, *Harming* Spells, *Armor Piercing Blow*, etc. are considered *Body Draining* effects.

Chaos

Chaos-type effects cause a target to enter a blind rage for one combat or one hour, forcing the target to fight any other target within line of sight until there are no more targets. Mind Shield and Iron Will prevent the target from being affected. If a target affected by *Chaos* is reduced to -1 body, the *Chaos* effect is dispelled.

Charm

Charm-type effects change the reaction a target has to the user of the *Charm*-type effect, usually for 10 minutes if the effect is mild. Stronger *Charm*-type effects make the target completely obey the user, though only for one minute before the effect fades. *Charm*-type effects are mind-affecting.

Curse

Curse-type effects cause a variety of "mysterious" ailments to afflict a target, with effects differing in regards to the individual *Curse*. *Physical Curses* alter a target's strength, dexterity, or even physical appearance. *Mental Curses* are mind-affecting *Curses* that affect a target's memory or speech patterns. *Magical Afflictions* such as Plagues, Lycanthropy, Vampirism, etc. are not *Curses* and cannot be removed by a *Remove Curse*.

Blurred Vision: The target is unable to read for 30 minutes. No other effects occur as a result of the Curse. This is a *Mind*-affecting *Curse*

Deformation: The target must wear an item (like bunny ears) for one day.

Jinx: The target is at -2 damage for the next hostile combat.

Nearsight: The target is unable to use the *Avian Sight* r *Darksight* exceptional vision Abilities for one hour.

Rhyme: The target must rhyme everything he says for one day. This is a *Mind*-affecting *Curse*.

Stench: The target will begin to smell awful. The target cannot use the Pass without Trace or Remove Tracks Abilities for one day while *Cursed*. No other effects occur as a result of the Curse. This is a *Mind*-affecting *Curse.*

1-16

Darkness

Darkness effects prevent targets within the area of effect from seeing anything within the *Darkness*, though it does not affect the targets eyes as per *Blindness.* Those unable to see within the *Darkness* effects must keep their eyes closed until they leave the *Darkness.*

Dimension Door

Dimension Door-type effects are Movement-based effects that allow the user to travel short distances rapidly, either via magic or physical movement. This type of travel is taxing, however, and all creatures must wait 10 minutes between *Dimension Door*-type effects.

Disarm

Disarm-type Effects cause the target, which must actually have hands, to drop all In Game Items that are being held in both hands for 5 seconds, including spell packets, weapons, shields, coins, etc. No other item may be picked up for the duration.

Disease

Disease effects are attacks that rapidly infect living characters on the first successful hit. There are two types of diseases in Quest. *Any lost Body points, even those of a dying characters (-1 and below), are not healable <u>until</u> the Disease is first cured!.*

Blood Disease damage affects a target as follows:
* 5 initial Body points of damage upon effect
* 10 additional Body points 5 minutes after combat ends.
* Death (-1 Body) 10 minutes after the end of combat

Waste Disease damage affects a target as follows:
* 0 damage; no Limbs lost
* Right limb is lost 5 minutes after the end of combat
* Death (-1 Body) 10 minutes after the end of combat

Cure Disease will remove *Disease,* but it will not restore lost limbs. A *Restore Limb* Spell will fixed the damaged arms, but only after the *Waste Disease* has been cured. *Magical Afflictions* such as Plagues, Lycanthropy, Vampirism, etc. are not *Diseases* and cannot be removed by a simple *Cure Disease.*

Drowning

A player can hold their breath for two minutes without taking any damage. After two minutes, the player is at -1 and loses another point every minute thereafter until -11. It is not possible to cast spells, use Verbal-based Abilities, enact Magic Items, or use Potions, Poultices, and other items while underwater without special means. Non-Verbal Skills and Abilities can be used normally.

Embrace

Embrace effects are *Body Draining* effects that allow the user to immobilize a target hit with both weapons. The target is held and cannot move or cast spells, and will take a certain amount of *Body Drain* damage after 10 second count and each 10 seconds the hold is in place. *Free Action* will not prevent the effect, but the target can negate it by using *Escape*.

Energy Drain

Energy Drain effects reduce a target's total weapon damage per swing, *Slays*, *Backstabs*, and *Caster* levels for one hour. The levels of *Energy Drain* are Lesser Energy Drain (-3), Greater Energy Drain (-6) and Major Energy Drain (-9). Only the highest level of Energy Drain is effective at a time, overriding any weaker Energy Drain effects affecting the target.

Energy Drain effects **are not** cumulative, and only the strongest *Energy Drain* effect can affect a target at a time, overriding any weaker *Energy Drain* effects affecting the target. *All* Levels return one hour after the last *Energy Drain* effect. *Energy Drain* effects **only** reduce Class Levels and have no effect on other Skills, such as Slays, Backstabs, Strikes Professions, Occupations, etc.

Example 1: A Fighter swings for 5 points of damage and has Slay 20. A Lesser Energy Drain attack that hits her reduces her effective damage to 2 points per swing but the Fighter still has a Slay 20. A second Lesser Energy Drain does not reduce her damage any further.

Example 2: A 10th Level Natural Caster swings for 3 points of damage. He is hit with Lesser Energy Drain attack that saps three levels in one hit! He loses the ability to cast Level 8, 9 and 10 spells (now effectively Level 7) and swings for 1 point of damage. A second Lesser Energy Drain attack does not affect him any further, but a Greater Energy Drain effect would reduce his levels by 6 (now effectively Level 4) and he still swings for a minimum of 1 point per swing.

Engulfment

A player can hold their breath for two minutes without taking any damage. After two minutes, the player is at –1 and loses another point every minute thereafter until –11. Unlike *Drowning,* it is not possible to use Spells, Skills, or Items. While engulfed, players are subject to the same damage creatures they are within take (if it is attacked by others).

Falling Damage

Damage from falling into pits, off cliffs, etc. is 10 points of damage per every 10 feet the Character has fallen. Damage is taken normally: Magical Protections, Armor Points, then Body Points.

Fear

Fear effects cause targets to become so overwhelmed with despair that they must flee the combat for one minute. Weaker *Fear*-type effects (*Aura of Fear* Skill, etc.) prevent those affected from approaching the user (who appears too intimidating for them to attack) for the duration of the effect or until it is negated, if applicable. *Fear*-type effects are mind-affecting.

Hug

Hug effects allow the user to immobilize a target hit with both Florentine weapons. The target is held and cannot move or cast spells, and will take a certain amount of damage after 10 second count and each 10 seconds the hold is in place. *Free Action* will prevent the *Hug* from a Totem Ability, but not from actual creatures. The target can negate it by using *Escape*.

Mana Drain

Mana Draining effects are any effects that drain a Spellcaster's daily Mana points used for casting Spells.

Massive Damage

Massive-type Effects always do full damage to a target that cannot be reduced or negated (unless otherwise noted). Damage is only avoided if the attack misses.

Mute

Mute-type Effects prevent a target from speaking or using Verbal-based Abilities, enacting Magic Items, or Spellcasting, though Potions and Poultices can be used normally. Certain effects, such as *Area Silence* prevent any sound from being produced while within the Area of Effect as per *Mute,* though they are not *Mute* effects because they affect the area itself, not the targets within.

Paralyzation

Paralyzation is the complete immobilization of a living target on the first successful hit or if affected by an Ability, preventing any motion and negating all verbal and movement abilities. The target can be damaged while *Paralyzed.* If the target is reduced to –1 or less, the effect is negated.

Passwall

These Movement-based effects allow the user to pass through a wall or thin vertical surface and enter an open area on the other side. All creatures must wait one hour between *Passwall*-type effects unless the Ability, Spell, etc. states otherwise.

Petrify

Petrify effects cause the target to be completely trapped and encased within magically concentrated stone. All items and equipment on the target are also turned to stone. The target is immobilized and cannot take any action at all. The target also cannot be searched, moved, damaged, or otherwise affected by any game effects, even *Anti-Magic* effects. The target can *only* be released by *Unpetrify* or the duration of the effect ends, though stronger *Petrify* effects are permanent.

Pin

Pin-type Effects cause the right foot of a target to adhere to the ground for the duration of the effect. The target may pivot on the foot but may not move it or use any Movement-based Abilities, though Spellcasting is still possible since the hands of the target are not restricted.

Planar Travel

Planar Travel Effects cause targets to leave their natural physical Plane and travel to a different one, be it Elemental, Undeath, etc. If a Character is trapped on another Plane without means to escape and takes a Death, the body of the Character appears at the Primary *Portal* site in the region where the Character awoke that morning after the Restoration process if applicable. If a Character dies on another Plane where the gateway has remained open and it is possible to flee and/or return, then the body of the Character remains In-Game on the Plane until it is retrieved. It is the responsibility of the Plot Head to ensure that Planar travel and deaths are resolved quickly and before that particular event ends.

Poison

Poison effects are attacks that contaminate the blood stream of living characters on the first successful hit, which depends on the form of the *Poison*. *Any lost Body points, even those of a dying characters (-1 and below), cannot be healed <u>until</u> the Poison is first cured!*.

Poisons may be thrown in combat if the user has the *Potion Mastery* Alchemy Skill, but a spell packet must be used to represent the *Poison*. **Do not throw the Poison vial!**

Poisons applied to weapons, traps and other physical attacks **<u>must</u>** deplete all Magical Protection and Armor Points in order for *Poison* to take effect, even if combined with a non-*Poison* Combat Ability that does Body damage and ignores protections. If even 1 point of Armor or Magical Protection remains, then the Poison does not take effect. *Poisons* on weapons apply to the next swing only, but they do not occupy the Weapon Enchantment Slot (so can be stacked with Slays, etc).

If a *Poison* is used in combat on a weapon you must say:

*"Ability - Damage - Type - **<u>Poison - Poison Damage</u>**"*

Poison effects from Ingested Potions (or Contact or Projectile Potions if used with *Potion Mastery*), Gas, or Magic sources, as well as creature Combat Abilities like *Venom Strike*, **ignore** Magical Protections and Armor, directly affecting natural Body and *Poisoning* the target.

Poison damage affects a target as follows:
* *Poison X* initial Body points of damage upon effect
* *Poison X* additional Body points of damage 5 minutes after combat ends
* Death (-1 Body) 10 minutes after the end of combat

The levels of *Poisons* are **Poison 4, 8, 12, 16, & 20.**

Only the highest level of *Poison* is effective at a time, overriding any weaker *Poisons* in the system of the target. If hit with a stronger *Poison*, only the difference in damage is taken initially (i.e. increasing from Poison 12 from Poison 4 would only cause 8 additional Body initially).

Portals

Portal-type effects are Abilities and Spells that generate effects similar to *Portal* and *Teleport* Spells, where the user or target is safely moved to another location In-Game. Movement in this manner is not easy and very strenuous on a target. Thus, travel by these means can only be performed once the target has properly recovered from the previous effect. *Portal-type* effects are **not** Movement-based effects, but are prevented by *Anti-Movement* effects.

Portal effects move the target to one of three set locations, depending on the Level of the effect. All Characters are bound to the region where they awaken each morning. *Portal* effects will likely return them across great distances (and sometimes even across *Planes*) to a *Portal* site near where they were at the start of the day. *Teleport* effects are stronger *Portal* effects. A target can only travel via a *Portal* or *Teleport* effect once per hour and cannot use another *Teleport or Portal* effect again for one hour.

Regeneration

Regeneration effects allow the user to ignore the standard *Dying* rules when going into negative Body Points, instead remaining *Unconscious* for 2 minutes. If during the 2 minutes the *Regeneration* is negated through a specific damage amount total and type or creature-specific *Cease Regeneration* Poultice, the user immediately dies and goes to –11 Body Points. If *Detect Life* is used, the user must state "Regenerating". Otherwise, once 2 minutes have passed, the user is healed to its full Natural Body Point total.

Ex. A Cave Troll with Regeneration 20 Fire is dropped to negative body. It goes unconscious and begins regenerating. Before 2 minutes has passed, a PC casts Fire Bolt on the troll for 12 Fire damage, which is not enough to negate the *Regeneration*. Then the character casts a second Fire Bolt on the troll for another 12 Fire for a total of 24 Fire damage which exceeds the 20 Fire needed. The troll's *Regeneration* is negated and it immediately dies . Had the troll not taken the second Fire Bolt, at the end of 2 minutes it would be fully healed to its total natural Body Points and able to continue fighting.

Shapechange

Shapechanging will take up all 3 Spell Slots of the user and is usable for one hour or one combat per use, regardless of type of *Shapechange*. If combat is initiated within the hour, the *Shapechange* is dispelled after the combat unless an Ability or Effect allows otherwise. The user loses all magic effects in their 3 Spell Slots and must be reapplied after the form ends. All other magical effects or abilities are suppressed while changing into and out of a form, and cannot use any Abilities, items, or cast Spells when in the form. To assume the desired shape, the user must state the specific *Shapechange* Form and apply costumes in real-time.

If dropped to zero or less (or if the appropriate *Banish* Skill is used), the user must revert back to the original form as previously stated prior to the *Shapechange,* at which point the user is knocked unconscious for 5 minutes. The user may drop also the effect before reaching zero, reverting back to the original form at the same Body, Armor, and Mana prior to the *Shapechange.* Any suppressed effects resume.

Shatter

Shatter effects render *Normal* and *Silver* items useless and unusable until repaired. It has no effect on Natural Weapons.

Sink

Sink effects cause a target to drop into the ground up to their knees for the duration of the effect. Targets stuck within a *Sink* effect cannot use of any Movement-based abilities and cannot *Portal* out of the area of effect. They must kneel or sit down and fight, cast, etc. this way until the duration ends.

Sleep

Sleep effects cause a target to become drowsy, settling into a deep slumber. *Sleeping* targets can searched normally and only be awakened if shaken for 5 seconds, the duration passes, or the target takes damage from an **unfriendly** source. *Sleep*-type effects are mind-affecting.

Snare

Snare-type effects cause the arms of a man-sized or smaller humanoid target to become pinned to its sides, preventing the target from using any Movement-based Abilities, Spellcasting, etc. Those affected cannot use their arms but are able to walk or run from the area. Four-legged creatures and creatures larger than man-sized are immune to *Snare* effects.

Stun

Stun damage is subduing damage designed to knock a target out rather than cause serious physical harm. *Stun* damage applies to the Body, Armor, and Magical Protections on the target. *Stun* damage can only be nullified if the target is shaken for 15 seconds, takes damage from an **unfriendly** source, or the *Stun* damage fades after 10 minutes. Damage cannot be self-inflicted or from a friendly source. Unfriendly damage that removes *Stun* damage *is* taken by the character.

Players *Stunned* into negative points are stunned and unconscious for 10 minutes. While unconscious, the player has no awareness and no memory of events while unconscious. Searching does not wake the player up.

Stun damage does no permanent physical damage. Once *Stun* damage is removed, the target is restored to pre-stun Body, Armor, and Magical Protection point totals, at which time damage is inflicted normally.

Sunder

Sunder effects render Natural weapons like *Claws Normal*, *Silver, Quality, Enchantable,* and *Magic* items useless and unusable until repaired.

Terror

Terror effects overwhelm the senses of targets, causing debilitating panic and shock that they must flee the area or combat for the duration of the effect. *Terror*-type effects are **not** mind-affecting.

Wither

Wither-type effects cause a specified arm (left or right) to become useless for the duration of the effect. Typically the right arm is *Withered* by default unless otherwise stated. The arm is rendered useless and cannot be used for *any* function, including holding items, Spellcasting, fighting, etc. *Withered* Limbs require a *Restore Limb* Spell to negate the damaged arm unless the effect states otherwise.

CHAPTER 2
The Duchy of Allwyn & The Races

Welcome!

Welcome to the realm of COS Quest, where adventure awaits those brave (or foolish) enough to seek it out! Creatures of evil and darkness roam the unsettled lands, bringing misery and death to any unfortunate enough to cross their path. Yet hope remains in the heart of the civilized Human lands, the Duchy of Allwyn, which remains a pillar of strength and order in a sea of chaos.

Other islands remain resistant to the advancing evils of the realm. Though the native homelands of the demihuman (non-Human) races lie far away, each struggle to keep control of the areas they have adopted as their new homelands.

The *Dark Elves* replace one evil with another, inspiring fear in *all* surface creatures while residing in their subterranean cities. The *Dwarves*, ousted from their mines beneath Tankard, battle the ogres and giants of the northern mountains of Northgate. The *Elves*, oldest of the races, constantly fight those that try to remove them from their forests around Shallomar. *Furbins* roam the plains around Jen and Tigeria, while *Gnolls* patrol the forests between Nip and Oslot. Meanwhile, *Gnomes* use

their mechanical talents to safeguard their Nickery stronghold, keeping their eyes to the north in case the *Ogres* (and *Half-Ogres*) of Bruk decide to "visit." *Kenku* patrol the skies around their mountain aeries east of Northgate, while *Lizardmen* patrol their swamplands southwest of Drekmor against *any* invaders.

Beyond the protective walls of the cities and outside the shrouds of darkness covering the untamed lands, however, are the areas caught between these two dangerous worlds: the frontier regions.

Profit, renown, glory and death are all things that can be found in the frontier, as well as *Barbarians* surviving off the land, *Halflings* exploring the many exciting dangers, and *Minotaurs* seeking to prove themselves against the trials they will find. Many *Tribal* races find their home in the frontier, away from the judgmental standards civilized" townsfolk, while *Half-Orcs* typically join their *Orc* kin raiding neighboring lands to keep borders in check.

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Each race struggles for their own survival while dealing with their own problems internally. Seldom does a threat arise that requires demihumans to ally themselves with the Humans, though it has been known to happen on more than one occasion.

Due to the ever-changing nature of Humans, however, even the Duchy of Allwyn is not a symbol of unity, struggling for centuries to remain intact in the face of the endless forces of evil and strife. King Ramses of Houses Woode and Vingoe has emerged to claim his birthright as King of Allwyn and to bring stability to the region. In addition to neighboring lands, the King will lean on the leaders of the Duchy, which is divided into three Baronies, each with their own leaders and agendas.

The Barony of Tomicia (Green)*:* To oversee Tomicia, King Ramses has named Jorden De Gaul Baron. Together with the King, Baron De Gaul has a long and arduous road to recovery as they both work to rebuild the lands after decades of war, corruption, and neglect.

The Barony of Servosa (Red): Young Baron Micar Valier of House Valier oversees the affairs of Servosa from the capital of Drekmoor. Seizing control after the mysterious death of his father, Baron Valier has continued to keep his borders sealed to most outsiders. Old alliances and anti-demihuman sentiments still run strong amongst the six Royal Houses of Servosa, making unification efforts difficult amidst old prejudices.

The Barony of Northgate (Blue): Shadows of suspicion and distrust still run rampant in Northgate as the citizens work to rebuild after invasions of the Ebon Lady and her forces. General Stormwatcher is missing and scattered leaders work tirelessly to keep the threat of infighting and uprising at bay between the Shires and neighboring Baronies and Lands.

For more about the history of Allwyn, visit our website at https://circleofswords.com/main/quest/history.php and in-game forums to find the News of the Realm, rumors, plot updates, maps, resources, and much more!

The Races of the Realm

But what *is* a Race? Here is a brief description and overview of each Race in Quest. Each race also includes a general outlook and some role-playing ideas for each race, though these are only suggestions on the creation of a Character. PCs can develop their origins and role play their Characters however they wish.

Races can speak their own Language and Common (the languages of Humans) at no cost but must still learn to *Read and Write* it (an example is shown with each race that has one). Each Race has a list of Traits that must be bought in order with both Skill Points and applicable Training Costs, but the entire list does not have to be completed. All Traits function as the applicable Skills listed in **Chapter 5** or Spells in **Chapter 6**.

All Players must wear the applicable costumes, which aid in the role-playing atmosphere. A Player not wearing the required costume on a continual basis will lose access to the Races and Racial Abilities.

THE HUMAN SECTS

Humans make up the bulk of the humanoids within the region and the Duchy of Allwyn. The predominantly Human population makes up the majority of the nobility and political leaders of the region. Sometimes this has lead to war and persecution, which has threatened many times in the past to split the Duchy apart.

Humans are a simple story. Being the youngest of all the races, Humans have chosen to mimic rather than develop, borrowing different aspects of their culture from other races, especially the Elves, which is why the Elves have come to develop distaste and disdain for the Human race.

Human culture and influence expands faster than that of the other longer-lived races, such as the Dwarves and Elves. This has led to demihuman races developing a sense of discomfort towards Humans, uncomfortable with the constant state of change and rapid boons in power exhibited by the Humans. That stress and lack of comfort can and has easily turned to fear and conflict.

Essentially, there are three types of Human Character races: The average Human adventurer, the *Armiger,* and the *Barbarian*. Average humans have no special traits or benefits, and they make up the bulk of the dominant Human society. The other two sects of the Human race are described further below. All Humans use Common as their main language.

Armigers

Level	Skill	Cost
1	Heraldry	1
2	Immune to Fear	7
3	Charisma	7
4	Courage	7

Armigers were once concerned with the affairs of the upper society and the noble court, but now they choose to adventure on their own, either to represent their former factions or to retire to the frontier regions. They have the knowledge of their former travels in high social circles, as well as a certain sway over those they meet in their travels.

Once displaced or upon deciding to leave their former formal lives, these individuals adopt the title of Armiger, which refers to a person entitled to bear heraldic arms.

- Armiger Characters are not a particular Class.
- Armigers must wear the *visible* Heraldic Symbol (minimum *6" x 6"* in size) that they have chosen as their own for their journeys.

Barbarians
Tribal Race

Level	Skill	Cost
1	Immune to Fear	7
2	Endurance	7
3	Tumbling	7
4	Rage	12

The Barbarian *Tribal Race* is somewhat primitive in their understanding of the world. They often distrust magic (and magic users) altogether, instead practicing the ways of Nature and the strong animals that survive the harsh seasons of the realm. Each Barbarian *Tribe* tends to choose an animal that represents the heart and spirit of their particular *Tribe*, such as the Elk or Coyote. And much like the animals of the wild, so too do the Barbarian *Tribes* war amongst each other.

Barbarians, though, view the people of their *Tribe*, and in fact all Barbarians as a whole, as an extended family, trusting the word of another Barbarian over anyone who does not understand the ways of their people. The majority of civilized races view Barbarians with contempt and regard them as savages, while Barbarians think other Humans have lost their way from Nature and view them with pity.

PC Barbarian Characters tend to have lost their way from their *Tribe* for one reason or another

- Barbarian Characters are typically *not* Casters.
- Barbarians must wear furs, usually signifying which *Tribe* they have chosen.
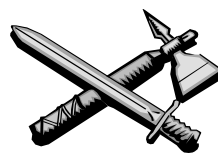
DWARVES

Level	Skill	Cost
1	Stone Working	2
2	Blind Fighting	6
3	Immune to Poison	12
4	Willpower	7

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Dwarves are stout (and usually stubborn) individuals that are at home in mines, caves, and mountainous regions. They enjoy hard work and have an uncanny dedication to any task undertaken. They are comfortable handling minerals and ores and usually know their way around a forge. For this reason, they are usually gruff and seem humorless at times, spending their lives with the stones and metal rather than socializing with other races.

Dwarves tend to be suspicious of other races, thinking they wish to rob them of their precious metals and gems, with perhaps the exception of their cousins, the Gnomes. They also distrust individuals they do not know, especially practitioners of magic, especially Astral magic. But when near good food and strong drink, they tend to be reminded of their homes and are more relaxed.

- Dwarf Characters tend to be Fighters and Metalsmiths.
- Dwarves must wear beards.

THE ELVEN SECTS

Elves, believed by many to be one of the earliest creations of Life, second only to the Dragons, are also possibly the longest lived. Feelings of superiority over the less "perfect" creations have lead to tragedy and conflict with other races in the past. Yet even this ancient race has had its share of infighting and conflict, leading to age-old schisms that are not soon forgiven or forgotten with the passing of time.

There are four types of Elven Character races, each with their own customs and societies; the *Elven* adventurers, the *Dark Elves,* the *Gray Elves,* and the *Wood Elves.* Though each differ in how they interact with the realm as a whole, all Elves speak the *Elven* language.

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ELVES

Level	Skill	Cost
1	Immune to Sleep	4
2	Detect Secret Door	2
3	Tracking	5
4	Immune to Charm	5

Aside from the nobles, servants, and merchants one would encounter in most Elven cities and regions, the typical Elves encountered are the rare few that have chosen for one reason or another the hard life as an adventurer over the splendor of their Elven homelands. There are still many traits that are shared among the Elven kin, however, regardless of their place of origin.

Elves often have a deep connection to the things of Nature. They are concerned heavily with Magic, enjoying both the connection to Nature and its creatures through Natural Magic, as well as the studious aspects of Astral Magic. Elves, though, also have the reputation for being arrogant, remaining aloof of the petty concerns and troubles of the other "lesser" short-lived races.

Elves are fond of open places and forests and tend to dislike ships, mines, and caves, which seem to seal them off or remove them from their close bond with the land and its splendors. Because of this, they have a strong devotion to such lofty causes as the protection of life

- Elf Characters tend to be Fighters and Spellcasters.
- Elves must wear pointed ears and pointed eyebrows.

Dark Elves

Level	Skill	Cost
1	Blindfighting	6
2	Immune to Web	5
3	Darksight	7
4	Darkness	7

Dark Elves once lived on the surface centuries ago but have withdrawn from the surface into their deep subterranean realms, where they have built large strongholds. Most Dark Elven Houses feud amongst themselves and other undercities, or raid the surface for resources or simply to cause chaos. Others though choose instead to engage in trade or to delve deeper to explore the countless mysteries and artifacts waiting to be found in the dangerous caverns of the Underrealm.

Dark Elves have a reputation for being quick to strike, vicious, arrogant, and rather aloof, often looking down on surface dwellers (Elves in particular) who live an easy life. They dislike bright sunlight and open places, feeling exposed and vulnerable due to living centuries underground. They are often fascinated with the power of destructive magic and with combat.

PC Dark Elves differ from most of their kin in that they have chosen to frequently explore the surface, if not live on it outright, sometimes labeling them as 'renegades'.

- Dark Elf Characters are not a particular Class
- Dark Elves must have pointed ears and must wear dark purple face paint (brown or black is not permitted), or may wear black and dark purple foam masks with pointed ear cutouts.

Gray Elves

Long ago, the Gray Elves made up the largest portion of the Elven population. They were respected far and wide for their diplomatic ability, as well as their vast knowledge and understanding about many topics.

Gray Elves were thought to have been responsible for developing and teaching advanced methods of healing arts, magical theory, and artistic talents that have existed for centuries to this very day. They did not have the typical Elven reputation for being aloof of the problems of the other races, though, since they worked with them a great deal.

Gray Elves were thought to have departed the realm several centuries ago. Some thought the Gray Elves had

Level	Skill	Cost
1	Immune to Sleep	4
2	Detect Magic	2
3	Pass Without Trace	4
4	Disguise	8

grown weary of this realm, ascending to another Plane to further their knowledge, while others believed they were hunted down and slaughtered because of the jealousy of "lesser" races. Regardless, the Gray Elves have all but disappeared from existence in the Barony and The Known World, and what few remain are both cautious and curious about the history of their people.

- Gray Elven Characters are typically Rogues and Astral Casters.
- Gray Elves must have gray skin and wear pointed ears.

Wood Elves
Tribal Race

Level	Skill	Cost
1	Pass without Trace	4
2	Immune to Sleep	4
3	Climb	3
4	Use All Poultices	6

Wood Elves are Elves that have left behind the pristine buildings and political intrigues of their kin for a more simple, and more savage, way of life in the Wild. In doing so, they have tapped into the primal nature within all creatures as a means to harness their magic and to survive. For these reasons, they are considered a *Tribal Race* and are regarded with a hint of scorn by the royal Houses and servants of their more civilized brethren.

Wood Elves share the love of woodlands and open spaces common among the Elves, and are easily spurred to action when their woodlands are endangered. They are not, however, overly bothered by caverns and other underground areas, as long as they are naturally occurring. Wood Elven families tend to form Clans to protect and care for their young and old, using brightly colored markings and facial tattoos to distinguish themselves from each other and to scare their enemies. While their markings and mannerisms make them seem somewhat stand-offish, Wood Elves fiercely defend their friends and what they believe in.

- Wood Elves are not a particular Class, but they tend to prefer Nature-oriented Professions.
- Wood Elves must wear tribal designs/tattoos on their face, as well as pointed ears and eyebrows.

Half-Elves

Level	Skill	Cost
1	Speak with Animals	4
2	Tracking	5
3	Immune to Charm	5
4	Disguise	8

Half Elves are a mixture of Human and Elven parentage, born from a multitude of circumstances between the two races, but they are neither completely Human nor Elven. Thus they tend to be loners, never "fitting in" with either race and developing a distrust of both societies.

Half Elves have neither a homeland nor a culture of their own, yet they appreciate and are very curious about the aspects of both Elven and Human society.

- Half elves must have either pointed ears or pointed eyebrows.

THE FAE
Tribal Race

Level	Skill	Cost
1	Faerie Fire	6
2	Detect Magic	2
3	Feather Fall	2
4	Plant Immunity	9

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Fae Folk are the many mysterious and mischievous creatures of the woodlands and of the Realm of the Fae, such as Faeries, Brownies, and Pixies.

While many of the Fae Folk only briefly travel outside of their own Realm on rare occasions or during times of great imbalance between the two Realms, a rare few make more long-term journeys. Some seek a greater understanding of the world outside of the Faerie Realm, while others strive to right a wrong against the woodlands or its creatures.

Fae Folk rarely find comfort dealing with larger populations of races who have a history of 'intruding' or 'exploiting' the woodlands. However since they also tend to be more positive and hopeful in their nature, Fae Folk react better dealing with others on a more individual basis.

- Fae Folk are not a particular Class, but they tend to prefer Nature-oriented Professions.
- Fae Folk must wear tribal or woodland designs/ tattoos on their face, as well as wings.

FURBINS
Tribal Race

Level	Skill	Cost
1	Claws	8
2	Leap	9
3	Willpower	9
4	Immune to Disease	12

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Furbins are a *Tribal Race* of agile cat-like humanoids that are at home in the woods. They are very curious by nature, often focusing their attention (while it lasts) on curiosities and trinkets, though they are not necessarily occupied with material gain. They tend to not be very wise, but not necessarily stupid, simply failing to think through the consequences of their curious actions.

Furbins are fiercely independent and are very good fighters, though they prefer relaxation and comfort to the rigors of conflict. Though not necessarily outgoing, Furbins are very protective of the friendships they do form.

- Furbin Characters tend to be Rogues and Craftsman.
- Furbins must have a mane or tail and whiskers.

GNOLLS
Tribal Race

Level	Skill	Cost
1	Claws	8
2	Tracking	5
3	Immune to Disease	12
4	Aura of Fear	9

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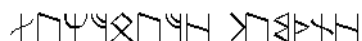
Gnolls are a *Tribal Race* of dog-like humanoids that are usually friendly, sociable, and accepting of others. Gnolls take their duties very seriously and consider themselves very civilized, though not in a way that harms their natural surroundings. They have extremely keen senses and honed instincts and do not often misplace their trust.

Any large populations of Gnolls can usually be found near areas of strong Life energies, due to their close ties with Nature, or near hordes of Undead, of which the Gnolls have a deep-rooted hatred.

- Gnolls tend to be Fighters.
- Gnolls must have whiskers or dog-ears or appropriate makeup.

GNOMES

Level	Skill	Cost
1	Immune to Blindness	6
2	Stone Working	2
3	Conceal 1 Point Weapons	6
4	Improvise	6

Gnomes are a curious and inventive race. They tend to pursue scholarly and creative activities, and they are often masters in trades and Occupations. Gnomes are known for their unfailing attention to detail and orderly methods of thinking, choosing a logical (and usually mechanical) solution to a problem.

Gnomes tend to be cautious and avoid combat but are not necessarily cowards. They usually have long and complicated plans because, to a Gnome, there is always a logical (and usually complex) solution to any problem.

- Gnome Characters typically enjoy Occupations.
- Gnomes must wear long pointed hats.
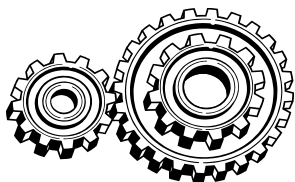
HALFLINGS

Level	Skill	Cost
1	Immune to Fear	7
2	Missile Weapons +1	6
3	Escape	9
4	Taunt	4

Halflings, like Furbins, are a curious and mischievous race who do not fully consider the consequences of their impulsive actions. They are not generally aggressive however and are in fact quite personable, but they will fight when cornered or their friends are endangered.

Halflings can usually be found where they do not belong, and since they tend to be small in size and stature, they sometimes seem to appear out of nowhere. Halflings seldom respect the boundaries of "personal property."

- Halfling Characters are typically Rogues.
- Halflings must wear a topknot of hair.

HALF OGRES
Tribal Race

Level	Skill	Cost
1	Damage +1	8
2	Immune to Paralyzation	12
3	Aura of Fear	9
4	Rage	12

Ogres are fearsome creatures with yellow skin that are nearly seven to eight feet tall, raiding settlements and bringing woe to other *Tribal Races,* including other Ogre *Tribes*. They have a sheer joy for killing and destruction and very little mercy, and they often rely on these raids to maintain their own supplies to survive. One result of these raids is Half Ogres.

The Half Ogre *Tribal Race* shares the habits and behaviors of their Ogre cousins. They are by far the strongest of all the Character races and the largest in stature. Some believe that Half Ogres are a result of a magical experiment gone awry, while others think it is from a union between Humans and Ogres.

Regardless of origin, the combination of races results in powerful Half Ogres that tends to be just as ferocious as their full-blooded Ogre kin. Half Ogres look at the world in very simple terms and often do not, nor really even care to try to, understand the ways of other races. They also rely on size and strength, rather than wits, to overcome obstacles.

- Half Ogre Characters are typically Fighters.
- Half Ogres must have yellow skin and should have large canine teeth.

HALF-ORCS
Tribal Race

Level	Skill	Cost
1	Damage +1	8
2	Immune to Poison	12
3	Willpower	9
4	Rage	12

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Half-Orcs are a *Tribal Race,* combining the toughness of Orc breeding with brief flashes of Human cunning and intelligence. They can often prove to be rather brutal, having a "Might makes right" attitude.

Orcs, a race of crafty green-skinned humanoids, can be just as vicious as Barbarians or Ogres at times and yet are not as cowardly as their smaller Goblin cousins. For this reason, Orc raids can prove to be a great nuisance for other civilized races, striking out from their mountain cavern lairs with just enough organization to prove dangerous. It is also the main reason for Half-Orcs being born into existence.

Half-Orc Characters have the same physical traits as their kin, though they usually have a different outlook which has caused them to separate themselves from the rest of their *Tribe.*

- Half-Orc Characters are typically Fighters.
- Half-Orcs must have green skin and should wear a large tusk.

KENKU
Tribal Race

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Kenku are a *Tribal Race* of bird-like creatures. They tend to like the open spaces and often dislike being indoors, especially in dark underground confines. They are usually adventurous and solitary, but will join with others when faced with tasks they cannot accomplish on their own.

Level	Skill	Cost
1	Avian Sight	3
2	Feather Fall	2
3	Claws	8
4	Leap	9

Originally from the Plane of Air, some Kenku came to this realm and established Aeries of their own. The two factions warred for a short time, developing a mild contempt for each other. The Kenku that remained on the Plane of Air became known as Planar Kenku, while the ones remaining in this realm were called Groundlings. Neither side found many allies during the conflict, thus Kenku have become more solitary and rarely seek help from others. Kenku Characters are usually (but not always) from the Groundling sect.

- Kenku Characters are not a particular Class, but tend to prefer Air-related training (*Natural* Air & Lightning Schools, *Elementalists,* etc.)
- Kenku must wear bird makeup and should wear a bird beak.

LIZARDMEN

Level	Skill	Cost
1	Claws	8
2	Lasting Breath	4
3	Immune to Poison	12
4	Spit (Element)	8

Tribal Race

Reptilians are various creatures that are lizard-like in nature. The predominant culture of Reptilians is that of the Lizardmen *Tribes*, which is all but a remnants of an ancient kingdom.

Lizardmen are a *Tribal Race* of creatures that dwell within the recesses of the swamplands. They tend to live in primitive conditions in only what nature affords them, viewing elaborate protection from the elements as a weakness and the crafting of items as a duty for the "inferior" races.

Lizardmen *Tribes* war with each other when they are not raiding civilized lands, driven to acquire glory for their *Tribes* through bloodshed. They tend to be solitary and bad tempered, becoming very aggressive when encountering non-warriors or outsiders. In fact, they barely even seem to barely tolerate each other.

- Lizardmen Characters are typically Fighters.
- Reptilians must wear scale makeup and should wear a lizard snout.

MINOTAURS

Level	Skill	Cost
1	Charge	8
2	Damage +1	8
3	Immune to Charm	5
4	Rage	12

Tribal Race
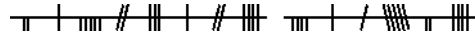
Minotaurs are a *Tribal Race* of large bull-like humanoids with fur covering much of their body. While the origins of the Minotaurs are still uncertain, their fearsome skill in battle is not. Pride and respect revolve around battle prowess, and their culture is built on both honor and bloodshed. Any tampering of these virtues is considered dishonorable, and violators of the rules of combat often find themselves in the gladiatorial pits, exiled, or worse. It is for these reasons that Minotaurs, though intelligent and very cultured, are still considered a *Tribal Race* in the eyes of other civilized races.

Aside from honor, Minotaurs are probably best known for their skills on the dangerous waters of the sea and for their distrust of magic-using races, especially Elves and Humans. While fairly intelligent, Minotaurs try to hide it, using the overconfidence of their enemies to their favor. Respect, though, is usually given to great warriors, regardless of race, who see through their ruses and act honorably in combat.

- Minotaur Characters are not a particular Class, but they tend to find combat whatever their choson paths.
- Minotaurs must wear bullhorns and fur or makeup.

CHAPTER 3
The Classes

The Fighter List

Level	Cost	Total	Skills
1	6	6	+1 Primary Pull Damage
2	7	13	+2 Primary
3	8	21	Slay 10
4	9	30	+3 Primary
5	10	40	Slay 20
6	11	51	Slay 30
7	12	63	+4 Primary
8	13	76	Slay 40
9	14	90	+5 Primary
10	15	105	Slay 50

Fighters are warriors who learn the arts of melee (or fighting with weapons) and missile (bows, etc.) combat to defeat their foes. The Fighter List is needed for Fighter-based *Professions* (see **Chapter 4**).

Slays are Combat Abilities that:
- Count as Enchantments upon a Weapon
- Are always full damage
- Can only be used on one target per combat, regardless of Slay source
- Cannot be used for *Stun* damage

Fighters must call *"Slay - Damage - Effect" immediately* prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, then that particular *Slay* is wasted for the combat.

+1 Damage To Primary : Pull Damage
Level 1
Cost: 6

+1 Damage to Primary adds +1 damage to the Primary Weapon of the user on each swing of the primary hand. *Pull Damage* also allows the user to reduce the damage called on a normal swing.

Example: A Fighter learns the Long Sword Skill for his Right Hand as his Primary Weapon. That is the only weapon to which the +1 Primary Damage applies.

+2 Damage To Primary
Level 2
Cost: 7

This Skill adds +1 damage to the Primary Weapon of the user on each swing of the primary hand to a total of +2 points.

Slay 10
Level 3
Cost: 8

This Combat Ability adds 10 points of damage to the next swing. This counts as an Enchantment upon the weapon. This Ability is usable once per combat, and only once per target per combat.

+3 Damage To Primary
Level 4
Cost: 9

This Skill adds +1 damage to the Primary Weapon of the user on each swing of the primary hand to a total of +3 points.

Slay 20
Level 5
Cost 10

This Combat Ability adds an additional 10 points of damage to the user's Slay 10 Ability.

Slay 30
Level 6
Cost: 11

This Combat Ability adds an additional 10 points of damage to the user's Slay 20 Ability.

+4 Damage To Primary
Level 7
Cost: 12

This Skill adds +1 damage to the Primary Weapon of the user on each swing of the primary hand to a total of +4 points.

Slay 40
Level 8
Cost: 13

This Combat Ability adds an additional 10 points of damage to the user's Slay 30 Ability.

+5 Damage To Primary
Level 9
Cost: 14

This Skill adds +1 damage to the Primary Weapon of the user on each swing of the primary hand to a total of +5 points.

Slay 50
Level 10
Cost: 15

This Combat Ability adds an additional 10 points of damage to the user's Slay 40 Ability.

The Rogue List

Level	Cost	Total	Skills
1	6	6	Pick Level 1 Locks
2	7	13	Set/Disarm Traps
3	8	21	Pick Level 2 Locks
4	9	30	Free Action
5	10	40	Backstab 10 Use Prybars
6	11	51	Pick Level 3 Locks
7	12	63	Backstab 20
8	13	76	Use 1 Mana Focus Backstab 30
9	14	90	Use 2 Mana Foci Backstab 40
10	15	105	Use 3 Mana Foci *Backstab 50

Rogues learn to rely on nimble movements to maneuver around foes, bypassing traps and locks to acquire goods or escape captivity, and generally prefer a more subtle approach to combat. The Rogue List is needed for Rogue-based *Professions* (see **Chapter 4**).

Backstabs are versatile Combat Abilities that:
- Count as Enchantments upon a Weapon
- Are always full damage
- Are *only* effective if they hit the back of the target.
- Can only be used on one target per combat, regardless of Backstab source
- Can *only* be used while the user is behind the target.
- *Can* be used for *Stun* damage at 200% *Stun* but the user must call
    "*Backstab - Damage - Stun.*"
- *Can* be used for *Body* damage at 50% *Body* (rounded down) but the user must call
    "*Backstab - Damage - Body.*"
- Examples:
    "*Backstab - Damage (106) - Stun*"
    "*Backstab - Damage (53)*"
    "*Backstab - Damage (26) - Body*"

Rogues must call *"Backstab - Damage - Effect (or Body or Stun)"* immediately prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, then that particular *Backstab* is wasted for the day.

Pick Level 1 Locks
Level 1
Cost: 6
This Skill allows the user to attempt to open an *In Game Level 1 Lock* with the use of lock pick tools, but not keys. Whether the player succeeds or not is entirely based on that individual's abilities. The locks used *In Game* have been altered so that they can be easily picked with the *In Game* lock pick tools.

Set/Disarm Traps
Level 2
Cost: 7
This Skill enables the user to *attempt* (the user must actually do it) to set or disarm traps. Anyone can trigger a trap, but only this Skill can prevent the damage.

Pick Level 2 Locks
Level 3
Cost: 8
This Skill allows the user to attempt to open an *In Game Level 2 Lock* with the use of lock pick tools, but not keys. Whether the player succeeds or not is entirely based on that individual's abilities. The locks used *In Game* have been altered so that they can be easily picked with the *In Game* lock pick tools.

Free Action
Level 4
Cost: 9
This Ability allows the user to resist the next *Pin*, *Snare*, *Slow*, or movement-hampering effect which specifically states that *Free Action* would negate it. *Free Action* will not prevent *Paralyzation*. The user must say **"No Effect"** when the attack is negated. This Ability is usable 3 times per day.

Backstab 10 : Use Pybars
Level 5
Cost: 10
Backstab 10 is a Combat Ability adds 10 points of damage to the next swing to the *back* of a target. The Rogue may also use this for 200% *Stun* instead of the normal 100%, or 50% *Body* (rounded down) of the normal damage weapon total. This counts as an Enchantment upon the weapon. The user must be to the rear (i.e. *cannot* be in front) of the target. This Ability is usable once per combat, and only once per target per combat.

Use Prybars allows the Rogue to use a one-shot crafted *Prybar*. The Rogue is not restricted to using these at the Forge.

Pick Level 3 Locks
Level 6
Cost: 11

This Skill allows the user to attempt to open an *In Game Level 3 Lock* with the use of lock pick tools, but not keys. Whether the player succeeds or not is entirely based on that individual's abilities. The locks used *In Game* have been altered so that they can be easily picked with the *In Game* lock pick tools.

Backstab 20
Level 7
Cost: 12

This Combat Ability adds an additional 10 points of damage to the user's Backstab 10 Ability.

Use 1 Mana Focus : Backstab 30
Level 8
Cost: 13

Use 1 Mana Focus allows the to Rogue to cast any Level 1 Astral and Natural Spell using 1 Mana Focus per Spell Level. It does not allow the Rogue to cast Spells using Mana.

Backstab 30 adds an additional 10 points of damage to the user's Backstab 20 Ability.

Use 2 Mana Foci : Backstab 40
Level 9
Cost: 14

Use 2 Mana Foci allows the to Rogue to cast any Level 2 Astral and Natural Spell using 2 Mana Foci per Spell Level. It does not allow the Rogue to cast Spells using Mana.

Backstab 40 adds an additional 10 points of damage to the user's Backstab 50 Ability.

Use 3 Mana Foci : Backstab 50
Level 10
Cost: 15

Use 3 Mana Foci allows the to Rogue to cast any Level 3 Astral and Natural Spell using 3 Mana Foci per Spell Level. It does not allow the Rogue to cast Spells using Mana.

Backstab 50 adds an additional 10 points of damage to the user's Backstab 40 Ability.

The Spell Caster Lists

Level	Cost	Total	Skills
1	6	6	Use Level 1 Spells Use 1 Mana Focus
2	7	13	Use Level 2 Spells Use 2 Mana Foci
3	8	21	Use Level 3 Spells Use 3 Mana Foci
4	9	30	Use Level 4 Spells Use 4 Mana Foci
5	10	40	Use Level 5 Spells Use 5 Mana Foci
6	11	51	Use Level 6 Spells Use 6 Mana Foci
7	12	63	Use Level 7 Spells Use 7 Mana Foci
8	13	76	Use Level 8 Spells Use 8 Mana Foci
9	14	90	Use Level 9 Spells Use 9 Mana Foci
10	15	105	Use Level 10 Spells Use 10 Mana Foci

All *Caster* players **must** have *Read and Write* (any language) in order to become a *Caster*.

All *Casters* must learn at least one School of Magic and must have learned all the core Spells of a previous Level prior to learning the next Spellcaster Level (i.e. must know both Level 3 (3-1 & 3-2) Spells in a School before learning Level 4 - *Use Level 4 Spells*). Each *Caster* Class has access to specific Schools of Magic, indicated below with the specific Spells listed in **Chapter 6**. In addition, any *Caster* Class can gain access to Spellcaster -based *Professions* in **Chapter 4**.

Astral	*Elemental*	*Natural*
Knowledge	Knowledge	Knowledge
Protection	Protecton	Protection
Acid	Acid	Air
Fire	Air	Earth
Ice	Earth	Healing
Enchantment	Fire	Harming
Force	Ice	Lightning
Movement	Lightning	Psions

There are three types of *Caster* Classes; *Astral, Elemental,* and *Natural.* All *Casters* study the magical arts to achieve their goals, learning to use magic rather than rely on the strength of martial combat prowess or the expertise in agility and evasiveness. While each *Caster* draws their power from the Magical Weave, which is the ambient magic remaining from the creation of the realm, each does so in different ways.

Astral Casters

Astral Casters use scientific and methodical means to harness their magical power, enhancing its presence and effects around themselves and others, while also learning to circumvent many of the physical limitations that restrict others in regards to travel and magical combat.

Elemental Casters

Elemental Casters channel their magic from the power of the primal realm of the elements: Fire & Ice, Air & Earth, and Acid & Lightning. They shun the other Schools of Magic in their studies to instead focus on achieving more destructive results.

Natural Casters

Natural Casters gather their power from the land and the air, and they channel it from the strength of the living creatures around them. Because of this, they have a greater sway over the forces that control bodily health

Use Level 1 A/E/N Spells : Use 1 Mana Focus
Level 1
Cost: 6

Use Level 1 Spells allows the user to cast learned Level 1 Spells using Mana. *Use 1 Mana Focus* allows the user to use 1 Mana Focus to cast any single Level 1 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Single-Class *Casters* gain 30 Raw Mana at Level 1. This Mana represents the aptitude to draw upon magical energy but the inability to properly control it. This Mana is not assignable and not transferable. If the *Caster* takes any other class, even another *Caster* class, this Raw Mana is lost.

Use Level 2 A/E/N Spells : Use 2 Mana Foci
Level 2
Cost: 7

Use Level 2 Spells allows the user to cast learned Level 2 Spells using Mana. *Use 2 Mana Foci* allows the user to use 2 Mana Foci to cast any single Level 2 Spell from any Schools of Magic available to the user's specific *Caster* Class.

The amount of Raw Mana available to Single-Class *Casters* reduces to 20 Raw Mana at Level 2. This represents the sacrifice of pure magical energy as better understanding is gained . This Mana is not assignable and not transferable. If the *Caster* takes any other class, even another *Caster* class, this Raw Mana is lost.

Use Level 3 A/E/N Spells : Use 3 Mana Foci
Level 3
Cost: 8

Use Level 3 Spells allows the user to cast learned Level 3 Spells using Mana. *Use 3 Mana Foci* allows the user to use 3 Mana Foci to cast any single Level 3 Spell from any Schools of Magic available to the user's specific *Caster* Class.

The amount of Raw Mana available to Single-Class *Casters* dwindles to 10 Raw Mana at Level 3. This represents the development of the magical conduit feeding the *Caster's* talents. This Mana is not assignable and not transferable. If the *Caster* takes any other class, even another *Caster* class, this Raw Mana is lost.

Use Level 4 A/E/N Spells : Use 4 Mana Foci

Level 4
Cost: 9

Use Level 4 Spells allows the user to cast learned Level 4 Spells using Mana. *Use 4 Mana Foci* allows the user to use 4 Mana Foci to cast any single Level 4 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Single-Class *Casters* lose the last of available Raw Mana (0 Raw Mana) at Level 4. This represents the final achievement in mastering the means by which the *Caster* draws Daily Mana for the casting of Spells.

Use Level 5 A/E/N Spells : Use 5 Mana Foci
Level 5
Cost: 10

Use Level 5 Spells allows the user to cast learned Level 5 Spells using Mana. *Use 5 Mana Foci* allows the user to use 5 Mana Foci to cast any single Level 5 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Use Level 6 A/E/N Spells : Use 6 Mana Foci
Level 6
Cost: 11

Use Level 6 Spells allows the user to cast learned Level 6 Spells using Mana. *Use 6 Mana Focus* allows the user to use 6 Mana Foci to cast any single Level 6 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Use Level 7 A/E/N Spells : Use 7 Mana Foci
Level 7
Cost: 12

Use Level 7 Spells allows the user to cast learned Level 7 Spells using Mana. *Use 7 Mana Focus* allows the user to use 7 Mana Foci to cast any single Level 7 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Use Level 8 A/E/N Spells : Use 8 Mana Foci
Level 8
Cost: 13

Use Level 8 Spells allows the user to cast learned Level 8 Spells using Mana. *Use 8 Mana Focus* allows the user to use 8 Mana Foci to cast any single Level 8 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Use Level 9 A/E/N Spells : Use 9 Mana Foci
Level 9
Cost: 14

Use Level 9 Spells allows the user to cast learned Level 9 Spells using Mana. *Use 9 Mana Focus* allows the user to use 9 Mana Foci to cast any single Level 9 Spell from any Schools of Magic available to the user's specific *Caster* Class.

Use Level 10 A/E/N Spells : Use 10 Mana Foci
Level 10
Cost: 15

Use Level 10 Spells allows the user to cast learned Level 10 Spells using Mana. *Use 10 Mana Focus* allows the user to use 10 Mana Foci to cast any single Level 10 Spell from any Schools of Magic available to the user's specific *Caster* Class.
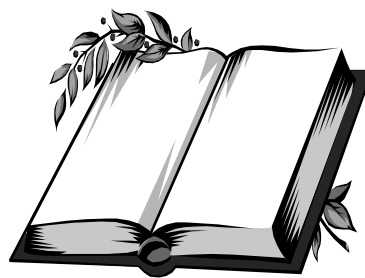
CHAPTER 4
The Professions

The Professions, also known as Kits, are specialized groups of Skills (see **Chapter 5**) that aid in tailoring a Character to the desires of the Player. Each of these Skills must be taken in order and only one Profession can be taken at a time. Certain Skills are only available by taking a Profession.

 * Denotes Skills that are tied to a Profession but not required to learn in order to complete the Profession and take another.

Archeologist			
Level	Skill	Limitation	Cost
1	Direction Sense	None	1
2	Heraldry	Spellcaster 3	1
3	Translate Languages	Spellcaster 5	3
4	Read Object	Spellcaster 5	6
5	Read Area	Spellcaster 5	4
*	Deft Touch	Spellcaster 6	12

Archeologists are Spellcasters who combine their innate connection to the flow of magic and their research of history and societies to discern the past of relics and ruins.

Assassin			
Level	Skill	Limitation	Cost
1	Escape	Rogue 7	9
2	Passwall	Rogue 9	11
3	Cure Poison	Rogue 10	8
4	Immune to Poison	Rogue 10	12
5	Optimize Poison	Rogue 10	12
6	Assassin's Touch	Rogue 10	12
7	Passwall Victim	Rogue 10	12

Assassins are experts at infiltration and elimination of contracted targets. Few targets will be safe from these focused Rogues.
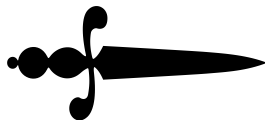
Bard			
Must Complete **Minstrel**			
Level	Skill	Limitation	Cost
1	Vocalize	Level 5	7
2	Area of Influence	Level 6	6
3	Song of Monster Command	Level 7	9
4	Song of Morpheus	Level 8	9
5	Inspiration	Level 10	12

Bards are experienced *Minstrels* who have learned to expand the musical arts to affect a greater audience in a variety of ways.

Battlerager			
Level	Skill	Limitation	Cost
1	Rage	Fighter 6	12
2	Rage, +3 Damage	Fighter 7	9
3	Free Action	Fighter 7	9
4	Iron Will	Fighter 7	9
5	Whirl Wind	Fighter 8	12
6	Death Duel	Fighter 9	12

Battleragers are ferocious Fighters who hold nothing back in the heat of battle.

Bounty Hunter			
Level	Skill	Limitation	Cost
1	Stop Bleeding - Other	None	2
2	Detect Life	None	3
3	Stop Bleeding - Self	None	10
4	Bind	Level 4	4
*	*Stunning Strike*	Level 5	10
5	Tracking	Level 5	5
6	Throw Bola	Level 6	6

Bounty Hunters are adventurers skilled in safely restraining targets for an agreed upon fee, usually indifferent to that target's particular "guilt."
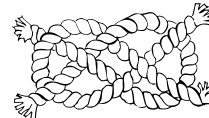
Cavalier			
Must Complete **Defender**			
Level	Skill	Limitation	Cost
1	Charisma	Fighter 10	7
2	Inner Strength	Fighter 10	12
3	Righteous Healing	Fighter 10	12
4	Immune to Paralyzation	Fighter 10	12
5	Magic Damage	Fighter 10	12

Cavaliers are skilled *Defenders* who have struggled down a road of hardship devoted to an ordered life and the aspects of law. *Cavaliers* of the Realm sometimes swear fealty or loyalty to a particular region or Order rather than individuals. *Cavaliers* **cannot** be *Sentinels*.

Chieftain			
Level	Skill	Limitation	Cost
1	Immune to Fear	Fighter 5	7
2	Courage	Fighter 5	7
3	Aura of Fear	Fighter 8	9
4	Charge	Fighter 10	8
5	Inspiration	Fighter 10	12
6	Death Duel	Fighter 10	12

Chieftains are Fighters who are devoted to becoming leaders of their *Tribal Races* (See **Chapter 2** for more details). They attain their highly sought-after position by birth or through bloodshed. Since they are figureheads of their *Tribes*, *Chieftains* **cannot** be *Shamans*, who are usually viewed with suspicion.

Cleric			
Level	Skill	Limitation	Cost
1	Detect Life	None	3
*	*Sense Undead*	None	4
*	*Undead Tracking*	Spellcaster 1	6
2	Speak with Spirit	Level 4	4
3	Turn Lesser Undead	Spellcaster 5	6
*	*Blessed Aura*	Spellcaster 5	2
*	*Destroy Lesser Undead*	Spellcaster 5	7
4	Sanctuary	Spellcaster 6	7
5	Turn Greater Undead	Spellcaster 6	7
*	*Destroy Greater Undead*	Spellcaster 5	8
6	Turn Major Undead	Spellcaster 8	10
7	Immune to Charm	Spellcaster 8	5
8	Destroy Major Undead	Spellcaster 9	12
*	*Materialize*	Spellcaster 10	10
9	Protection from Undead Ability	Spellcaster 10	12

Clerics are Spellcasters devoted to destroying the Undead, which they view as abominations against the natural order of Life.

Commander			
Must Complete **Veteran**			
Level	Skill	Limitation	Cost
1	Rally	Fighter 8	10
2	Crush Limb	Fighter 10	12
3	Armor Optimization 3	Fighter 10	12
4	Inspiration	Fighter 10	12
5	Leadership	Fighter 10	12

Commanders are veteran soldiers that have lived for years knowing how to do two things: Lead and Survive. They often play a pivotal part to swing a battle in their favor.

Death Weaver			
Level	Skill	Limitation	Cost
*	*Sense Undead*	Level 0	4
1	Speak with Undead	Spellcaster 4	4
2	Undead Friendship	Spellcaster 4	6
3	Control Lesser Undead	Spellcaster 5	7
4	Appear Undead	Spellcaster 5	7
5	Control Greater Undead	Spellcaster 6	8
6	Baneful Healing	Spellcaster 7	9
7	Control Major Undead	Spellcaster 8	10
8	Call Special Undead	Spellcaster 9	12
9	Undead Shapechange	Spellcaster 10	12
*	*Extended Shapechange*	Spellcaster 10	12
*	*Undead Shapechange - Other*	Spellcaster 10	12

Deathweavers are Spellcasters who tap into the Planes of the Undead and Death to seize control of Undead creatures in order to achieve their goals.

Defender			
Must Complete **Herald**			
Level	Skill	Limitation	Cost
1	Immune to Sleep	Fighter 7	4
*	*Vigilant Defense*	Fighter 8	12
2	Toughness	Fighter 9	10
3	Immune to Blindness	Fighter 10	6
4	Martyr	Fighter 10	12

Defenders are *Heralds* that have chosen to take the next step on the road to glory, honing their skills in the heat of battle to prove to themselves that they have what it takes to become a *Cavalier* of the Realm.

4-2

Diplomat			
Level	*Skill*	*Limitation*	*Cost*
1	Read & Write - Language	None	2
2	Heraldry	Level 3	1
3	Charisma	Level 3	7
4	Comprehend Languages	Level 4	9
5	Comprehend Languages - Other	Level 5	9
6	Charismatic Aura	Level 5	9

Diplomats are adventurers who sometimes prefers to rely on words to win encounters, rather than swords or magic.

Elementalist			
Level	*Skill*	*Limitation*	*Cost*
1	Speak With Elemental	Level 1	2
2	Elemental Kinship	Level 4	6
*	*Elemental Mail*	Level 5	10
3	Banish Elemental	Level 5	6
4	Elemental Shapechange	Level 6	12
5	Control Elemental	Level 6	6
*	*Extended Shapechange*	Level 10	12

An *Elementalist* can channel the energy of a particular Elemental Plane through the close bond that is shared between the two. When taking this Profession, *Elementalists* must choose **one element only** (*Acid, Air, Earth, Fire, Lightning, Water*) and must take it again for a *different* element.

Forest Reaver			
Level	*Skill*	*Limitation*	*Cost*
1	Defoliate	Level 2	2
2	Turn Lesser Plants	Level 3	6
*	*Destroy Lesser Plants*	Level 3	7
3	Plant Immunity	Level 4	9
4	Turn Greater Plants	Level 6	7
*	*Destroy Greater Plants*	Level 6	8
5	Turn Major Plants	Level 8	10
6	Anti-Plant Shell	Level 9	10

Forest Reavers are those who have discovered ways to disrupt the Nature energy which creates creating sentient Plant creatures, be it from naturally occurring means or through a corruption. *Forest Reavers* do not always share the mind-set and goals of traditional defenders of Nature, as their Abilities can sometimes appear counter-productive to these factions.

Forest Warden			
Level	*Skill*	*Limitation*	*Cost*
1	Speak with Plants	Level 1	4
*	*Speak with Animals*	Level 1	4
2	Plant Immunity	Level 4	9
*	*Regrowth*	Level 5	4
3	Entangle	Level 6	7
4	Toughness	Level 9	10
5	Nature's Wrath	Level 10	12

Forest Wardens are those who have chosen to devote their time to protecting the plants of the woodlands. They work closely with the Druids and *Rangers* of the area to return peace to the forests.

Herald			
1	Heraldry	Fighter 3	1
2	Immune to Fear	Fighter 5	7
3	Willpower	Fighter 6	7
4	Immune to Charm	Fighter 7	5
5	Enchanted Weapon	Fighter 7	6

A *Herald* is the beginning step to a more lawful path than most adventurers are likely to take. Rarely is a claim of allegiance made to a particular land.

Light Weaver			
Level	*Skill*	*Limitation*	*Cost*
1	Immune to Blindness	Level 4	6
2	Light	Level 4	3
3	Stun	Level 4	6
4	Cause Blindness	Level 6	10
5	Continual Light	Level 6	6
*	*Protection from Energy Drain*	Level 7	7
*	*Lesser Teleport*	Level 7	12
*	*Wall of Light*	Level 7	7

Light Weavers are adventurers who choose to combat minions of Darkness with the strength of Light.

Man-at-Arms			
Level	Skill	Limitation	Cost
1	Immune to Pin	Fighter 1	3
2	Immune to Disarm	Fighter 1	3
3	Immune to Snare	Fighter 4	6
4	Disarm Strike	Fighter 5	4
*	*Stunning Strike*	Fighter 5	10
5	Shatter Shield	Fighter 7	6
*	*Paralyzing Strike*	Fighter 8	10
6	Shatter Weapon	Fighter 9	9
7	Armor Piercing Blow	Fighter 10	12

Men-at-Arms are skilled Fighters who train to find every weakness in an opponent's weapons, armor, and fighting techniques.

Mentalist			
Level	Skill	Limitation	Cost
1	Willpower	Spellcaster 6	7
2	Immune to Fear	Spellcaster 6	7
3	Immune to Charm	Spellcaster 7	5
4	Endurance	Spellcaster 7	7
5	Immune to Sleep	Spellcaster 8	4
6	Toughness	Spellcaster 9	10

Mentalists are Spellcasters who harness the strength of their thoughts to ignore distractions.

Minstrel			
Level	Skill	Limitation	Cost
1	Lullaby	None	4
2	Battle Song	None	7
3	Charisma	Level 3	7
4	Comprehendible Tale	Level 4	5
5	Immune to Charm	Level 5	5

Minstrels are adventurers who use their natural artistic talents to support their friends or dissuade foes.

Monk			
Level	Skill	Limitation	Cost
1	Blindfighting	Fighter 3 Rogue 3	6
2	Feign Death	Fighter 3 Rogue 3	3
3	Juggling	Fighter 4 Rogue 4	8
4	Immune to Stun Damage	Fighter 4 Rogue 4	4
5	Perfect Balance	Fighter 4 Rogue 4	5
*	*Stunning Strike*	Fighter 5 Rogue 5	10
6	Half Damage from Falling	Fighter 5 Rogue 5	4
*	*Toss*	Fighter 6 Rogue 6	10
7	Iron Will	Fighter 7 Rogue 7	9
*	*Paralyzing Strike*	Fighter 8 Rogue 8	10
8	Toughness	Fighter 9 Rogue 9	10
9	Armor Piercing Blow	Fighter 10 Rogue 10	12

Monks are Fighters who focus both the mind and the body to overcome trials they may encounter.

Ranger			
Level	Skill	Limitation	Cost
1	Speak with Animals	Level 1	4
*	*Speak with Plants*	Level 1	4
2	Animal Kinship	Level 4	9
*	*Tend Animal*	Level 5	4
3	Channel Ability	Level 6	8
4	Lesser Animal Command	Level 6	7
*	*Paralyze Animal*	Level 7	7
5	Animal Shapechange	Level 9	12
*	*Extended Shapechange*	Level 10	12

Rangers are those who have chosen to focus their efforts towards protecting the animals of the woodlands. Their strength lies in their affinity with animals, rather than *Forest Wardens* do with plants.

Sentinel			
Must Complete **Defender**			
Level	Skill	Limitation	Cost
1	Resist Push	Fighter 10	6
*	*Free Action*	Fighter 10	9
2	Sanctuary Other	Fighter 10	7
3	Resist Shatter	Fighter 10	10
4	Azeron's Enchanted Mail	Fighter 10	12
5	Resist Wither	Fighter 10	12

Sentinels are experienced *Defenders* who have mastered the art of protecting specific objects, areas, or individuals rather than the Realm as a whole. As such, *Sentinels* **cannot** be *Cavaliers.*

Shadow Weaver			
Level	Skill	Limitation	Cost
1	Immune to Blindness	Level 4	6
2	Darkness	Level 4	7
3	Shadow Bolt	Level 4	8
4	Reduce Body Drain	Level 5	10
5	Continual Darkness	Level 6	7
*	*Shadow Walk*	Level 6	10
*	*Darksight*	Level 7	7
*	*Lesser Teleport*	Level 7	12

Shadow Weavers are adventurers who learn to gather the shadows around them to do their bidding.

Shaman			
Level	Skill	Limitation	Cost
1	Speak with Animals	Level 1	4
2	Detect Magic	Level 3	2
3	Speak with Spirit	Level 4	4
4	Read Object	Level 5	6
5	Animal Kinship	Level 5	9
6	Courage	Level 5	7
7	Channel Ability	Level 6	8

Shamans are rare adventurers of a *Tribal Race* (see **Chapter 2**) who council other members of the Tribe using their rare gifts. *Shamans* are respected but viewed with suspicion, since they are very secretive regarding their methods. Thus, *Shamans* **cannot** be *Chieftains.*

Shapechange Master			
Level	Skill	Limitation	Cost
*	*Resist Banish*	Level 10	12
1	Extend Shapechange	Level 10	12
2	Augment Shapechange	Level 10	12
3	Shapechange Spell Slot	Level 10	12

Shapechange Masters have achieved a balance or harmony with their altered forms, achieving greater strength than the basic abilities.

Soldier			
Level	Skill	Limitation	Cost
1	Stop Bleeding, Other	None	2
2	Heraldry	Fighter 3	1
3	Blindfighting	Fighter 3	6
4	Field Carry	Fighter 3	3
5	Armor Optimization 1	Fighter 4	10

A *Soldier* is the first step for Fighters who choose a militaristic view to life.

Spellsinger			
Must Complete **Minstrel**			
Level	Skill	Limitation	Cost
1	Affect Audience	Spellcaster 1	5
2	Spellsong: Strength	Spellcaster 4	5
3	Spellsong: Infusion	Spellcaster 4	5
4	Group Performance	Spellcaster 5	6
5	Spellsong: Sustain Spirit	Spellcaster 7	10

Spellsingers are Spellcaster *Minstrels* that have learned to combine their magical talents with their influential abilities as fledgling *Bards* to cause their spells to affect more than just a single target.

Spy			
Level	Skill	Limitation	Cost
1	Climb	Rogue 1	3
2	Pass without Trace	Rogue 2	4
3	Resist Search	Rogue 6	6
4	Disguise	Rogue 6	8
5	Escape	Rogue 7	9
6	Passwall	Rogue 9	11
*	*Lesser Teleport*	Rogue 10	12

A *Spy* is a Rogue who trains in the acquisition and protection of information and important documents.

Subterranean Explorer			
Level	Skill	Limitation	Cost
1	Direction Sense	None	1
2	Climb	Rogue 1	3
3	Stoneworking	Rogue 2	2
4	Blindfighting	Rogue 3	6
5	Perfect Balance	Rogue 4	5
6	Light	Rogue 4	3
7	Lasting Breath	Rogue 4	4
8	Half Dmg from Falling	Rogue 4	4

Subterranean Explorers are Rogues who practice fighting in the depths of the earth.

Swashbuckler			
Level	Skill	Limitation	Cost
1	Direction Sense	None	1
2	Sailing	None	1
3	Swimming	None	2
4	Speak w/ Aquatic Creatures	Level 4	4
5	Lasting Breath	Level 4	4
6	Perfect Balance	Level 4	5
*	*Seafaring Damage +1*	Level 5	8

Swashbucklers are adventurers of the Seas, learning to survive the dangers of life near the water.

Tomb Raider			
Must Complete **Subterranean Explorer**			
Level	Skill	Limitation	Cost
1	Immune to Paralyzation	Rogue 5	12
2	Underground Dmg +1	Rogue 5	8
3	Detect Secret Doors	Rogue 5	2
4	Cure Poison	Rogue 6	8
5	Escape Plan	Rogue 7	12

Tomb Raiders are *Subterranean Exploring* Rogues that have trained to infiltrate tombs and crypts to "liberate" the treasures from within.

Tracker			
Level	Skill	Limitation	Cost
1	Direction Sense	Level 1	1
2	Tracking	Level 2	5
3	Remove Tracks	Level 5	5
4	Pass without Trace	Level 5	4

Trackers are adventurers who study subtle impressions left on the ground by various creatures, as well as how to hide them from observation.

Undead Hunter			
Level	Skill	Limitation	Cost
*	*Sense Undead*	Level 0	4
1	Spec. +1 vs. Undead	Level 3	6
2	Immune to Fear	Level 3	7
3	Spec. +2 vs. Undead	Level 3	7
4	Immune to Paralyzation	Level 5	12
5	Spec Strike 10 vs. Undead	Level 5	8
6	Immune to Disease	Level 5	12
7	Spec. +3 vs. Undead	Level 5	9
8	Immune to Charm	Level 5	5
9	Spec Strike 20 vs. Undead	Level 5	10
10	Reduce Body Drain	Level 5	10
*	*Materialize*	Level 5	10
*	*Undead Tracking*	Level 6	6

Undead Hunters are adventurers who invest their time towards eliminating threats created by the Undead.

Undead Slayer			
Must Complete **Undead Hunter**			
Level	Skill	Limitation	Cost
1	Undead Tracking	Level 6	6
2	Spec. +4 vs. Undead	Level 7	12
3	Protection from Energy Drain	Level 7	7
4	Spec. +5 vs. Undead	Level 9	12
5	Affect Undead	Level 10	12

Undead Slayers are *Undead Hunters* who have attuned themselves to the habits and weaknesses of Undead in order to thoroughly rid them from the realm.

Veteran			
Must Complete **Soldier**			
Level	Skill	Limitation	Cost
1	Bandage	Fighter 5	4
2	Immunity to Fear	Fighter 5	7
3	Endurance	Fighter 6	7
4	Immune to Charm	Fighter 6	5
5	Armor Optimization 2	Fighter 6	11
*	*Vigilant Defense*	Fighter 8	12

Veterans are *Soldiers* who proceeded in their ordered militaristic training and have experienced (and survived) more combats than "green" *Soldiers.*

The following are not considered actual *Professions.* They are still Skills which must be taken in order, but they **can** be taken separately from *Professions.* They do *not* have to be completed to take a new one.

Creature Slayer			
Level	Skill	Limitation	Cost
1	Spec. +1 vs. Creature	None	3
2	Spec. +2 vs. Creature	None	4
3	Spec Strike 10 vs. Creature	None	4
4	Spec. +3 vs. Creature	None	5
5	Spec Strike 20 vs. Creature	None	5
6	Spec. +4 vs. Creature	None	6
7	Spec Strike 30 vs. Creature	None	6
*	*Protection from Creature Ability*	None	6
*	*Sense Spec Creature*	None	4
8	Spec Strike 40 vs. Creature	None	7
9	Spec. +5 vs. Creature	None	7
10	Spec Strike 50 vs. Creature	None	8
*	*Affect Spec Creature*	None	12

Creature "Specialized" Slayers are adventurers who have developed such a hatred for a particular race of creatures and fought them so much they actually learn how to fight them more effectively.

A *"Special Creature"* can be any Lesser, Greater, or Major NPC from the **COS Quest Monster Book** and **cannot** be PC classes (ex. Drow can as an NPC race but bonuses will not work against Dark Elf PCs). Other creatures can be added on a case by case basis through approval of the Rules Committee.

Familiar			
Level	Skill	Limitation	Cost
1	Call Familiar	Level 3	8
2	Speak with Familiar	None	1
3	Friendship with Familiar-type	None	3
4	Familiar Ability	None	12

Familiars are creature companions that have joined adventurers during the course of their journeys, granting them their aid in times of need. See **Appendix B** for more details about *Familiars.*

Ranged Expert			
Level	Skill	Limitation	Cost
1	Missile Weapon +1	Level 2	6
2	Missile Weapon +2	Level 2	7
*	*Retrieve Missile Weapons*	Level 2	5
3	Missile Weapon +3	Level 4	8
4	Missile Weapon +4	Level 6	9
5	Missile Weapon +5	Level 9	10

Ranged Experts are Fighters or Rogues who focus a great deal of effort towards mastering the ways of ranged attack, such as with Bows, thrown daggers, or other missile weapons. They maximize their keen hand-eye coordination to deadly efficiency.

Shield Master			
Level	Skill	Limitation	Cost
1	Shield Use	None	6
2	Deflect Normal Missiles	Fighter 4 Rogue 4	6
3	Shield Push	Fighter 5 Rogue 5	6
4	Reduce Magic Damage	Fighter 6 Rogue 6	8
5	Shield Spell Parry	Fighter 8 Rogue 8	10
6	Shield Spell Dissipate	Fighter 10 Rogue 10	12

Shield Masters are Fighters who become so familiar with a Shield that they can deflect almost any attack, whether physical or magical.

Chapter 5
Skills & Abilities List & Descriptions

Skill	Multiple	Limitation	Prerequisites	Cost
Affect Audience [V]	Yes	Spellcaster 1	Minstrel 5	5
Affect Specialized Creature		None	Slayer 10	12
Affect Undead		Level 10	Undead Slayer 4	12
Animal Kinship		Level 4 Level 5	Ranger 1 Shaman 4, Tribal Race	9
Animal Shapechange		Level 9	Ranger 4	12
Anti-Plant Shell		Level 9	Forest Reaver 5	10
Appear Undead	Yes	Spellcaster 5	Death Weaver 3	7
Area of Influence [V]	Yes	Level 6	Bard 1	6
Armor Optimization 1		Fighter 4	Soldier 4	10
Armor Optimization 2		Fighter 6	Veteran 4	11
Armor Optimization 3		Fighter 10	Commander 2	12
Armor Piercing Blow [C]		Fighter 10 Rogue 10 Fighter 10	Monk 8 Monk 8 Man-at-Arms 6	12
Assassin's Touch	Yes	Rogue 10	Assassin 5	12
Augment Shapechange		Level 10	Shapechange Master 1	12
Aura of Fear		Racial Level 8 Fighter 8	Gnoll, Half-Ogre None Chieftan 2, Tribal Race	9
Aura of Power I		Spellcaster 8	Willpower	10
Aura of Power II		Spellcaster 9	Aura of Power I	11
Aura of Power III		Spellcaster 10	Aura of Power II	12
Avian Sight		Racial	Kenku	3
Azeron's Enchanted Mail		Fighter 10	Sentinel 3	12
Backstab 60		Rogue 10	None	12
Backstab 70		Rogue 10	None	12
Bandage	Yes	Fighter 5	Soldier 5	4
Baneful Healing	Yes	Spellcaster 7	Death Weaver 5	9
Banish Elemental [C]	Yes	Level 5	Elementalist 2	6
Battle Song [V]	Yes	None	Minstrel 1	7
Bind		Level 4	Bounty Hunter 3	4
Blessed Aura		Spellcaster 5	Cleric 3	2
Blindfighting		Racial Rogue 3 Rogue 3 Fighter 3	Dark Elf, Dwarf Monk 0 Subterranean Explorer 3 None	6
Call Familiar		Level 3	Familiar 0	8
Call Special Undead [V]	Yes	Spellcaster 9	Death Weaver 7	12
Cause Blindness		Level 6	Lightweaver 3	10
Channel Ability		Level 6 Level 6	Shaman 6, Tribal Race Ranger 2	8
Charge		Racial Fighter 10	Minotaur Chieftain 3, Tribal Race	8
Charisma	Yes	Racial Fighter 10 Level 3 Level 3	Armiger Defender 4 Minstrel 2 Diplomat 2	7

Skill	Multiple	Limitation	Prerequisites	Cost
Charismatic Aura	Yes	Level 5	Diplomat 5	9
Claw Fury		None	Claws	12
Claws		Racial	Furbin, Gnoll, Kenku, Reptilian	8
Climb [M]		Racial Rogue 1 Rogue 1	Wood Elf Subterranean Explorer 1 None	3
Comprehend Languages	Yes	Level 4	Diplomat 3	9
Comprehend Languages Other	Yes	Level 5	Diplomat 4	9
Comprehendible Tale [V]	Yes	Level 4	Minstrel 3	5
Conceal/Discover One 1-pt Weapon		Racial Rogue 5	Gnome Conceal/Discover Lockpicks	6
Conceal/Discover Lock Picks		Rogue 2	None	3
Conceal/Discover 1-3 Mana Foci		Rogue 5	Conceal/Discover 1Point Weapon	6
Conceal/Discover Spell Component		Rogue 2	Conceal/Discover Lockpicks	3
Continual Darkness	Yes	Level 6	Shadow Weaver 4	7
Continual Light	Yes	Level 6	Lightweaver 4	6
Control Elemental [V]	Yes	Level 6	Elementalist 4	6
Control Greater Undead [V]	Yes	Spellcaster 6	Death Weaver 4	8
Control Lesser Undead [V]	Yes	Spellcaster 5	Death Weaver 2	7
Control Major Undead [V]	Yes	Spellcaster 8	Death Weaver 6	10
Courage [V]		Racial Level 5 Fighter 5	Armiger Shaman 5, Tribal Race Chieftain 1, Tribal Race	7
Crush Limb [C]		Fighter 10	Commander 1	12
Cure Poison	Yes	Rogue 6 Rogue 10	Tomb Raider 3 Assassin 2	8
Dagger Fury		Rogue 9	Florentine, Dual Dagger Proficiency	12
Damage +1		Racial	Half-Orc, Half-Ogre, Minotaur	8
Darkness	Yes	Racial Level 4	Dark Elf Shadow Weaver 1	7
Darksight		Racial Level 7	Dark Elf Shadow Weaver 5	7
Daze Strike [C]		Fighter 10 Rogue 10	Mute Strike Mute Strike	10
Death Duel		Fighter 9 Fighter 10	Battlerager 5 Chieftain 5, Tribal Race	12
Deflect Normal Missiles		Fighter 4 Rogue 4	Shield Master 1 Shield Master 1	6
Defoliate		Level 2	Forest Reaver 0	2
Deft Touch		Spellcaster 5	Archeologist 5	12
Destroy Greater Plants [C]		Level 3	Forest Reaver 4	8
Destroy Greater Undead [C]		Spellcaster 6	Cleric 5	7
Destroy Lesser Plants [C]		Level 3	Forest Reaver 2	7
Destroy Lesser Undead [C]		Spellcaster 5	Cleric 3	7
Destroy Major Undead [C]	Yes	Spellcaster 9	Cleric 7	12
Detect Disguise	Yes	Rogue 7	Disguise	4
Detect Life		None	None	3
Detect Magic		Racial Level 3 Spellcaster 3	Fae Folk, Gray Elf Shaman 1, Tribal Race None	2
Detect Secret Doors		Racial Rogue 5 Rogue 5	Elf None Tomb Raider 2	2

5-2

Skill	Multiple	Limitation	Prerequisites	Cost
Direction Sense		None	None	1
Disarm Strike [C]	Yes	Fighter 5	Man-at-Arms 3	4
Disguise	Yes	Racial Rogue 6	Gray Elf, Half Elf None	8
Disguise-Other	Yes	Rogue 6	Disguise	8
Dodge [M]	Yes	Rogue 8	Half Damage from Traps	10
Elemental Kinship		Level 4	Elementalist 1	6
Elemental Mail	Yes	Level 5	Elementalist 2	10
Elemental Shapechange		Level 6	Elementalist 3	12
Enchanted Weapon	Yes	Fighter 7	Herald 4	6
Endurance		Racial Fighter 6 Spellcaster 7	Barbarian Veteran 2 Mentalist 3	7
Enhance Disguise		Rogue 7	Disguise	4
Entangle	Yes	Level 6	Forest Warden 2	7
Escape		Racial Rogue 7	Halfling None	9
Escape Plan		Rogue 7	Tomb Raider 4	12
Extended Shapechange		Level 10 Spellcaster 10 Level 10	Elementalist 5 Death Weaver 9 Ranger 5	12
Faerie Fire	Yes	Racial	Fae Folk	6
Familiar Ability		None	Familiar 3	12
Feather Fall	Yes	Racial	Fae Folk, Kenku	2
Feign Death	Yes	Fighter 3 Rogue 3	Monk 1 Monk 1	3
Field Carry		Fighter 3	Soldier 3	3
Florentine		None	None	5
Free Action		Fighter 7 Fighter 7	Battlerager 2 Sentinel 0	9
Friendship w/ Familiar Type	Yes	None	Familiar 2	3
Group Performance [V]		Spellcaster 5	Spellsinger 3	6
Half Damage from Falling		Fighter 5 Rogue 3 Rogue 4 Rogue 4	Monk 5 Monk 5 Perfect Balance Subterranean Explorer 7	4
Half Damage from Traps		Rogue 7	Tumbling	8
Heraldry		Racial Fighter 3 Fighter 3 Level 3 Spellcaster 3	Armiger Herald 0 Soldier 1 Diplomat 1 Archeologist 1	1
Hide from Animals	Yes	Level 5	None	9
Hide from Humanoids	Yes	Rogue 10	None	12
Hide from Undead	Yes	Level 6	None	9
Identify Magic Item		Spellcaster 5	Detect Magic	2
Immune to Blindness		Racial Level 4 Level 4 Fighter 10	Gnome Lightweaver 0 Shadow Weaver 0 Defender 2	6

Skill	Multiple	Limitation	Prerequisites	Cost
Immune to Charm		Racial Level 5 Level 5 Fighter 6 Fighter 7 Spellcaster 7 Spellcaster 8	Elf, Gypsy, Half Elf, Minotaur Minstrel 4 Undead Hunter 7 Veteran 3 Herald 3 Mentalist 2 Cleric 6	5
Immune to Disarm		Fighter 1	None	3
Immune to Disease		Racial Level 5	Furbin, Gnoll Undead Hunter 5	12
Immune to Fear		Racial Level 3 Fighter 5 Fighter 5 Fighter 5 Spellcaster 6	Armiger, Barbarian, Halfling Undead Hunter 1 Herald 1 Chieftain 0, Tribal Race Veteran 1 Mentalist 1	7
Immune to Paralyzation		Racial Rogue 5 Level 5 Fighter 10	Half-Ogre Subterranean Explorer 8 Undead Hunter 3 Cavalier 3	12
Immune to Pin		Fighter 1	None	3
Immune to Poison		Racial Rogue 10	Dwarf, Half-Orc, Reptilian Assassin 3	12
Immune to Sleep		Racial Fighter 7 Spellcaster 8	Elf, Gray Elf, Wood Elf Herald 5 Mentalist 4	4
Immune to Snare		Fighter 4	Immune to Pin	6
Immune to Stun Damage		Fighter 4 Rogue 4	Monk 3 Monk 3	4
Immune to Web		Racial	Dark Elf	5
Improvise		Racial	Gnome	6
Inner Strength		Fighter 10	Cavalier 1	12
Inspiration [V]		Level 10 Fighter 10 Fighter 10	Bard 4 Chieftain 4, Tribal Race Commander 3	12
Iron Will	Yes	Fighter 7 Fighter 7 Rogue 7	Battlerager 3 Monk 6 Monk 6	9
Juggling [M]		Fighter 4 Rogue 4 Rogue 6	Monk 2 Monk 2 Tumbling	8
Lasting Breath	Yes	Racial Level 4 Rogue 4	Reptilian Swashbuckler 4 Subterranean Explorer 6	4
Leadership [V]		Fighter 10	Commander 4	12
Leap [M]		Racial Rogue 9	Furbin, Kenku Dodge	9
Lesser Animal Command [V]	Yes	Level 6	Ranger 3	7
Lesser Teleport		Level 7 Level 7 Rogue 10	Light Weaver 5 Shadow Weaver 5 Spy 6	12
Light	Yes	Level 4 Rogue 4	Lightweaver 1 Subterranean Explorer 5	3

5-4

Skill	Multiple	Limitation	Prerequisites	Cost
Luck		None	None	10
Lullaby [V]	Yes	None	Minstrel 0	4
Magic Damage	Yes	Fighter 10	Cavalier 4	12
Martyr [M]	Yes	Fighter 10	Defender 3	12
Materialize	Yes	Level 5 Spellcaster 10	Undead Hunter 10 Cleric 8	10
Minor Cantrip 1-4	Yes	Spellcaster 1	None	1
Missile Weapon +1		Racial Level 1	Halfling Ranged Expert 0	6
Missile Weapon +2		Level 2	Ranged Expert 1	7
Missile Weapon +3		Level 4	Ranged Expert 2	8
Missile Weapon +4		Level 7	Ranged Expert 3	9
Missile Weapon +5		Level 9	Ranged Expert 4	10
Mute Strike [C]		Fighter 10 Rogue 10	None None	9
Nature's Wrath		Level 10	Forest Warden 4	12
Optimize Poison		Rogue 10	Assassin 4	12
Paralyze Animal [C]	Yes	Level 7	Ranger 4	7
Paralyzing Strike [C]		Fighter 8 Fighter 8 Rogue 8	Man-at-Arms 5 Monk 8 Monk 8	10
Passwall [M]	Yes	Rogue 9	Escape	11
Passwall Victim [M]	Yes	Rogue 10	Assassin 6	12
Pass Without Trace		Racial Level 4 Rogue 2	Gray Elf, Wood Elf Tracker 3 Spy 1	4
Perfect Balance		Figher 4 Rogue 4 Rogue 4 Level 4 Rogue 3	Monk 4 Monk 4 Subterranean Explorer 4 Swashbuckler 5 None	5
Plant Immunity		Racial Level 4 Level 4	Fae Folk Forest Reaver 2 Forest Warden 1	9
Primary Weapon +6		Fighter 10	None	12
Primary Weapon +7		Fighter 10	Primary Weapon +6	12
Protection From Creature Ability	Yes	None	Creature Slayer 7	6
Protection From Energy Drain		Level 7 Level 7	Lightweaver 5 Undead Slayer 2	7
Protection From Undead Ability	Yes	Spellcaster 10	Cleric 8	12
Rage		Racial Fighter 6	Barbarian, Half-Ogre, Half-Orc, Minotaur Battlerager 0	12
Rage, +3 Damage		Fighter 7	Battlerager 1	9
Rally [V]	Yes	Fighter 8	Veteran 5	10
Read and Write - Language	Yes	None	None	2
Read Area	Yes	Spellcaster 5	Archeologist 4	4
Read Object	Yes	Spellcaster 5 Level 5	Archeologist 3 Shaman 3	6
Reduce Body Drain		Level 5 Level 5	Shadow Weaver 3 Undead Hunter 9	10
Reduce Magic Damage	Yes	Fighter 6 Rogue 6	Shield Master 3 Shield Master 3	8

Skill	Multiple	Limitation	Prerequisites	Cost
Regrowth	Yes	Level 5	Forest Warden 2	4
Remove Tracks		Level 5	Tracker 2	5
Resist Banish		Level 10	Shapechange Master 0	12
Resist Push	Yes	Fighter 10	Defender 4	6
Resist Search		Rogue 6	Spy 2	6
Resist Shatter	Yes	Fighter 10	Sentinel 2	10
Resist Wither	Yes	Fighter 10	Sentinel 4	12
Retrieve Missile Weapons		Level 2	Ranged Expert 2	5
Righteous Healing		Fighter 10	Cavalier 2	12
Sailing		None	None	1
Sanctuary	Yes	Spellcaster 6	Cleric 3	7
Sanctuary Other	Yes	Fighter 10	Sentinel 1	7
Seafaring Damage +1		Level 5	Swashbuckler 6	8
Secondary Weapon +1		Fighter 1	None	6
Secondary Weapon +2		Fighter 2	Secondary Weapon +1	7
Secondary Weapon +3		Fighter 4	Secondary Weapon +2	8
Secondary Weapon +4		Fighter 6	Secondary Weapon +3	9
Secondary Weapon +5		Fighter 9	Secondary Weapon +4	10
Secondary Weapon +6		Fighter 10	Secondary Weapon +5	12
Secondary Weapon +7		Fighter 10	Secondary Weapon +6	12
Sense Specialized Creature	Yes	None	Slayer 7	4
Sense Undead	Yes	Spellcaster 0 Spellcaster 0 Level 0	Cleric 1 Death Weaver 0 Undead Hunter 0	4
Shadow Bolt		Level 4	Shadow Weaver 2	8
Shadow Walk	Yes	Level 6	Shadow Weaver 5	10
Shapechange Spell Slot	Yes	Level 10	Shapechange Master 2	12
Shatter Shield [C]		Fighter 7	Man-at-Arms 4	6
Shatter Weapon [C]		Fighter 9	Man-at-Arms 5	9
Shield Push	Yes	Fighter 5 Rogue 5	Shield Master 2 Shield Master 2	6
Shield Spell Dissipate		Fighter 10 Rogue 10	Shield Master 5 Shield Master 5	12
Shield Spell Parry	Yes	Fighter 8 Rogue 8	Shield Master 4 Shield Master 4	10
Shield Use		None	None	6
Song Of Monster Command [V]		Level 7	Bard 2	9
Song of Morpheus [V]		Level 8	Bard 3	9
Speak Language [V]	Yes	None	None	2
Speak with Animals [V]		Racial Level 1 Level 1 Level 1	Half Elf Forest Warden 1 Shaman 0, Tribal Race Ranger 0	4
Speak with Aquatic Creatures [V]		Level 4	Swashbuckler 3	4
Speak with Elemental Creatures [V]		Level 1	Elementalist 0	2
Speak with Familiar [V]		None	Familiar 1	1
Speak with Plants [V]		Level 1 Level 1	Forest Warden 0 Ranger 1	4
Speak with Spirit [V]		Racial Level 4	Gypsy Detect Life	4
Speak with the Undead [V]		Spellcaster 4	Death Weaver 0	4

Skill	Multiple	Limitation	Prerequisites	Cost
Specialized +1 Dmg vs. Creature		None	Slayer 0	3
Specialized +1 Dmg vs. Undead		Level 3	Undead Hunter 0	6
Specialized +2 Dmg vs. Creature		None	Slayer 1	4
Specialized +2 Dmg vs. Undead		Level 3	Undead Hunter 2	7
Specialized +3 Dmg vs. Creature		None	Slayer 3	5
Specialized +3 Dmg vs. Undead		Level 5	Undead Hunter 6	9
Specialized +4 Dmg vs. Creature		None	Slayer 5	6
Specialized +4 Dmg vs. Undead		Level 7	Undead Slayer 1	12
Specialized +5 Dmg vs. Creature		None	Slayer 8	7
Specialized +5 Dmg vs. Undead		Level 9	Undead Slayer 3	12
Specialized Strike 10 vs. Creature		None	Slayer 2	4
Specialized Strike 10 vs. Undead		Level 5	Undead Hunter 4	8
Specialized Strike 20 vs. Creature		None	Slayer 4	5
Specialized Strike 20 vs. Undead		Level 5	Undead Hunter 8	10
Specialized Strike 30 vs. Creature		None	Slayer 6	6
Specialized Strike 40 vs. Creature		None	Slayer 7	7
Specialized Strike 50 vs. Creature		None	Slayer 9	8
Spellsong: Infusion [V]	Yes	Spellcaster 4	Spellsinger 2	5
Spellsong: Strength [V]		Spellcaster 4	Spellsinger 1	5
Spellsong: Sustain Spirit [V]	Yes	Spellcaster 7	Spellsinger 4	10
Spit Element		Racial	Reptilian	8
Stone Working		Racial / Rogue 2	Dwarf, Gnome / Subterranean Explorer 2	2
Stop Bleeding Other		None	None	2
Stop Bleeding Self		None	Stop Bleeding Other	10
Stun		Level 4	Lightweaver 2	6
Stunning Strike [C]		Level 5 / Fighter 5 / Rogue 5 / Fighter 5	Bounty Hunter 4 / Monk 5 / Monk 5 / Man-at-Arms 4	10
Swimming		None	None	2
Taunt [V]	Yes	Racial	Halfling	4
Tend Animal	Yes	Level 5	Ranger 2	4
Throw Bola	Yes	Level 6	Bounty Hunter 5	6
Thump's Reputation	Yes	Fighter 3	Half-Ogre	3
Toss [C]		None / Fighter 6 / Rogue 7	Damage +1 / Monk 6 / Monk 6	10
Toughness		Level 9 / Fighter 9 / Fighter 9 / Rogue 9 / Spellcaster 9	Forest Warden 3 / Defender 1 / Monk 7 / Monk 7 / Mentalist 5	10
Tracking		Racial / Level 5 / Level 2	Elf, Gnoll, Half Elf / Bounty Hunter 4 / Tracker 1	5
Translate Languages	Yes	Spellcaster 5	Archeologist 2	3
Tumbling [M]	Yes	Racial / Rogue 5	Barbarian / None	7
Turn Greater Plants	Yes	Level 6	Forest Reaver 3	7
Turn Greater Undead	Yes	Spellcaster 6	Cleric 4	7

Skill	Multiple	Limitation	Prerequisites	Cost
Turn Lesser Plants	Yes	Level 3	Forest Reaver 1	6
Turn Lesser Undead	Yes	Spellcaster 5	Cleric 2	6
Turn Major Plants	Yes	Level 8	Forest Reaver 4	10
Turn Major Undead	Yes	Spellcaster 8	Cleric 5	10
Undead Friendship	Yes	Spellcaster 4	Death Weaver 1	6
Undead Shapechange		Spellcaster 10	Death Weaver 8	12
Undead Shapechange Other		Spellcaster 10	Death Weaver 9	12
Undead Tracking		Level 6 Spellcaster 1	Undead Hunter 10 Sense Undead, Cleric 0	6
Underground Damage +1		Rogue 5	Tomb Raider 1	8
Use All Poultices		Racial	Wood Elf	6
Use All Weapons		Fighter 6	None	12
Vault		Rogue 6	Tumbling	3
Vigilant Defense [M]	Yes	Fighter 8 Fighter 8	Defender 1 Veteran 5	12
Vocalize	Yes	Level 5	Minstrel 5	7
Wall of Light	Yes	Level 7	Lightweaver 5	7
Weapon Mastery +1		Fighter 7	Use All Weapons	12
Weapon Mastery +2		Fighter 8	Weapon Mastery +1	12
Weapon Mastery +3		Fighter 9	Weapon Mastery +2	12
Weapon Mastery +4		Fighter 9	Weapon Mastery +3	12
Weapon Mastery +5		Fighter 10	Weapon Mastery +4, +7 Pri, +7 Sec	12
Weapon Mastery +6		Fighter 10	Weapon Mastery +5, +7 Pri, +7 Sec	12
Weapon Mastery +7		Fighter 10	Weapon Mastery +6, +7 Pri, +7 Sec	12
Whirlwind		Fighter 8	Battlerager 4	12
Willpower		Racial Fighter 6 Spellcaster 6	Dwarf, Furbin, Half-Orc Herald 2 None	7
Wizard Library 1		Spellcaster 8	None	12
Wizard Library 2		Spellcaster 9	Wizard Library 1	12
Wizard Library 3		Spellcaster 10	Wizard Library 2	12

Skill & Ability Descriptions

USE OF SKILLS & ABILITIES

Skills and Abilities in Quest are traits that are purchased with Skill Points to further tailor your character. Skills are generally traits that are always in effect, while Abilities are generally traits that can only be generated a number of times in a combat or day. For simplicity, both categories are referred to as Skills. It is important to remember that Skills are *not* Spells, since there are certain exceptions that cause Skills or Spells in regards to resisting or negating the effect, etc.

Touching (if the effect is Beneficial) or hitting with a spell packet (if it is a ranged Beneficial or Offensive effect) is required when using an Ability. Spell packets must be thrown *immediately* once the Ability is used. To generate the effect of an Ability, the user must say:

"Innate Ability to (Skill Name) - Effect - Damage"

Only one innate Ability can be enacted at a time. Skills and Abilities that mimic or have similar effects as Spells also apply to the same restrictions unless otherwise stated (i.e. *Dimension Door*-type effects must wait 10 minutes, unless the description of an Ability states otherwise). Also, only one use of a certain Ability works at a time, so only one takes effect per use.

Example: A *Fire Elementalist* generates one of his three *Elemental Mail* Abilities per day, which protects against 48 points of Fire per use. If he is hit with a *Column of Fire* Spell which inflicts 100 points of Fire Damage, he still takes 52 points of Fire Damage. It does not come off the next 48 points of Fire Protection, so he must then use a second innate Ability before he is attacked again (i.e. the Ability is not 144 points of Fire Protection a day).

Unless a Skill, Spell, or Ability states otherwise, any effect (spells, etc.) that hinders movement will negate movement-based Skills or Abilities from being used, and any effect that hinders speech will negate any Verbal-based Skills or Abilities from being used.

Certain Abilities may be purchased additional times, which doubles the times it can be used, though time restrictions between uses still apply.

Example: The Ability *Animal Shapechange* (*Ranger* 5) can be purchased again for an additional 12 Skill Points, allowing the user to generate the effect 6 times per day, but still only once per combat.

USE OF COMBAT ABILITIES

Certain Abilities generate an effect that is for the next swing only and counts as an Enchantment upon the weapon. When using these Skills in combat, the user can announce the effect as if it was a *Slay* or *Backstab* Ability (i.e. does not have to say "*Innate Ability to…*"). These are referred to as "*Combat Calls*" and will be noted accordingly. If an Ability is not a *Combat Ability,* it must be enacted normally.

Example: A Fighter with the *Daze Strike* Ability must call "*Daze Strike*" *immediately* prior to swinging.

MARSHAL CALL

Certain Abilities require the presence of a Game Marshal to be used. The success of these Skills is determined by the Marshal, either in terms of the plot module or in terms of player-player interaction. It is up to the player to announce to the Marshal that a certain Skill or Ability is being used.

The Marshal will rule in the best interests of the overall game, not necessarily the desires of the player. Disputes in Marshal Call Skills will default to the Plot Head.

RESISTING EFFECTS

Some Offensive effects may not fully affect you due to a Skill you have learned or from an Ability, Spell, Item, etc. currently active on you.

For all resistances other than "No Effect" you do not have to call the resistance each time you are hit, but you must state it to each new attacker or group of attackers encountered in combat or an encounter.

No Effect: Called when temporarily negating an effect for the next hit or combat.

Minimal: Called when damage from an effect is reduced to a minimum of 1 point.

Immune: Called when totally immune to the effect.

Example: A *Natural Caster* with a *Free Action* Spell hit with a *Pin* Spell must call **"No Effect".** A *Fighter* who has the *Immune to Pin* Skill calls **"Immune"** when the *Pin* Spell strikes him, because he will *never* be affected by the *Pin* Spell.

AFFECT AUDIENCE

This Ability allows the user to target multiple people with the effects of a single-target, non-Caster-only, Beneficial Spell *only* (no healing, Offensive, *Feign Death,* etc.) during a 5 minute performance. The user may affect one target per *Spellsinger Profession* level, provided that the target can hear the user. The user MUST devise an original performance for each Spell and must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute (M)
Bongos/Small Drum (approx. 6" circumference head) (M)
Wind Instruments (M)
Voice (Songs, Poems, Speeches, Etc.) (V)

The mana cost of the Spell is the normal casting cost, regardless of the number of targets affected. The user must be able to cast in order to use this Ability. This Ability is usable 3 times per day and can be taken multiple times.

AFFECT SPECIALIZED CREATURE

This Skill makes any melee or ranged weapon held by the user able to do full damage to Specialized Creatures that normally reduce or ignore specific types of weapon combat damage. When fighting the Specialized Creature type, the user calls "*Max*" as damage, regardless of the weapon's actual quality. This Skill does **not** count as an Enchantment on the weapon, and it only functions for the user.

AFFECT UNDEAD

This Skill makes any melee or ranged weapon held by the user able to do full damage to Undead creatures that normally reduce or ignore specific types of weapon combat damage. When fighting Undead, the user calls "*Max*" as damage, regardless of the weapon's actual quality. This Skill does **not** count as an Enchantment on the weapon, and it only functions for the user.

ANIMAL KINSHIP

This Skill prevents the user from being attacked by Animal-type creatures. No hostile action is taken against the creatures, such as combat, theft, etc. or else the effect is broken. **The user must wear a light-blue sash.**

ANIMAL SHAPECHANGE

This Ability allows the user to transform into one man-sized Animal form selected from the list below. The user must carry an appropriate costume and must simultaneously use *in both hands* two 1-point Dagger-type or 2-point Shortsword-type weapons only. This Ability also allows the user to speak with the same type of creature while in a particular form. The user may purchase this Ability up to 5 times from the 10 forms below, each for a different form. The user may only *Shapechange* once per combat per form. Other forms in the same combat are permitted. *ALL* Effects affecting the form are negated when the Ability ends. This Ability is usable 3 times per day, once per combat.

Base Animal Form Stats:

Body: 80   Damage: 5 Edge (Claws)
Armor: 0   (Shortswords or smaller)
Type: Special
Immune to Pin, Disarm, and Snare.

Animal	*Form Abilities*
Large Bird	Avian Sight Leap (as Glide) - 1/form
Large Snake or Large Lizard	Poison 12 (on successful hit) - 1/form Resist Poison - 3/day
Bear or Ape	Rage - 1/form Swimming, Climbing
Large Cat or Large Wolf	Tracking Tumble - 1/form
Bull, Warthog, Or Stag	Charge - +8 First Swing in Combat Toughness - 1/form

ANTI-PLANT SHELL

This Area of Effect Ability creates a non-mobile 10-foot circumference Anti-Plant Shell **(represented by a 10 foot piece of rope)** that cannot be entered by Plant-type creatures for 15 minutes. Spells and Abilities from Plant-type creatures cannot be cast into the Anti-Plant Shell, including Movement Spells. Once the user or anything that was originally within the Anti-Plant Shell leaves the circle, it is dispelled. The radius of the Anti-Plant Shell cannot block any doors or windows into buildings or rooms. A spell packet must be dropped to signify the center of the Anti-Plant Shell. The Anti-Plant Shell does not affect other Spells and Abilities from non-Plant-type creatures. This Ability is usable 3 times per day and can be taken multiple times.

APPEAR UNDEAD

This Ability will make the user appear as a Lesser Undead (Skeleton or Zombie) creature. The user must carry an appropriate costume. Greater, Major, and Special Undead will recognize this effect as a deception and can react accordingly. This Ability is usable 3 times per day and can be taken multiple times.

AREA OF INFLUENCE

This Area of Effect Ability will make all *intelligent* targets in a 20 foot radius from the user non-hostile *to the user only* for up to 5 minutes while the user performs. The user must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

 Guitar/Lute (M)
 Bongos/Small Drum (approx. 6" circumference head) (M)
 Wind Instruments (M)
 Voice (Songs, Poems, Speeches, Etc.) (V)

A spell packet is dropped to represent the center of the Area of Effect. If the user attacks, steals from the targets, ceases performing, etc., the effect is broken and the targets will resume their normal mindsets and opinions 30 seconds later. If a target is attacked, the effect is immediately broken. This is a Verbal-based, *Charm*-type Ability. This effect is usable 3 times per day and can be taken multiple times.

ARMOR OPTIMIZATION 1

This Skill enables the user to optimize the Points of worn Armor, adding an additional 20% to his Armor total.

ARMOR OPTIMIZATION 2

This Skill enables the user to optimize the Points of worn Armor, adding an additional 20% up to 40% to his Armor total.

ARMOR OPTIMIZATION 3

This Skill enables the user to optimize the Points of worn Armor, adding an additional 20% up to 60% to his Armor total.

ARMOR PIERCING BLOW

This Combat Ability allows the user to cause a total of 50 Body Damage to a target on the next swing. This counts as an Enchantment upon the weapon. The user must say "*Armor Piercing Blow*" *immediately* prior to swinging. If the user does not call it immediately prior to swinging or the attack is parried, the effect is wasted for the day. This effect can be used 3 times per day, once per combat.

ASSASSIN'S TOUCH

This Ability worsens a "dying" target's negative points by two minutes (Ex. From -4 to -6). This will not take the target beyond -10. It can also reduce *Stop Bleeding* effects by two minutes. This Ability is usable 1 time per day and can be taken multiple times.

AUGMENT SHAPECHANGE

This Skill grants the user an additional +20 Body and +2 damage to all forms while using the *Shapechange* Ability.

AURA OF FEAR

This Area of Effect Skill allows the user to scare Lesser creatures and keep them at bay. They will not attack or bother the user and remain at least 10 feet away. If the user attacks the scared creatures, they are free to attack back. It has no effect on the Undead or PCs. This is a *Fear*-type Skill.

AURA OF POWER I

This Skill makes the user immune to all Offensive or unwilling Level 1 *Astral* and *Natural* Spells. Beneficial Spells affect the user normally (Healing, etc.), as do Potions. The user must say "**Immune**" when an appropriate Spell is negated.

AURA OF POWER II

This Skill makes the user immune to all Offensive or unwilling Level 2 *Astral* and *Natural* Spells. Beneficial Spells affect the user normally (Healing, etc.), as do Potions. The user must say "**Immune**" when an appropriate Spell is negated.

AURA OF POWER III

This Skill makes the user immune to all Offensive or unwilling Level 3 *Astral* and *Natural* Spells. Beneficial Spells affect the user normally (Healing, etc.), as do Potions. The user must say "**Immune**" when an appropriate Spell is negated.

AVIAN SIGHT

This Skill allows the user to easily see great distances. The user must have a pair of binoculars, which are used to see things In-game far away.

AZERON'S ENCHANTED MAIL

This Ability causes the Armor of the user to magically harden, adding 50% of the user's **current physical** Armor Points temporarily to the user's Armor Point Total for one combat. It does **not** apply to Magical Protections nor does it affect Shields or Armor in any way other than adding Armor Points. It will last for up to one hour or until used. These Armor Points are the first points lost in combat and are not "fixable." Once the next combat is over or one hour elapses, the effects are dispelled. It can be dispelled by *Greater Dispel Magic* and *Shatter Armor*. This Ability is usable 3 times per day, once per combat.

BACKSTAB 60
This Combat Ability adds an additional 10 points of damage to the user's Backstab 50 Ability.

BACKSTAB 70
This Combat Ability adds an additional 10 points of damage to the user's Backstab 60 Ability.

BANDAGE
This Ability functions as the *Stop Bleeding Other* Skill on a *willing* target, except that maintaining contact is not required. This Ability is not cumulative with other *Stop Bleeding* effects. Only one can affect a target. This Ability is usable 3 times per day and can be taken multiple times.

BANEFUL HEALING
This Ability allows the user to restore 100 Points of Body Damage to Undead targets per day. The points do not have to be used all at one time, and they may be divided among the Undead targets however the user wishes. This has no effect on living creatures. This is a *Healing*-type Ability that can be taken multiple times, adding an additional 100 Healing Points of Undead Body Damage per day per Ability.

BANISH ELEMENTAL
This Combat Ability allows the user to force an Elemental of any element to return to its native Plane. The creature may not return until 1 hour has passed. The user must say "*Banish*" and successfully hit with a weapon or spell packet. This is a Verbal-based Ability. This Ability is usable 1 time per day and can be taken multiple times.

BATTLE SONG
This Area of Effect Ability makes all listeners *Immune to Fear* for the next battle after the user has performed for no less than 3 minutes, and any targets that wish to gain the benefits must listen to the whole performance. The user must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute (M)
Bongos/Small Drum (approx. 6" circumference head) (M)
Wind Instruments (M)
Voice (Songs, Poems, Speeches, Etc.) (V)

If the performance is disturbed, the effect is wasted. This is a Verbal-based Ability. This Ability is usable 3 times per day and can be taken multiple times.

BIND
This Skill prevents a target from using the *Escape* Skill. When applying ropes, chains, *Entangle*, etc., the user must touch the bound target and state "Innate Ability to Bind".

BLESSED AURA
This Area of Effect Skill allows the user to scare Lesser Undead creatures and keep them at bay. They will not attack or bother the user and remain at least 10 feet away. If the user attacks the affected Undead, they are free to attack back.

BLIND FIGHTING
This Skill allows the user to fight normally (with eyes open) when affected by *Darkness, Blindness,* and similar effects during hand-to-hand combat **only**. Only the fighting can be seen. The user cannot see missile or Spell attacks directed at him from a distance (i.e. casting can be heard, but moving towards the caster with open eyes is not allowed). The user **cannot** see objects in the surrounding area, such as chests on the ground or people hiding quietly in the background. **Only the combat can be seen!** When the combat is over, the user must once again keep the eyes closed until the duration of the sight-hindering effects ends. Spells and missile attacks can be used while fighting blind but the eyes must remain closed. No running, jumping, or quick movements are allowed while your eyes are closed, since this can be *extremely dangerous!*

CALL FAMILIAR
This Skill allows the user to call and bond with a certain creature called a Familiar (see **Appendix B**). This Ability can be taken multiple times.

CALL SPECIAL UNDEAD
This Ability allows the user to attempt to call to a specific Special Undead by calling that creature's name. This Ability must be used with plot permission and should be in writing prior to the event. The Special Undead will generally appear on friendly or neutral terms and remain so unless given reasonable cause. Deals may be struck, information exchanged or whatever the purpose is behind the *Calling*. If the Special Undead is attacked after being *Called*, it will bear an intense hatred towards that user and may refuse future *Calls* (if not worse). After answering the *Call*, the Special Undead is free to leave. This is a Verbal-based Ability. This Ability is usable 1 time per day and can be taken multiple times.

5-12

CAUSE BLINDNESS

This Ability will inflict *Blindness* on a target, which must be hit with a spell packet, for 3 minutes. This Ability is usable 3 times per day, once per combat.

CHANNEL ABILITY

When this Ability is learned it allows the user to specify any **one** Specific Familiar or Totem Ability (see **Appendix B**) only for a 10 minute duration. Any per day Abilities can only be used <u>once</u> during that duration. The General Ability is not gained. This Ability does not grant nor require a Familiar physical representation. Effects granted are usable by the user *only!* They may not be transferred to others. This Ability can only be taken once, and is usable 3 times per day.

CHARGE

This Ability allows the user to add +5 damage to the *first swing only* of a combat, which is cumulative with other weapon damage bonuses. It does not count as an Enchantment upon the weapon. This Ability is usable 3 times per day.

CHARISMA

This Ability will make an *intelligent* humanoid target, which must be hit with a spell packet, non-hostile *to the user only* for 5 minutes. If the user attacks, steals from the target, etc. the effect is broken. This is a *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

CHARISMATIC AURA

This Area of Effect Ability will make an all *intelligent* humanoid targets in a 10 foot radius from a dropped spell packet non-hostile *to the user only* for 5 minutes. If the user attacks, steals from the targets, etc. the effect is broken. This is a *Charm*-type Ability. This Ability is usable 3 times per day, 1 time per hour, and can be taken multiple times.

CLAW FURY

This Ability allows the user to channel their inner bestial nature in combat, increasing the damage while using *Claws* by +3 for one battle. Casting a Spell, using another Ability, or using any other weapon other than *Claws* will negate this effect. *Claw Fury* can be used in conjunction with the *Claws* Skill only and not with temporary claws from a *Shapechange*, etc. This Ability is usable 3 times per day.

CLAWS

This Skill allows the user to simultaneously use *in both hands* two 1-point or 2-point sword-type weapons *Florentine* as if they were claws. *Claws* can be Primary or Secondary Weapons. They **cannot** be affected by *Shatter* but **can** be *Sundered*. They are otherwise considered *Normal Edge* weapons in regards to applying all other weapon rules, such as Weapon Damage, Weapon Enchantment Slots, Abilities and Spells. *Claws* **cannot** be used in combination with shields or other florentine 1-hand or 2-hand weapons. If one *Claw* is put away, both must be.

CLIMB

This non-Combat only Skill allows the user to climb normal vertical surfaces while not in combat, subject to a Marshal call. From the elevated position, the user can only talk normally, perform Verbal-based actions, and use Verbal-based Abilities normally. The user cannot interact with combat with ranged Spells, missile weapons, etc. If the Marshal states the user is in combat, the user cannot use this Skill to climb a surface. The user may climb into combat if permitted by Marshal Call. This is a Movement-based Skill.

COMPREHEND LANGUAGES

This Ability allows the user to understand any language being spoken within hearing distance for 5 minutes. It does not allow the user to speak the language, but just to understand what is being heard. This Ability is usable 3 times per day and can be taken multiple times.

COMPREHEND LANGUAGES OTHER

This Ability causes an *intelligent* target, which must be hit with a spell packet, to understand any language being spoken within hearing distance for 5 minutes. It does not allow the target to speak the language, but just to understand what is being heard. This Ability is usable 3 times per day and can be taken multiple times.

COMPREHENDIBLE TALE

This Area of Effect Ability causes any *intelligent* targets within a 20 foot radius of the user to understand what the user is saying while performing. It does not allow the targets to speak the same language as the user, but just to understand what is being heard. This is a Verbal-based Ability. This Ability is usable 3 times per day and can be taken multiple times.

CONCEAL/DISCOVER ONE 1 POINT WEAPON

This Skill allows the user to hide a single One Point Damage weapon of any quality from a normal search. It also allows the user to discover a *Concealed* weapon on a target during a search. The user must state they are using the *Discover* Skill.

CONCEAL/DISCOVER LOCK PICKS

This Skill allows the user to hide In-Game *Lock Picks* from a normal search. It also allows the user to discover *Concealed Lock Picks* on a target during a search. The user must state they are using the *Discover* Skill.

CONCEAL/DISCOVER 1-3 MANA FOCI

This Skill allows the user to hide up to 3 Mana Foci from a normal search. It also allows the user to discover *Concealed* Mana Foci on a target during a search. The user must state they are using the *Discover* Skill.

CONCEAL/DISCOVER SPELL COMPONENT

This Skill allows the user to hide a single Spell Component packet for one Spell from a normal search. It also allows the user to discover a *Concealed* Spell Component packet on a target during a search. The user must state they are using the *Discover* Skill.

CONTINUAL DARKNESS

This Area of Effect Ability creates a non-mobile 10 foot radius area of *Continual Darkness* around a thrown spell packet. Targets within the area suffer the effects of *Blindness* and must close their eyes, unless they possess *Blindfighting* to fight normally or *Darksight* to see normally. It will also dispel any *Light* effects within the Area of Effect. It is dispelled by *Continual Light*. This Ability is usable 1 time per day and can be taken multiple times.

CONTINUAL LIGHT

This Area of Effect Ability creates a non-mobile 10 foot radius area of *Continual Light* around a thrown spell packet. It will dispel any *Darkness* effects within the Area of Effect. It is dispelled by *Continual Darkness.* This Ability is usable 1 time per day and can be taken multiple times.

CONTROL ELEMENTAL

This Ability allows the user to control one Lesser or Greater appropriate Elemental-type creatures, which must be hit with a spell packet.

The target is not considered "willing" (unless the targets wishes to be) as this is an Offensive Ability. The target is magically compelled to obey simple commands issued by the user for the duration of the effect. The user may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

The target does not need to understand the user as it is magically compelled, but it must be within vocal range for the user to issue a new command. If the target is no longer within vocal range, or if the user suppresses Spells and Abilities through effects such as *Shapechange*, the target will follow the most recent command given for the duration of the effect. This does not grant any control over other creatures that the target creature may control, nor does it make other creatures non-hostile to the user. It only affects the target creature.

After 10 minutes have elapsed, the target again reacts normally. This has no effect on Major or Special Elemental creatures. This is a Verbal-based *Charm*-type Ability. This Ability is usable 6 times per day and can be taken multiple times.

CONTROL GREATER UNDEAD

This Ability allows the user to control a Lesser or Greater Undead creature, which must be hit with a spell packet.

The target is not considered "willing" (unless the target wishes to be) as this is an Offensive Ability. The target is magically compelled to obey simple commands issued by the user for the duration of the effect. The user may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

The target does not need to understand the user as it is magically compelled, but it must be within vocal range for the user to issue a new command. If the target is no longer within vocal range, or if the user suppresses Spells and Abilities through effects such as *Shapechange*, the target will follow the most recent command given for the duration of the effect. This does not grant any control over other Undead that the target creature may control, nor does it make other Undead non-hostile to the user. It only affects the target creature.

After 10 minutes have elapsed, or if the creator of the Undead is within line of sight of the target and reasserts control, the Undead creature again reacts normally. This has no effect on Major or Special Undead creatures, nor Undead that have been *Turned*. This is a Verbal-based *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

5-14

CONTROL LESSER UNDEAD

This Ability allows the user to control a Lesser Undead creature, which must be hit with a spell packet.

The target is not considered "willing" (unless the target wishes to be) as this is an Offensive Ability. The target is magically compelled to obey simple commands issued by the user for the duration of the effect. The user may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

The target does not need to understand the user as it is magically compelled, but it must be within vocal range for the user to issue a new command. If the target is no longer within vocal range, or if the user suppresses Spells and Abilities through effects such as *Shapechange*, the target will follow the most recent command given for the duration of the effect. This does not grant any control over other Undead that the target creature may control, nor does it make other Undead non-hostile to the user. It only affects the target creature.

After 10 minutes have elapsed, or if the creator of the Undead is within line of sight of the target and reasserts control, the Undead creature again reacts normally. This has no effect on Greater, Major or Special Undead creatures, nor on Undead that have been *Turned*. This is a Verbal-based *Charm*-type Ability. This Ability is usable 6 times per day and can be taken multiple times.

CONTROL MAJOR UNDEAD

This Ability allows the user to control a Lesser, Greater, or Major Undead creature, which must be hit with a spell packet.

The target is not considered "willing" (unless the target wishes to be) as this is an Offensive Ability. The target is magically compelled to obey simple commands issued by the user for the duration of the effect. The user may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

The target does not need to understand the user as it is magically compelled, but it must be within vocal range for the user to issue a new command. If the target is no longer within vocal range, or if the user suppresses Spells and Abilities through effects such as *Shapechange*, the target will follow the most recent command given for the duration of the effect. This does not grant any control over other Undead that the target creature may control, nor does it make other Undead non-hostile to the user. It only affects the target creature.

After 10 minutes have elapsed, or if the creator of the Undead is within line of sight of the target and reasserts control, the Undead creature again reacts normally. This has no effect on Special Undead creatures, nor on Undead that have been *Turned*. This is a Verbal-based *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

COURAGE

This Area of Effect Ability surrounds the user with a 10 foot radius sphere that makes all allies within the sphere *Immune to Fear* (with respect to *Fear*-type attacks, Spells and effects) for one combat. It will also remove the effects of *Fear* from those within the Area of Effect. The effect moves with the user and will be negated should the user fall. This is a Verbal-based Ability. This Ability is usable 3 times per day.

CRUSH LIMB

This Combat Ability allows the user to render a target's arm useless on a successful hit, rendering it useless for 1 hour. This Ability counts as an Enchantment upon the weapon. The user must say "*Crush Limb (Left)*" *immediately* prior to swinging. If the user does not invoke the Ability immediately prior to swinging or the attack is parried, the effect is wasted for the day. The right arm is *Crushed* by default unless the user specifies the left arm (i.e. "Crush Limb Left). A *Cure Critical Wounds* will negate the effects on the target's arm. This is a *Withering* effect and does no other physical damage. This Ability is usable 3 times per day, 1 per combat.

CURE POISON

This Ability allows the user to remove all *Poison* effects on a target, which must be touched or hit with a spell packet. It will not heal any damage already taken from a *Poison*, but it will remove it so the target can be healed normally. It will not remove the *Poison* in a vial or cup. This Ability is usable 3 times per day and can be taken multiple times.

DAGGER FURY

This Ability allows the user to increase the damage inflicted while using two Florentine Daggers by +3 for one battle. Casting a Spell, using another Ability, or using any other weapon other than both Daggers simultaneously will negate this effect. This Ability is usable 3 times per day, 1/combat.

DAMAGE +1

This Skill enables the user to add +1 to weapon damage, which is cumulative with all other weapon damage bonuses. This bonus is for damage only and not for other effects (ex. user is still affected by Pin).

DARKNESS

This Area of Effect creates a non-mobile 10 foot radius area of *Darkness* around a thrown spell packet. Targets within suffer the effects of *Blindness* and must close their eyes unless they possess *Blindfighting* to fight normally or *Darksight* to see normally. It can be dispelled with *Light*. This Ability is usable 3 times per day and can be taken multiple times.

DARKSIGHT

This Skill allows the user to see within *Darkness* effects, but not while affected by *Blindness*. The user sees what would be seen normally at that time of day, ignoring the In-Game effects of the *Darkness* as if it was not there.

DAZE STRIKE

This Combat Ability allows the user to cause a target to be unable to cast Spells on a successful attack for 1 minute. This is an Enchantment upon the weapon. The target can still move and use Abilities, Items, etc. normally. The user must call "*Daze Strike*" immediately prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, the effect is wasted for the day. This is a *Mind*-affecting attack and does no physical damage. This Ability is usable 3 times per day, once per combat.

DEATH DUEL

This Ability allows the user to take additional damage beyond natural physical limits. Once the user reaches 0 Body Points or less, this Ability may be enacted, completely healing the physical wounds of the user to its natural maximum Body Point Total (i.e. if the user has 55 natural Body Points, he is restored to 55 natural Body when the Ability is enacted), allowing the user to fight with "extended life" for the rest of the combat. The user can still be healed normally or killed a second time if sufficient damage is taken again.

After the combat, however, regardless of whether the user survived the fight or not, the adrenaline rush fades and the user falls to -10 Body, at which point the effect is dispelled and the user can be healed normally. This Ability is usable 1 time per day.

DEFLECT NORMAL MISSILES

This Skill allows the user to negate any damage from a man-sized or smaller missile that causes *Normal* damage, provided the missile hits the shield of the user. Missiles that cause *Silver, Magic,* or *Massive* damage without any additional Effects cannot be parried and damage the user normally. The user must say *Deflect* when the missile is parried.

DEFOLIATE

This Ability causes all the leaves on "normal" (non-monster) plants to shrivel and wilt within a 10 foot radius of a thrown spell packet, subject to a Marshal Call. It will not remove or destroy the plant itself, just the leaves. In has no effect on any other type of creature. This Ability is usable 3 times per day.

DEFT TOUCH

This Skill allows the user to affect an item with the Detect Magic, Identify, and Read Object Skills without physically contacting the item, thus avoiding any effects initiated by physical contact. The user must remain stationary and within 6 inches of the item. This Skill is subject to Marshal Call.

DESTROY GREATER PLANTS

This Ability will destroy 1 Lesser or Greater Plant hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Destroy Greater Plant*" immediately prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day.

DESTROY GREATER UNDEAD

This Ability will destroy 1 Lesser or Greater Undead hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Destroy Greater Undead*" immediately prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day.

DESTROY LESSER PLANTS

This Ability will destroy 1 Lesser Plant hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Destroy Lesser Plant*" immediately prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day.

DESTROY LESSER UNDEAD

This Ability will destroy 1 Lesser Undead hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Destroy Lesser Undead*" immediately prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day.

DESTROY MAJOR UNDEAD

This Ability will destroy 1 Lesser, Greater, or Major Undead hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Destroy Major Undead*" *immediately* prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day and can be taken multiple times.

DETECT DISGUISE

This Ability allows the player to see through a *Disguise* Ability on a target, which must be hit with a spell packet. The target does not realize if the *Disguise* has been discovered or not. This Ability is usable 3 times per day and can be taken multiple times.

DETECT LIFE

This Skill allows the user to discover the time a "dying" target has been down (i.e. where they are on the negative hit point scale: -1 through -11). It does not allow for conversation with the victim, only the negative status. The user must be in contact with the target to use this Skill.

DETECT MAGIC

This Skill allows the user to tell if Spells or magical Abilities (but not the type) are in effect on an object, **not** a person. This Skill requires the item to be handled and examined for 5 minutes of *uninterrupted* concentration. The user cannot be doing any other activity, such as talking, walking, etc.

DETECT SECRET DOORS

This Skill allows the user to find any concealed or hidden doors in the area being searched. The user must say "*Detect Secret Doors*" to use this Skill. This Skill requires a Marshal.

DIRECTION SENSE

This Skill allows the user to know which general direction True North lays. This Skill requires a Marshal.

DISARM STRIKE

This Combat Ability allows the user to knock all objects from the hands of a target, which must have hands. This is an Enchantment upon the weapon. The user must say "*Disarm Strike*" *immediately* prior to swinging. If the user does not call it *immediately* prior to swinging or if the attack is parried, the effect is wasted for the day. This is a *Disarm* effect and does no physical damage. This Ability is usable 3 times a day, once per combat, and can be taken multiple times.

DISGUISE

This Ability allows the user to appear as any average generic humanoid race of similar size as the user, subject to a Marshal call. The user is unrecognizable from its natural form, and the appropriate costume and/or make up must be used to physically take on the appearance *only* of the desired race. The user gains none of the special benefits of the new appearance. The user cannot appear as a specific individual or larger or smaller in size, only a typical looking creature of the desired race. This Ability takes 5 minutes to apply and will last for one hour or until taken off. This Ability is usable 3 times per day and can be taken multiple times.

DISGUISE OTHER

This Ability allows the user to make another target appear as any average generic humanoid race of similar size as the target, subject to a Marshal call. The target is unrecognizable from its natural form, and the appropriate costume and/or make up must be used to physically take on the appearance *only* of the desired race. The target gains none of the special benefits of the new appearance. The target cannot appear as a specific individual or larger or smaller in size, only a typical looking creature of the desired race. This Ability takes 5 minutes to apply and will last for one hour or until taken off. This Ability is usable 3 times per day and can be taken multiple times.

DODGE

This Ability enables the user to move five feet in any one direction during a *Hold* to escape an Area of Effect Spell, Ability, etc. This is a Movement-based Ability. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

ELEMENTAL KINSHIP

This Skill prevents the user from being attacked by the appropriate (same) Elemental-type creatures. No hostile action can be taken against the creatures, such as combat, theft, etc. or else the effect is broken. **The user must wear a light-blue sash.**

ELEMENTAL MAIL

This Ability protects the user from the next 48 points of damage from the same Element chosen for that particular *Elementalist* Profession. Once the 48 points are lost, the effect ends. This Ability is usable 3 times per day and can be taken multiple times.

ELEMENTAL SHAPECHANGE

This Ability allows the user to transform into the appropriate Elemental-type creature. The user must carry an appropriate costume. When in Elemental form, PC Elementals have the following stats:

Body: 80 Damage: 5 "Element" Edge (Claws)
Armor: 0 (Shortswords or smaller)
Type: Special Slay 20 1/form

Immune to "Element" Damage Spells, Abilities,
 etc., Immune to Pin, Disarm.

The user must carry an appropriate costume and must simultaneously use *in both hands* two 1-point Dagger-type or 2-point Shortsword-type weapons only. The user may only *Shapechange* once per combat per form. *ALL* Effects affecting the form are negated when the Ability ends. This Ability is usable 3 times per day, once per combat.

ENCHANTED WEAPON

This Ability temporarily *Enchants* one weapon held by the user for one combat, allowing it to damage creatures that are only affected by *Magic* weapons. It will function in *Anti-Magic* effects because it is an Ability and non-magical. This counts as an Enchantment upon the weapon. It does not add additional damage, and the weapon is usable by the user only. If the user places another Enchantment on or drops the weapon, the effect is negated. This Ability is usable 3 times per day and can be taken multiple times.

ENDURANCE

This Skill doubles the amount of time it takes for a prolonged Offensive effect to do damage to the user after the initial damage (i.e. *Poisons* do damage every 20 minutes instead of 10 minutes). Initial damage remains the same and is still taken immediately.

ENHANCE DISGUISE

This Skill allows the user to prolong the effects of the *Disguise* Skill *only*, allowing the user to wear it for 1 day instead of 1 hour.

ENTANGLE

This Ability causes roots and vines to reach up and grab the **all** feet of a Lesser, Greater, Major, or PC target, which must be hit with a spell packet, for 1 minute. The target **cannot** pivot or otherwise move its feet. All applicable Movement-based Spells or Abilities are negated, though casting is still possible. Large creatures, those that are *Immune to Pin,* and multi-legged creatures are also affected. This Ability is only usable in an outdoor location. The effects may be dispelled by a *Lesser Dispel Magic* Spell. *Escape* and *Plant Immunity* will prevent the effect from working. This Ability is usable 3 times per day and can be taken multiple times.

ESCAPE

This Skill allows the user to break out of non-magical, physical bonds, such as ropes, chains, *Entangles,* etc. The user must state "Innate Ability to Escape" when this Skill is used

ESCAPE PLAN

This Ability utilizes the knowledge of underground passages to escape immediately to safety. It allows the user and up to 5 other *willing* targets in contact with the user to *Teleport* to the surface "entrance" of the passages which are being explored, as determined by the Marshal. If the area is warded, the user and other targets appear outside the *Ward*. **The target must go to the specified site immediately Out of Game wearing a yellow sash.** The targets cannot perform any other actions until at that site and cannot come back In Game until at that site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called, the target moves to the applicable location, and then a *Resume* is called. A target can only be affected by these *Portal*-type effects once in a one-hour period. This Ability is usable once per day. This Ability can only be used while underground and is subject to Marshal Call.

EXTEND SHAPECHANGE

This Skill allows the user to remain in a *Shapechanged* form for the full 1 hour instead of reverting after the first combat.

FAERIE FIRE

This Ability covers the target, which must be hit with a spell packet, in a dim aura of dancing lights, forcing the target to wear a necklace of light for the rest of the day. The user must supply the necklace. The spell is not a *Light* Spell. *Lesser Dispel Magic* will dispel the effect. This Ability is usable 3 times per day and can be taken multiple times.

FAMILIAR ABILITY

This Ability grants the owner of a Familiar two Abilities, one general based on the Familiar-type and one specific to the Familiar-type, as listed in **Appendix B**. See **Appendix B** for more details about Familiar Abilities and the times they are usable per day.

FEATHER FALL

This Ability allows the user to float straight down at a slow rate, coming to rest on the next surface directly beneath, regardless of its stability. Once the user contacts the first surface, the effect is dispelled. The user is subject to strong winds, etc. while descending and cannot direct downward movement unless pushing off of existing objects. The user takes no damage from the fall but is not immune to any damage from attacking creatures, falling debris from overhead, etc. Only the descent of the user is slowed. The success of this Ability is subject to Marshal Call. This Ability is usable 3 times per day and can be taken multiple times.

FEIGN DEATH

This Ability allows the user to appear to be dead. There is no heartbeat or breath noticeable. The user must lie down and play dead and **must** maintain the effect for 10 minutes. In this state, the user can be searched but not damaged. *Detect life* will not detect any life and be detected as "-11." This Ability is usable 3 times per day and can be taken multiple times.

FIELD CARRY

This Ability allows the user to carry one man-sized or smaller unconscious or dead humanoid body without any effort for 30 minutes. Only one *Field Carry* can be used at a time. Contact must be maintained or the effect drops. A *Hold* is **not** called when this Ability is used, and the target must be stand up before both the user and the target can move away together. They are subject to attack during the process. The body cannot be searched while being Field Carried.

FLORENTINE

This Ability enables the user to use a weapon in each hand at one time. The user must have a weapon assigned to both the left and right hands before learning to fight with them together.

FREE ACTION

This Ability allows the user to resist the next *Pin*, *Snare*, *Slow*, or movement-hampering effect which specifically states that *Free Action* would negate it. *Free Action* will not prevent *Web* or *Paralyzation*. The target must say **"No Effect"** when the attack is negated. *Battleragers* may use this Ability 3 times per *Rage* Ability use and **only** while the *Battlerager* is using the *Rage* Ability. *Sentinels* may use this Ability 3 times per day.

FRIENDSHIP WITH FAMILIAR-TYPE

This Ability will make a creature, which must be hit with a spell packet and must be of the same Creature-type as the Familiar, non-hostile to the user for 5 minutes. This is a *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

GROUP PERFORMANCE

This Skill allows the user to enhance the *Affect Audience* Ability by increasing the number of targets affected by two for each *Minstrel* or *Bard* that initially joins the *Spellsinger* from the beginning of the performance. The users MUST devise an original performance for this Ability, and all users must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

It cannot be used in combination with *Spellsongs*, only *Affect Audience*. This is a Verbal-based Ability. This Ability is usable 3 times per day.

Ex: Electra the level 5 Astral Mage and Delilah the *Minstrel* begin a performance. Electra can *Affect* five targets herself. With Delilah's help she can affect seven.

HALF DAMAGE FROM FALLING

This Skill cuts the damage that the user would take from falling (only) by half. Other types of damage from the fall are taken normally.

HALF DAMAGE FROM TRAPS

This Skill cuts the damage that the user would take from any trap by half. Other types of damage from a source other than the trap are taken normally.

HERALDRY

This Skill allows the user to identify the coat of arms or symbols of neighboring lands. The user must say "*Heraldry*" to use this Skill. This Skill requires a Marshal.

HIDE FROM ANIMALS

This Ability prevents the user from being seen or attacked by any Lesser, Greater, and Major Animal-type creatures for 10 minutes. The user could not have been seen before trying to hide and must remain motionless or the effect will be canceled. The user must announce "*In-Game*" when the duration is over or if the user wishes to end the Ability early. This Ability is usable 3 times per day and can be taken multiple times.

HIDE FROM HUMANOIDS

This This Ability prevents the user from being seen or attacked by any Lesser, Greater, and Major Humanoid-type creatures for 10 minutes. The user could not have been seen before trying to hide and must remain motionless or the effect will be canceled. The user must announce "In-Game" when the duration is over or if the user wishes to end the Ability early. This Ability does not affect PC races. This Ability is usable 3 times per day and can be taken multiple times.

HIDE FROM UNDEAD

This Ability prevents the user from being seen or attacked by any Lesser, Greater, and Major Undead for 10 minutes. The user could not have been seen before trying to hide and must remain motionless or the effect will be canceled. The user must announce "*In-Game*" when the duration is over or if the user wishes to end the Ability early. This is usable 3 times per day. This Ability can be taken multiple times.

IDENTIFY MAGIC ITEM

This Skill allows the user to know what type of Spells are in effect on a magic item and the command words. This does not work on Potions. The item must be held for 5 minutes of uninterrupted concentration. *Detect Magic* must be completed first.

IMMUNE TO BLINDNESS

This Skill prevents the user from being affected by *Blindness*-type attacks, Spells or effects. The user must state **"Immune."**

IMMUNE TO CHARM

This Skill prevents the user from being affected by *Charm*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO DISARM

This Skill prevents the user from being affected by *Disarm*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO DISEASE

This Skill prevents the user from being affected by *Disease*-type attacks, Spells or effects. The user must state **"Immune."**

IMMUNE TO FEAR

This Skill prevents the user from being affected by *Fear*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO PARALYZATION

This Skill prevents the user from being affected by *Paralyzation*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO PIN

This Skill prevents the user from being affected by *Pin*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO POISON

This Skill prevents the user from being affected by *Poison*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO SLEEP

This Skill prevents the user from being affected by *Sleep*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO SNARE

This Skill prevents the user from being affected by *Snare*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO STUN DAMAGE

This Skill prevents the user from being affected by *Stun*-type attacks, Spells, or effects. The user must state **"Immune."**

IMMUNE TO WEB

This Skill prevents the user from being affected by *Web*-type attacks, Spells, or effects. The user must state **"Immune."**

IMPROVISE

This Skill grants the user the ability to rapidly make an impromptu item while adventuring that can be used to achieve a single purpose in order to overcome an obstacle. The success of the Skill is determined by the Marshal.

INNER STRENGTH

This Ability allows the user to restore 28 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 28 points of Body damage. This will heal a target normally. This Ability is useable 3 times per day.

INSPIRATION

This Ability allows the user to motivate up to 10 allies within a 10 foot radius of the user, giving them +1 to damage for one combat, which is stackable with all other weapon damage bonuses except another character's *Inspiration*. Should the user fall, the effect is canceled. This is a Verbal-based Ability. This Ability is usable 3 times per day, once per combat.

IRON WILL

This Ability allows the user to resist all Level 10 and under *Mind*-affecting Spells, Abilities, or effects, such as *Fear, Friendship*, *Charm*, etc. for one combat. The combat must be started within 9 minutes of the use of this Ability or the effect is lost. The target must say **"No Effect"** when the attacks are negated. This Ability is usable 3 times per day and can be taken multiple times.

JUGGLING

This Skill allows the user to know how to use 1 Point Damage thrown weapons. It also allows the user to attempt to catch all man-sized missile weapons, negating any damage the missile weapons would cause. This is a Movement-based Skill.

LASTING BREATH

This Ability allows the user to stop breathing for up to five minutes. This prevents the breathing of gases from traps, etc., by the user, but it also prevents casting and other Verbal-based actions. The target may end the effect at any point by talking, casting, etc. This Ability is usable 3 times per day and can be taken multiple times.

LEADERSHIP

This Ability allows the user to motivate up to 10 allies within a 10 foot radius of the user, giving them +20 additional "natural" Armor Points for one combat, which are the first Armor Points lost during the combat and are not "fixable." This is stackable with all other protective bonuses except another character's *Leadership*. Should the user fall, the effect is canceled. This is a Verbal-based Ability. This Ability is usable 3 times per day, once per combat.

LEAP

This Ability allows the user to move a short distance away from an area. The user throws a spell packet, calls a *Hold*, and goes quickly to the spot where the spell packet landed, facing in the same direction. Once in position, the user calls a *Resume*. Others in the area can see the user *Leap* and can react accordingly once game is *Resumed*. Furbin use their powerful legs to *Leap*, while Kenku use the aid of their bird-like wings. This is a Movement-based Ability and is a *Dimension Door* effect. This Ability is usable 3 times per day, once per combat.

LESSER ANIMAL COMMAND

This Ability allows the user to command a Lesser Animal-type target, which must be hit with a spell packet, for ten minutes. The affected target **must** obey the commands it is given. This is a Verbal-based, *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

LESSER TELEPORT

This Ability allows the user to travel via *Portal* to any friendly or neutral site that the user has seen on this Plane. If the area is *Warded*, the user appears outside the *Ward*. A Marshal may determine whether it is a friendly or neutral site. **The user must have a set target site and must go there immediately out of game wearing a yellow sash**. This does not allow for any other actions until at that site and the user cannot delay going to nor come back in game until at that site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called and the recipients move to the applicable location. *Lightweavers* use this Ability by bending light, and *Spies* and *Shadow Weavers* use this Ability by melding with shadows. This is a *Portal* effect. This Ability is usable 1 time per day.

LIGHT

This Ability allows the user to kindle a Light Wand, which can then be held and used by anyone. A small flashlight is required as a physical representation for the Light Wand. Flashlights must always be pointed directly at the ground and may not be used to "look around" for hiding enemies at night. It can be dispelled by *Darkness*. This Ability is usable 3 times per day and can be taken multiple times.

LUCK

This Skill allows the user to make a second draw from the Restoration Stones if the results are not favorable to the user. The stone is returned so that 10 stones are in the second draw.

LULLABY

This Area of Effect Ability causes all Lesser creatures within a 20 foot radius of the user to fall into a deep *Sleep* as long as the user is performing. The user must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

Targets can be searched during the song, but if they take damage or are shaken for 5 seconds, they will wake up. If the user casts, attacks, stops singing or is interrupted by *Snare, Mute,* etc, the targets will awaken 30 seconds later (unless a new performance is started). This is a Verbal/Movement-based (performance-dependent), *Sleep*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

MAGIC DAMAGE

This Ability allows the user to make any damage done from melee or ranged weapons cause *Magic* damage for one combat. Creatures that normally require *Magic* to damage them are affected. The user must call "*Magic*" as damage instead of the weapon's actual quality. This Skill is **not** an Enchantment on the weapon, and it only functions for melee or ranged weapons wielded by the user. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

MARTYR

This Ability allows the user to take the full brunt of an Area of Effect Spell, Ability, etc. that does not exceed the existing natural body points of the user. If the user is able to take the full body damage, no one else takes damage from the Area of Effect except the user, however any additional special effects still apply. The effect is still considered an Area of Effect (i.e. cannot be used in combination with *Righteous Healing*). *Martyr* may not be used in combination with Death Duel. This is a Movement-based Ability and a *Body*-draining Effect. This Ability is usable 3 times per day and can be taken multiple times.

MATERIALIZE

This Ability will force an Undead, which must be hit with a spell packet, from its incorporeal state, such as *Vampires* from mist form or *Specters* out of phase for 1 minute. This Ability is usable 3 times per day, once per combat.

MINOR CANTRIP

This Skill allows the user to cast a Level 0 Spell causing 1 point of Magic damage to the target, which must be hit with a spell packet. The Spell is cast using the incantation: "I call upon the powers of Magic to cast Minor Cantrip – 1 Magic." The user may use this Skill as many times in one combat until out of spell packets. This is a Movement- and Verbal-based Skill in regards to normal spellcasting rules (i.e. bound hands, muted, Anti-Magic, etc.). This Skill may be taken up to 4 additional times to increase the damage by +1 to 4 Magic maximum.

MISSILE WEAPON +1

This Skill adds a +1 to missile attack, which is cumulative with other weapon damage bonuses.

MISSILE WEAPON +2

This Skill adds an additional +1 to a missile attack to a total of +2.

MISSILE WEAPON +3

This Skill adds an additional +1 to a missile attack to a total of +3.

MISSILE WEAPON +4

This Skill adds an additional +1 to a missile attack to a total of +4.

MISSILE WEAPON +5

This Skill adds an additional +1 to a missile attack to a total of +5.

MUTE STRIKE

This Combat Ability allows the user to *Mute* a target on a successful attack, which prevents the target from talking, casting Spells, enacting Magic Items or using Verbal-based Abilities for 5 minutes. Only a *Vocalize* or the duration will negate the effect. This counts as an Enchantment upon the weapon. The target can still move and use non-Verbal-based Abilities, Items, etc. normally. The user must call "*Mute Strike*" immediately prior to swinging. If the user does not call it immediately prior to swinging or if the attack is parried, the effect is wasted for the day. This Ability does no physical damage. This Ability is usable 3 times per day, once per combat.

NATURE'S WRATH

This Ability allows the user to cause 50 Points of *Normal* damage to a target, which must be hit with a spell packet. The damage is not *Edge* nor *Blunt* so it is not reduced by target resistances to those damage types. It does not affect targets that are *Immune to Normal Damage*. This Ability is negated if the spell packet strikes a shield used by the target. This Ability is usable 3 times per day, once per combat.

OPTIMIZE POISON

This Skill allows the user to double the effectiveness of a *Poison* within the possession of the user, causing double the initial damage when used. The user must already possess a *Poison* to optimize. If the user applies the *Poison* to the weapon of another individual or an item not in the possession of the user, the *Poison* reacts normally and the effects are not doubled.

PARALYZE ANIMAL

This Ability allows the user to *Paralyze* an animal hit with a melee weapon strike or thrown spell packet. If used with a melee strike, it counts as an Enchantment upon the weapon and must be called as a Combat Call. The user must say "*Paralyze Animal*" immediately prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This effect is usable 3 times per day and can be taken multiple times.

PARALYZING STRIKE

This Combat Ability allows the user to *Paralyze* a target for 1 minute on a successful melee attack. This counts as an Enchantment upon the weapon. The user must say "*Paralyzing Strike*" *immediately* prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This Ability is usable 3 times per day, once per combat.

PASSWALL

This Ability allows the user to pass through a wall and enter or exit the room or building. The user touches the wall, calls a *Hold*, and goes quickly Out-of-Game to the spot directly on the other side of the wall, facing in the same direction. When positions are determined, the user calls a *Resume*. This is a Movement-based, *Passwall*-type Ability. This Ability is usable 3 times per day, once per hour.

PASSWALL VICTIM

This Ability mimics the *Passwall* Skill, except it affects the user and one other target, which must be unconscious or dead and does **not** have to be willing. This is a Movement-based, *Passwall*-type Ability. This Ability is usable 1 time per day.

PASS WITHOUT TRACE

This Skill allows the user to travel through an area without leaving a path that can be detected with *Tracking*. This Ability requires a Marshal.

PERFECT BALANCE

This Skill allows the user to maintain footing and to avoid being knocked to the ground by special attacks. This Skill also allows the user to grab hold of a ledge if it is within 10 feet to avoid falling.

PLANT IMMUNITY

This Ability makes the user completely invulnerable to the innate Abilities of plants, such as *Engulf* of shambling mounds and hedge rows. It does not negate any spells cast by plants, only special creature Abilities.

PRIMARY WEAPON +6

This Ability adds +1 damage to the user's Primary Weapon on each swing of one primary hand to a total of +6 points.

PRIMARY WEAPON +7

This Ability adds +1 damage to the user's Primary Weapon on each swing of one primary hand to a total of +7 points.

PROTECTION FROM CREATURE ABILITY

This Ability allows the user to select **one** special effect caused by the *Creatures* chosen by a *Specialized Slayer* from affecting the user (i.e. *Disease, Paralyze, Charm, Toss, Hug,* etc.) for the duration of one combat. If the user wants to resist a new effect, the current Ability must be ended. At that point, the user may use the Ability a second time in order to select a new effect for the combat. It does not negate any spells cast by the *Creature*, only a special creature Ability. The user must say **"No Effect"** when the attacks are negated from each new target. This Ability is usable 3 times per day and can be taken multiple times.

PROTECTION FROM ENERGY DRAIN

This Ability prevents the user from being affected by *Energy Draining*-type attacks, Spells, or effects for the next combat. The user must say **"No Effect"** when the attacks are negated from each new target. This Ability is usable 3 times per day and can be taken multiple times.

PROTECTION FROM UNDEAD ABILITY

This Ability allows the user to select **one** special Undead effect from affecting the user (i.e. *Disease, Paralyze, Charm,* etc.) for the duration of one combat. The user cannot resist damage-only effects like *Slays* or *Backstabs*, but may resist special damaging effects like a Banshee's *Shriek*. If the user wants to resist a new effect, the current Ability must be ended. At that point, the user may use the Ability a second time in order to select a new effect for the combat. It does not negate any spells cast by Undead, only a special creature Ability. The user must say **"No Effect"** when the attacks are negated from each new target. This Ability is usable 3 times per day and can be taken multiple times.

RAGE

The Ability grants the user 30 of additional "natural" Armor Points for 1 combat, which are the first Armor Points lost during the combat and are not "fixable." Combat must be initiated within 1 minute or the effects will fade. The user **cannot** cast Spells while in a *Rage*. This Ability is usable 3 times per day, once per combat.

RAGE, +3 DAMAGE

This Skill allows the user to do +3 damage per swing with any melee weapon, which is cumulative with other weapon damage bonuses. This Skill only functions while the *Battlerager* is using the *Rage* Ability.

RALLY

This Ability surrounds the user with an Aura that makes all allies on the battlefield *Immune to Fear*. This Ability will also nullify any *Fear*-type effects used or active within the area. Should the user fall, this effect is cancelled. The user must say "*Rally*" to use this Ability. It is a Verbal-based Ability. This Ability is usable 1 time per day and can be taken multiple times.

READ AREA

This Ability allows the user to discover past information, subject to Marshal Call, relating to the surrounding area. Major events occurring or involving the area, if any, leave an imprint on the terrain and in the magical weave surrounding it, which the user is able to determine from years of research. The area must be observed closely for 5 minutes of uninterrupted concentration. This Ability is usable 3 times per day and can be taken multiple times.

READ OBJECT

This Ability allows the user to discover past history information, subject to Marshal Call, relating to an object. Major events occurring or involving the object, if any, leave an imprint in the magical weave surrounding it, which the user is able to determine from years of research. The item must be held for 5 minutes of uninterrupted concentration. It will not allow the user to discover any magical effects. This Ability is usable 3 times per day and can be taken multiple times.

READ AND WRITE-LANGUAGE

This Skill allows the user to read and write any non-magical documents written in a particular language, which must be specified each time the language Skill is taken. A Character can only learn to read and write one language per event.

REDUCE BODY DRAIN

This Skill prevents 4 points of *Body Drain*-type effects (i.e. a *Cause Major Wounds* drains 26 Body Points instead of 30 Body Points).

REDUCE MAGIC DAMAGE

This Ability allows the user to reduce damage from the next Spell, Ability, etc., by 20 points, provided that the spell packet strikes the shield of the user. The user must be aware of the attack. Only the user reduces the damage, so for example other targets within an Area of Effect packet striking the shield of the user are affected normally. Area of Effects that do not strike the shield of the user damage the user normally and are not reduced. This Ability is usable 3 times per day and can be taken multiple times.

REGROWTH

This Ability allows the user to reverse the effects of all *Defoliates* and replenish the natural energy in a 10 foot radius after 5 minutes of concentration and tending. This Ability is usable 3 times per day and can be taken multiple times. This Ability requires a Marshal.

REMOVE TRACKS

This Skill allows the user to remove tracks made by 5 or less man-sized creatures from an area. This Ability takes 5 minutes to use and requires a Marshal.

RESIST BANISH

This Skill allows the user to remain conscious if *Banished* out of a *Shapechanged* Form. The user will still fall unconscious if dropped to zero or less points due to damage. The user must say "**No Effect**" when an appropriate Spell is resisted.

RESIST PUSH

This Ability allows the user to resist the next *Push* Spell or Ability from affecting the user. The user must say "**No Effect**" when an appropriate Spell is resisted. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

RESIST SEARCH

This Skill causes anyone searching the target to take 10 minutes instead of the standard 5 minutes. The user must say "**Resist Search**" when using this Skill.

RESIST SHATTER

This Ability allows the user to resist the next *Shatter* Spell or Ability from affecting the equipment of the user. The user must say "**No Effect**" when an appropriate Spell is resisted. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

RESIST WITHER

This Ability allows the user to resist the next *Wither* Spell or Ability from affecting the user. The user must say "**No Effect**" when an appropriate Spell is resisted. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

RETRIEVE MISSILE WEAPONS

This Skill allows the user to pick up and re-use missile weapons and re-shoot arrows during a combat.

RIGHTEOUS HEALING

This Ability allows the user to absorb a single-target damaging Spell and reverse the effects, healing an equal amount of Body Points to the user. Area of Effects damage the user normally and **cannot** be absorbed. The number of Body Points gained cannot exceed the user's normal Body maximum. This Ability is usable 3 times per day, once per combat.

SAILING

This Skill allows the user to operate sailing craft and normal boats safely on normal bodies of water.

SANCTUARY

This Ability allows the user to be the last person attacked during a combat, and the user **cannot** be affected by single-target attacks as long as there are allies of or controlled creatures by the user within 10 feet. Area of Effect Spells, Skills, etc. affect the user normally. The combat must be started within 12 minutes of the use of this Ability or the effect is lost. If combat is started, the user cannot be attacked directly for the rest of the combat, until the user is the only one left standing, or until the user moves more than 10 feet away from an ally. Once this effect ends, the user cannot be affected by another Sanctuary-type effect within the same combat.

If the user attacks physically or by Spell or willingly interposes himself in the middle of combat, the effect is also dispelled (i.e. the user must be with his group and not simply walking around the battle by himself, nor can he act as a "wall" for others to fight around. If the user is alone, he is subject to regular attack). The user can **only** use non-offensive Healing-type (though not against Undead) Spells, Abilities (though Baneful Healing is permitted), Potions, Items, etc. Special NPCs are immune to this effect, but PCs are affected normally. The effects can be dispelled with a *Major Dispel Magic*, which counts as an attack on the effect, not the user. This Ability is usable 1 time per day, once per combat, and can be taken multiple times. **The user must wear a green sash.**

SANCTUARY OTHER

This Ability allows the user to bestow protection upon a single target, allowing the target to be the last person attacked during a combat. The target **cannot** be affected by single-target attacks as long as the target is within 10 feet of the user. Area of Effect Spells, Skills, etc. affect the target normally. The combat must be started within 12 minutes of the use of this Ability or the effect is lost. If combat is started, the target cannot be attacked directly for the rest of the combat, until the target is the only one left standing, or until the target moves more than 10 feet away from the user. Once this effect ends, the target cannot be affected by another Sanctuary-type effect within the same combat. The user can be attacked normally.

If the target attacks physically or by Spell or willingly interposes himself in the middle of combat, the effect is also dispelled (i.e. the target must be with the user and not simply walking around the battle by himself, nor can he act as a "wall" for others to fight around. If the target is alone, he is subject to regular attack). The target can **only** use non-offensive Healing-type (though not against Undead) Spells, Abilities (though Baneful Healing is

permitted), Potions, Items, etc. Special NPCs are immune to this effect, but PCs are affected normally. The effects can be dispelled by a *Major Dispel Magic* effect striking the target, which counts as an attack on the effect, not the target. This Ability is usable 1 time per day, once per combat, and can be taken multiple times. **The target must wear a green sash.**

SEAFARING DAMAGE +1

This Skill allows the user to do +1 extra damage per swing when fighting on a vessel on a large body of water. This is cumulative with weapon damage bonuses and is subject to Marshal Call.

SECONDARY WEAPON +1

This Skill adds +1 damage to the Secondary Weapon of the user.

SECONDARY WEAPON +2

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +2.

SECONDARY WEAPON +3

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +3.

SECONDARY WEAPON +4

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +4.

SECONDARY WEAPON +5

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +5.

SECONDARY WEAPON +6

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +6.

SECONDARY WEAPON +7

This Skill adds +1 damage to the Secondary Weapon of the user, to a total of +7.

SENSE SPECIALIZED CREATURES

This Ability lasts for 5 minutes once enacted, and allows the user to pause and concentrate for 15 seconds to sense if Lesser, Greater, or Major Specialized Creatures are within a range and what direction as determined by a Marshal. The user must pause for 15 seconds of *uninterrupted* concentration and cannot be doing any other activity, such as talking, casting, etc., but may move at a slow walk. This Skill requires a Marshal. This Ability is usable 3 times per day and can be taken multiple times.

SENSE UNDEAD

This Ability lasts for 5 minutes once enacted, and allows the user to pause and concentrate for 15 seconds to sense if Lesser, Greater, or Major Undead are within a range determined by a Marshal. The user must pause for 15 seconds of *uninterrupted* concentration and cannot be doing any other activity, such as talking, casting, etc., but may move at a slow walk. This Skill requires a Marshall. This Ability is usable 3 times per day and can be taken multiple times.

SHADOW BOLT

This Ability allows the user to produce a Shadow Bolt that causes 6 Points of Body Damage to a target, which must be hit with a spell packet. This is a *Body*-draining effect. This Ability is usable 3 times per day.

SHADOW WALK

This Ability allows the user to become "intangible" for 5 minutes. The user places a circle of yellow nylon cord on the ground, marking the spot where the user must return to once the duration ends or if the effect is dispelled. A Marshal must be present to use the Ability. The user is limited to the physical world (i.e. cannot open doors, walk through doors or walls, etc.). Interaction is by voice only and is limited by the physical world. The user **cannot** attack or cast Spells and cannot **be** the target of an attack or Spells, but the effect can be dispelled if the user is hit with a *Light* effect. This Ability is usable 3 times per day and can be taken multiple times.

SHAPECHANGE SPELL SLOT

This Ability grants the user one of the three spell slots to the *Shapechanged* form. The user does **not** retain one of the three natural spell slots from the user's original form, nor any Spells on the user prior to *Shapechanging.* The user must have any new Spells cast upon the *Shapechanged* form, which are dispelled when the *Shapechange* ends and are not carried over to the user's natural form. The user will not have any Spells in the natural three spell slots, as these would have been dispelled upon the initial *Shapechange.*

SHATTER SHIELD

This Combat Ability allows the user to render a normal shield useless with a successful strike to the shield. This counts as an Enchantment upon the weapon. The user must say "*Shatter Shield*" *immediately* prior to swinging. If the user does not call it prior to swinging or the attack is parried, the effect is wasted for the day. This Ability is usable 3 times per day, once per combat.

SHATTER WEAPON

This Combat Ability allows the user to render a normal or *Silver* weapon useless with a successful strike to the weapon. This counts as an Enchantment upon the weapon. The user must say "*Shatter Weapon*" *immediately* prior to swinging. If the user does not call it prior to swinging or if the attack does not strike a weapon, the effect is wasted for the day. This Ability is usable 3 times per day, once per combat.

SHIELD PUSH

This Ability allows the user to push a target back three steps. The target must be within 3 feet of the user. The user calls a *Hold*, instructs the target to take 3 steps away from the user, who then may or may not elect to take three steps towards that target. The user calls a *Resume* once the final positions of everyone has been determined. This is a *Push* effect. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

SHIELD SPELL DISSIPATE

This Ability will prevent a Level 10 or lower damaging Spell from affecting the user, provided the spell packet strikes the shield of the user. The user must be aware of the attack. If the Spell is an Area of Effect, only the user avoids the damage; other targets are affected normally. Spells that do not strike the prepared shield of the user damage the user normally. This Ability is usable 3 times per day.

SHIELD SPELL PARRY

This Ability will prevent a Level 8 or lower damaging Spell from affecting the user, provided the spell packet strikes the shield of the user. The user must be aware of the attack. If the Spell is an Area of Effect, only the user avoids the damage; other targets are affected normally. Spells that do not strike the prepared shield of the user damage the user normally. This Ability is usable 3 times per day and can be taken multiple times.

SHIELD USE

This Ability permits the user to safely use approved shields in combat for protection to deflect melee attacks.

SONG OF MONSTER COMMAND

This Ability causes an *intelligent* target, which must be hit with a spell packet, to become non-hostile toward the user. The user must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

The target is not considered "willing" (unless the targets wishes to be) as this is an Offensive Ability. The target does not need to understand the user as it is magically compelled to obey simple commands issued by the user as long as the user performs and is within vocal range to hear new commands. The user may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

If the target is are no longer within vocal range, the user stops performing, or if the user suppresses Spells and Abilities through effects such as *Shapechange*, the effect ends. This Ability does not affect PC races or the Undead and is a Verbal-based, *Charm*-type Ability. This Ability is usable 3 times per day, once per combat.

SONG OF MORPHEUS

This Ability causes a target, which must be hit by a spell packet, that is under 200 points or a Lesser or Greater creature to fall into a deep *Sleep* for 9 minutes, and the user must begin performing when the spell packet is thrown for the next full minute or the effect is negated. The user must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

If the target takes any damage or is shaken for a period of five seconds, the effect is also negated. Searching will not awaken a target. This is a Verbal-based, *Sleep*-type Ability. This Ability is usable 3 times per day, once per combat.

SPEAK LANGUAGE

This Skill allows the user to speak a particular language, which must be specified when the Skill is taken. A Character can only learn one spoken language per event. Languages of NPC Races must be learned In-Game through a teacher. The following list of languages are able to be learned (other languages must be approved by the Rules Committee):

Dragon   Giant   Goblin   Kobold   Troll   Sahaugin

This is a verbal-based Skill.

SPEAK WITH ANIMALS

This Skill allows the user to communicate with an Animal-type creature (i.e. Wolves, Bears, etc.). This does not mean the creature has to stop and listen, nor obey the user. It simply allows for communication to be possible. This is a Verbal-based Skill.

SPEAK WITH AQUATIC CREATURES

This Skill allows the user to communicate with aquatic-type creatures. This does not mean the creature has to stop and listen, nor obey the user. It simply allows for possible communication. This is a Verbal-based Skill.

SPEAK WITH ELEMENTAL CREATURE

This Skill allows the user to communicate with the Elemental-type creatures of a particular Element, which must be specified when the *Elementalist* Profession is chosen. This does not mean the creature has to stop and listen, nor obey the user. It simply allows for possible communication. This is a Verbal-based Skill.

SPEAK WITH FAMILIAR

This Skill allows the user to communicate with their Familiar. Communication with similar species as the Familiar of the user is subject to Marshal Call. This is a verbal-based Skill.

SPEAK WITH PLANTS

This Skill enables the user to speak with Plant-type creatures. This does not mean the creature has to stop and listen, nor obey the user. It simply allows for possible communication. This is a Verbal-based Skill.

SPEAK WITH SPIRIT

This Skill enables the user to talk to an unconscious, dying or dead target, as well as see the general location of a nearby spirit. If a spirit has left the realm due to a failed *Restoration* attempt, the user may speak with the corpse of the target. The spirits and the dead do **not** have to speak to the user, nor tell the truth. This Skill only allows for possible communication. The user must maintain contact with targets (other than spirits) to communicate. This is a Verbal-based Skill.

SPEAK WITH THE UNDEAD
This Skill allows the user to communicate with an Undead-type creature (i.e. Ghouls, Ghasts, etc.) This does not mean the creature has to stop and listen, it simply allows the communication. This is a Verbal-based Skill.

SPECIALIZED +1 DAMAGE VS. CREATURE
This Skill allows the user to do +1 extra damage per swing when fighting the Specialized creature. This is cumulative with weapon damage bonuses.

SPECIALIZED +1 DAMAGE VS. UNDEAD
This Skill allows the user to do +1 extra damage per swing when fighting an Undead creature. This is cumulative with other weapon damage bonuses.

SPECIALIZED +2 DAMAGE VS. CREATURE
This Skill allows the user to do +1 extra damage per swing when fighting the Specialized creature. This is cumulative with weapon damage bonuses.

SPECIALIZED +2 DAMAGE VS. UNDEAD
This Skill allows the user to do +1 extra damage per swing when fighting an Undead creature. This is cumulative with other weapon damage bonuses.

SPECIALIZED +3 DAMAGE VS. CREATURE
This Skill allows the user to do +1 extra damage per swing when fighting the Specialized creature. This is cumulative with weapon damage bonuses.

SPECIALIZED +3 DAMAGE VS. UNDEAD
This Skill allows the user to do +1 extra damage per swing when fighting an Undead creature. This is cumulative with other weapon damage bonuses.

SPECIALIZED +4 DAMAGE VS. CREATURE
This Skill allows the user to do +1 extra damage per swing when fighting the Specialized creature. This is cumulative with weapon damage bonuses.

SPECIALIZED +4 DAMAGE VS. UNDEAD
This Skill allows the user to do +1 extra damage per swing when fighting an Undead creature. This is cumulative with other weapon damage bonuses.

SPECIALIZED +5 DAMAGE VS. CREATURE
This Skill allows the user to do +1 extra damage per swing when fighting the Specialized creature. This is cumulative with weapon damage bonuses.

SPECIALIZED +5 DAMAGE VS. UNDEAD
This Skill allows the user to do +1 extra damage per swing when fighting an Undead creature. This is cumulative with other weapon damage bonuses.

SPECIALIZED STRIKE 10 VS. CREATURE
This Combat Ability allows the user to do an additional 10 points of damage on a single swing versus the Specialized creature. This effect does **not** count as an Enchantment upon the weapon and **is** stackable with other normal-damaging Slays, Backstabs, Spells, etc, but is not stackable with flat damage strikes or non-damaging attacks (i.e. *Armor Piercing Blow, Paralyzing Strike,* etc.). The user must call "(Creature) *Slay"* or "(Creature) *Backstab" immediately* prior to swinging if used as a stand-alone strike, but may just include the damage if stacked with another effect. If the user does not call it immediately prior to swinging or if the attack is parried, the effect is wasted for the day. This Ability is usable 3 times per day.

SPECIALIZED STRIKE 10 VS. UNDEAD
This Combat Ability allows the user to do an additional 10 points of damage on a single swing versus an Undead. This effect does **not** count as an Enchantment upon the weapon and **is** stackable with other normal-damaging Slays, Backstabs, Spells, etc, but is not stackable with flat damage strikes or non-damaging attacks (i.e. *Armor Piercing Blow, Paralyzing Strike,* etc.). The user must call "Undead *Slay"* or "Undead *Backstab" immediately* prior to swinging if used as a stand-alone strike, but may just include the damage if stacked with another effect. If the user does not call it immediately prior to swinging or if the attack is parried, the effect is wasted for the day. This Ability is usable 3 times per day.

SPECIALIZED STRIKE 20 VS. CREATURE
This Combat Ability adds an additional 10 points of damage to the user's Specialized Strike 10 versus the Specialized creature.

SPECIALIZED STRIKE 20 VS. UNDEAD
This Combat Ability adds an additional 10 points of damage to the user's Specialized Strike 10 versus the Undead.

SPECIALIZED STRIKE 30 VS. CREATURE
This Combat Ability adds an additional 10 points of damage to the user's Specialized Strike 20 versus the Specialized creature.

SPECIALIZED STRIKE 40 VS. CREATURE
This Combat Ability adds an additional 10 points of damage to the user's Specialized Strike 30 versus the Specialized creature.

SPECIALIZED STRIKE 50 VS. CREATURE
This Combat Ability adds an additional 10 points of damage to the user's Specialized Strike 40 versus the Specialized creature.

SPELLSONG: INFUSION

This Ability allows the user to imbue multiple targets with energy, restoring all levels lost due to *Energy Drain* after 5 minutes of a performance, even if it lasts longer. The user MUST devise an original performance for this Ability and must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

Targets may only be affected by one Spellsong at a time and must be able to hear the user. The user may affect one target per *Spellsinger Profession* level. This is a Verbal-based Ability. This Ability is usable 3 times per day and can be taken multiple times.

SPELLSONG: STREGTH

This Ability allows the user to imbue multiple targets with improved strength, adding +2 to the damage of the target for one combat after a 5 minute performance, even if the performance lasts longer. The user MUST devise an original performance for this Ability and must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute [M]
Bongos/Small Drum (approx. 6" circumference head) [M]
Wind Instruments [M]
Voice (Songs, Poems, Speeches, Etc.) [V]

Targets may only be affected by one Spellsong at a time and must be able to hear the user. The user may affect one target per *Spellsinger Profession* level. This is a Verbal-based Ability. This Ability is usable 3 times per day.

SPELLSONG: SUSTAIN SPIRIT

This Ability allows the user to sustain the bonds that tie a spirit to its body and temporarily stabilize multiple willing "dying" targets for the duration of the performance, to a maximum of 4 minutes. The user MUST devise an original performance for this Ability and must be able to perform (i.e. must be able to sing if not *Muted*, play an instrument if not *Snared*, etc.) using one of the following approved instruments:

Guitar/Lute (M)
Bongos/Small Drum (approx. 6" circumference head) (M)
Wind Instruments (M)
Voice (Songs, Poems, Speeches, Etc.) (V)

Targets may only be affected by one Spellsong at a time and must be able to hear the user. The user may affect one target per *Spellsinger Profession* level. No target can be stabilized for longer than 4 minutes, regardless of how many *Stop Bleeding* or *Bandage* attempts are made.

This is **not** cumulative with *Bandage* or *Stop Bleeding*-effects. This is a Verbal-based Ability. This Ability is usable 1 time per day and can be taken multiple times, though it may not be used more than once in a one hour period.

Example: Player A, B, and C drop -1 Body and are down for 15 seconds until Player D, a 5th level *Spellsinger* uses *Spellsong: Sustain Spirit*. The willing Players of A, B, and C are effectively at -1 (1:15) for 4 minutes while Player D uses this Ability. After the 4 minutes, the negative clock resumes at 1:15 and the dying Players need healed or will die. No other players can use *Stop Bleeding* Skills, since the targets have reached their 4 minute maximum.

SPIT ELEMENT ATTACK

This Ability allows the user to generate an attack of a specific *Element* type that does 12 Points of the chosen *Elemental* damage to a target, which must be hit with a spell packet. The type of Element must be specified when the Ability is learned and cannot be changed. This Ability is usable 3 times per day.

STONE WORKING

This Skill allows the user to detect the stability of stone construction and find any possible imperfections, if present, in the stonework. If imperfections are found in caves or stone buildings, the user can spend 3 minutes of uninterrupted time using the weak spots to collapse the stonework. This Skill is subject to Marshal Call.

STOP BLEEDING OTHER

This Skill allows the user to temporarily stabilize one *willing* dying target at a time, pausing the time that the target is "dying" for up to 4 minutes, as long as contact is maintained. During this time, the user cannot do anything else, and if interrupted, the effect is cancelled and the target resumes "dying" normally. The Skill **cannot** be used again *by the user* for that particular target. Others can use their Skill at that point, but they resume where the first user left off. No target can be stabilized for longer than 4 minutes, regardless of how many *Stop Bleeding* or *Bandage* attempts are made. This is **not** cumulative with other *Stop Bleeding*-effects.

Example: Player A goes down to -1 Body and is down for 15 seconds until Player B uses *Stop Bleeding Other*. Player A is effectively at -1 (1:15) for 4 minutes while Player B uses this Skill. After the 4 minutes, the negative clock resumes at 1:15 and Player A needs healed or will die. No other players can use *Stop Bleeding* Skills, since Player A has reached his 4 minute maximum.

STOP BLEEDING SELF

This Skill allows the user to be self-stabilized from dying, temporarily stopping the user from "dying" for 4 minutes. No other *Bandage* or *Stop Bleeding* effect will work on the user. Once 4 minutes have passed, the user's negative clock resumes, and the user needs healed normally or will die.

Example: Player C goes down to -1 Body. Since he has *Stop Bleeding Self*, he is temporarily stabilized for 4 more minutes. Once 4 minutes have passed, he resumes "dying" and begins counting at 1:01 minutes and needs healed or will die. No other players can use *Stop Bleeding* Skills, since Player C has reached his 4 minute maximum.

STUN

This Ability allows the user to cause 36 Points of *Stun* damage to a target, which must be hit with a spell packet. This Ability is usable 3 times per day, once per combat.

STUNNING STRIKE

This Combat Ability allows the user to cause a total of 100 Points of *Stun* Damage to a target on the next swing. This counts as an Enchantment upon the weapon. The user must say "*Stunning Strike*" *immediately* prior to swinging. If the user does not call it immediately prior to swinging or the attack is parried, the effect is wasted for the day. The *Stun* damage affects the target normally in addition to other *Stun* damage already taken. It will also be removed by appropriate means as well (i.e. target takes real damage from an unfriendly source, waits 15 seconds, etc.). This effect can be used 3 times per day, once per combat.

SWIMMING

This Skill allows the user to swim under normal conditions. This Skill requires a Marshal.

TAUNT

This Ability allows the user to tease a target, which must be hit with a spell packet, and goad it into attacking the user. Unless the attacker takes damage from an unfriendly source or the user changes natural form (*Shapechange,* etc.), the target must attack the user until either the character is dead or the user leaves the area and the target cannot follow (i.e. *Portal*, *Teleport*, etc.). If the target believes the user is still alive in the area, the effect does not end. This is a Verbal-based, *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

TEND ANIMAL

This Ability allows the user to cure a willing *natural* animal, which must be hit with a spell packet, of all Poisons, Diseases, and other illnesses and heal any Body damage after 1 minute of attentive care. It will not work on unnatural animals, or those under the effects of *Animal Shapechange, Curse,* or similar effect. This Ability is usable 3 times per day and can be taken multiple times.

THUMP'S REPUTATION

This Ability will make a Half-Ogre or Ogre target, which must be hit with a spell packet, non-hostile *to the user only* for 5 minutes. If the user attacks, steals from the target, etc. the effect is broken. This is a *Charm*-type Ability. This Ability is usable 3 times per day and can be taken multiple times.

THROW BOLA

This Ability allows the user to *Snare* a humanoid target, which must be hit with a spell packet, binding the arms of the target. The target cannot use the arms, but is still able to walk or run from the area. This Ability does not affect four legged creatures, including normal animals. This is a *Snare*-type effect. This Ability is usable 3 times per day and can be taken multiple times.

TOSS

This Combat Ability allows the user to move a target, which must be hit with a successful melee attack, **directly backwards away from the user 10 feet.** Upon landing, the target is knocked to one knee (unless the target has Perfect Balance) and takes 20 points of *Stun* damage. It counts as an Enchantment upon the weapon. The user must say "*Toss*" *immediately* prior to swinging. If the user does not call it immediately prior to swinging or the attack is parried, the effect is negated and wasted for the day. This is a *Push* effect. This Ability is usable 3 times per day, once per combat.

TOUGHNESS

This Ability grants the user 20 Points of additional "natural" Armor Points for one combat, which are the first Armor Points lost during the combat and are not "fixable." This Ability is usable 3 times per day.

TRACKING

This Skill allows the user to discover and follow a trail made by a creature in an outdoor setting. This Skill requires a Marshal.

TRANSLATE LANGUAGES

This Ability allows the user to read non-magical writing in a language unknown to the user contained on a single page after 5 minutes of role-played studying. It does not allow the user to read and write the language on a permanent basis, nor can the user read magical runes or scrolls. The user can only translates what is written. This Ability is usable 1 time per day and can be taken multiple times. This Ability is subject to Marshal Call.

TUMBLING

This Ability enables the user to call a *Hold* and move up to 10 feet in any direction, including downward, facing any direction when finished. The user can tumble around small intervening objects as long as they can get there within the distance of the effect. Others around the user can see the person tumbling around them and can react accordingly when the *Resume* is called. It is not usable through objects (not through walls, closed doors, or other impassable objects). This is a Movement-based Ability. This Ability is usable 3 times per day, once per combat, and can be taken multiple times.

TURN GREATER PLANTS

This Ability will force a Greater Plant, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Plant reacts normally. If used against a Lesser Plant, it will destroy the target. This Ability is usable 3 times per day and can be taken multiple times.

TURN GREATER UNDEAD

This Ability will force a Greater Undead, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Undead reacts normally. If used against a Lesser Undead, it will destroy the target. This Ability is usable 3 times per day and can be taken multiple times.

TURN LESSER PLANTS

This Ability will force a Lesser Plant, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Plant reacts normally. This Ability is usable 6 times per day and can be taken multiple times.

TURN LESSER UNDEAD

This Ability will force a Lesser Undead, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Undead reacts normally. This Ability is usable 6 times per day and can be taken multiple times.

TURN MAJOR PLANTS

This Ability will force a Major Plant, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Plant reacts normally. If used against a Lesser or Greater Plant, it will destroy the target. This Ability is usable 3 times per day and can be taken multiple times.

TURN MAJOR UNDEAD

This Ability will force a Major Undead, which must be hit with a thrown spell packet, to flee from the combat area and stay away for no less than 5 minutes. If attacked, the Undead reacts normally. If used against a Lesser or Greater Undead, it will destroy the target. This Ability is usable 3 times per day and can be taken multiple times.

UNDEAD FRIENDSHIP

This Ability will make a single Lesser or Greater Undead target, which must be hit with a spell packet, non-hostile towards the user. It has no effect on Major or Special Undead creatures. This Ability is usable 3 times per day and can be taken multiple times.

UNDEAD SHAPECHANGE

This Ability allows the user to transform into one man-sized Undead form selected from the list below. The user must carry an appropriate costume and must simultaneously use *in both hands* two 1-point Dagger-type or 2-point Shortsword-type weapons only. This Ability also allows the user to speak with Undead creatures while in a particular form. The user may purchase this Ability up to 5 times from the 6 forms below, each for a different form. The user may only *Shapechange* once per combat per form. Other forms in the same combat are permitted. *ALL* Effects affecting the form are negated when the Ability ends. This Ability is usable 3 times per day, once per combat.

Base Animal Form Stats:

Body: 80   Damage: 5 Edge (Claws)
Armor: 0   (Shortswords or smaller)
Type: Special
Immune to Pin, Disarm, and Snare.

Undead	Form Abilities
Ghoul	Paralyzing Strike - 1/form Resist Paralyze - 3/day
Mummy	Blood Disease (on successful hit) - 1/form Resist Disease - 3/day
Skeleton or Zombie	Iron Will - 1/form Slay 20 - 1/form
Wight	Energy Drain (on successful hit) - 3/form Resist Energy Drain - 3/day
Wraith	Energy Drain (on successful hit) - 1/form Resist Energy Drain - 3/day

5-31

UNDEAD SHAPECHANGE OTHER

This Ability allows the user to transform a willing target into one mansized Undead form selected from the list below. The user must carry an appropriate costume and must simultaneously use in both hands two 1-point Daggertype or 2-point Shortsword-type weapons only. This Ability also allows the target to speak with Undead creatures while in a particular form. The user may purchase this Ability up to 5 times from the 6 forms below, each for a different form. The user may only Shapechange-other one target per combat per form. Other forms in the same combat are permitted. ALL Effects affecting the form are negated when the Ability ends. This Ability is usable 1 time per day, once per combat.

Base Animal Form Stats:
Body: 80   Damage: 5 Edge (Claws)
Armor: 0   (Shortswords or smaller)
Type: Special
Immune to Pin, Disarm, and Snare.

Undead	Form Abilities
Ghoul	Paralyzing Strike - 1/form Resist Paralyze - 3/day
Mummy	Blood Disease (on successful hit) - 1/form Resist Disease - 3/day
Skeleton or Zombie	Iron Will - 1/form Slay 20 - 1/form
Wight	Energy Drain (on successful hit) - 3/form Resist Energy Drain - 3/day
Wraith	Energy Drain (on successful hit) - 1/form Resist Energy Drain - 3/day

UNDEAD TRACKING

This Skill allows the user to discover and follow a trail made by an Undead creature in an outdoor setting, regardless of its form or whether it touches the ground or not. It does not allow the user to track an Undead if it travels via Magic. This Skill requires a Marshal.

UNDERGROUND DAMAGE +1

This Skill allows the user to do +1 extra damage per swing when fighting in an Underground Location. This is cumulative with weapon damage bonuses and is subject to Marshal Call.

USE ALL POULTICES

This Skill allows the user to identify and use all Poultices. It does not allow the user to make Poultices.

USE ALL WEAPONS

This Skill allows the user to use any weapon in either hand, but not at the same time unless the user also has the *Florentine* Skill. This Skill does not give any pluses to damage, nor does it allow the user to use the *Claws* Skill.

VAULT

This Skill enhances each use of the Tumbling Ability, allowing the user to move up to three lengths of a Quarterstaff, Polearm, or 2-Handed Spear *only* (an 18 feet maximum distance) when Tumbling, instead of the 10 feet normally allowed by the Tumbling Ability. The user must be proficient with the Vaulting weapon, have it in hand, and must be able to swing it and call damage properly (i.e. both hands available) in order to use this Ability. This Skill only enhances the distance moved and does **not** grant more Tumbling uses. All other rules regarding Tumbling and its uses per day apply normally.

VIGILANT DEFENSE

This Ability prevents a *Tumbling* or *Vault* Ability from working within a 10 foot arc in front of the user. When a *Tumbling* or *Vault* Ability occurs, the user states "*Vigilant Defense*", negating the effect and negating one of the target's *Tumbling* or *Vault* Ability uses for the day. This is a *Movement*-based Ability. This Ability is usable 3 times per day and can be taken multiple times.

VOCALIZE

This Ability negates any *Mute* effects on a target, which must be hit with a spell packet. Additionally it prevents the target from being affected by *Mute* attacks, Spells, or effects for the next combat initiated within the next 7 minutes. If combat is not initiated within 7 minutes, the effect is dispelled. The target must say **"No Effect"** when *Mute* attacks are negated from each new source. This Ability is usable 3 times per day, once per combat.

WALL OF LIGHT

This Ability enables the user to create a 10 foot x 10 foot x 1 foot straight *Wall of Light* in front of the user.   If the area is smaller than the maximum dimensions of the *Wall*, it conforms to the restricted dimensions. A 10 foot long piece of yellow nylon cord must be placed *in a straight line* on the ground *prior to using the Ability* to signify the placement of the *Wall*. If there is no ground for the cord representing the *Wall* to rest on, it is dispelled. When the Ability is used, a spell packet must be dropped at the feet of the user near the cord.

Walls of Light lasts for <u>seven minutes</u>. It can be passed through, but those passing through it take 112 points of *Stun* Damage. Any Lesser or Greater Shadows that pass through the *Wall* are destroyed. *Wall of Light* will dispel *Darkness*, but can be dispelled by *Continual Darkness*. This Ability is usable 1 time per day, and can be taken multiple times.

WEAPONS MASTERY +1

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +2

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +3

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +4

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +5

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +6

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WEAPONS MASTERY +7

This Skill allows the Weapon Master to do +1 extra points of damage per swing when using any weapon other than primary or secondary weapons.

WHIRLWIND

This Area of Effect Ability allows the user to do 30 points of damage to all targets (friend and foe) within a 10 feet radius of the user using a proficient melee weapon. The user must have a weapon in hand and must be able to swing it and call damage properly in order to use this Ability. This Ability is usable 3 times per day, once per battle, and only while using the *Rage* Ability.

WILLPOWER

This Skill cuts the duration of all Offensive Skills, Spells, effects, etc. that affect the user in half (I.e. *Stun, Paralyze, Sleep,* etc.).

WIZARD LIBRARY 1

This Skill enables the user to optimize the Mana used to learn Spells, allowing the user to learn an additional 10% of the user's Total Mana.

WIZARD LIBRARY 2

This Skill enables the user to optimize the Mana used to learn Spells, allowing the user to learn an additional 10%, to a total of 20%, of the user's Total Mana.

WIZARD LIBRARY 3

This Skill enables the user to optimize the Mana used to learn Spells, allowing the user to learn an additional 10%, to a total of 30%, of the user's Total Mana.

CHAPTER 6
The Spells

The Schools of Magic

The following section contains the Schools of Magic for the three *Caster* Classes, the *Elemental, Natural* and *Astral Casters*. Spells must be learned in the order of the School Lists. Mana must be assigned equal to the Spell Level, not the Casting Cost. A Spell need only be learned once. If the Spell is duplicated on another School List, it does not need to be learned a second time.

Additional Spells, marked with an * asterisk, are listed after the main Spells of each School. These may be obtained *only* after both main Spells of that Level have been learned by the Caster.

Example: A Natural Air Caster must first learn the two 2nd-Level Psions Spells, *Disarm* and *Pin* before learning the 2nd-Level Additional Spell *Feather Fall*.

Beneficial Spells occupy one of the three Beneficial Spell Slots of a target. Weapon Enhancement Spells occupy the Weapon Spell Slot. Caster-only Spells cannot be cast on any target other than the caster. Effects in Spell Slots can be willingly dropped at any time should the target so desire.

Spell Durations

The following are typical durations for Spells and their effects. Keep in mind that Beneficial Spells will occupy a Spell Slot for the duration of the Spell, whereas Offensive Spells will not. Beneficial Spells can be cancelled at any time by the recipient of the Spell.

One Day:
The effect lasts until the next morning unless the spell effect is used or dispelled.

Instantaneous:
The Spell takes effect right away. The effects may or may not be permanent however.

One Combat or [Time Limit]:
The Spell is active and occupies a Spell Slot for the duration of the Time Limit. If combat is initiated within the Time Limit, the spell will remain active for the duration of the combat. If the spell is dispelled or the combat ends, the spell ends, regardless of how much time remains from the time of casting.

Other:
The spell duration is listed with the spell.

Casting Spells

To cast a Spell, a Spellcaster must have a spell packet in hand, one hand free, and use the incantation (and throw a spell packet if applicable):

*I call upon the powers of (Spell School) to
(Spell Name) - Effect and/or Damage*

Example: I call upon the powers of *Air* to
Air Dart-4 *Air* (throw a spell packet)

Spell packets **cannot** be thrown until the incantation is completed and must then *immediately* be thrown. Spell packets that strike the head or groin of a target do not take effect, unless the Spell was an *Area of Effect* Spell. If the intended target tries to intentionally get hit in one those areas, the Spell takes effect normally.

Here are a few things to keep in mind in regards to magic, Spells, and casting them effectively:

♦ At least one hand must be completely free to cast Spells and the Caster must have a spell packet in-hand to represent spell components.

♦ The Caster must be able to speak to cast Spells.

♦ Weapons must be touched for an Enchantment to be placed upon them.

♦ Willing Targets must be touched or hit with a thrown spell packet to grant the desired effect.

♦ Unwilling Targets must be hit with a thrown spell packet to be affected by a Spell.

♦ Mana is drawn from the environment at sunrise (7 a.m.) of every day.

♦ Spells still active from the previous day expire at sunrise (7 a.m.) of the next day.

Spell Components & Spell Packets

All Spellcasters will be required to carry spell packets, which represent the physical components used to cast Spells. Spellcasters without *at least one* hand free and a spell packet in their hands **cannot** cast! Spell packets are considered In-Game and can be dropped, *Disarmed*, etc. normally, which will disrupt any spell if they are dropped while the Spellcaster was casting.

OPEN SPELL SCHOOLS

The Open Lists of Knowledge and Protection are available to any of the *Caster* Classes. They must be learned in order normally as per the School Lists, though the Spells are assignable by either Classes instead of being Class-specific.

The Elemental Schools may be learned by all three *Caster* Classes, though there are restrictions as to which Elements are available to each Class. *Astral Casters* may only choose from Acid, Fire, and Ice. *Natural Casters* may only choose from Air, Earth, and Lightning. *Elemental Casters* may learn all six Elemental Schools at no penalty.

The Beneficial Protection Spells of each Element School protects from the opposite Element School. Air is opposed to Earth, Fire is opposed to Ice, and Acid is opposed to Lightning.

Casters learn Elemental Spells, but may only learn *one* of the specific Schools open to the Class, which must be specified when the Spell is learned. When the Spell is cast, the caster must state the specific *Element* in place of the word *"Elemental"* in the Spell description.

Example: I call upon the powers of *Air* to
Air Dart-4 *Air* (throw a spell packet)

Elemental School Spell List

Elemental Edge
Duration: One Minute
Level 1 - 1
Mana Cost: 1

This Weapon Enhancing Spell adds 4 points of *Elemental* damage of a specific *Element* known by the caster to the next swing of a weapon. It counts as an Enchantment upon the weapon and is dispelled within one minute if not used. It must be cast on the weapon, not the person. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Natural Caster Example:
I call upon the powers of *Air* to *Air Dart* -
4 *Air* (throw a spell packet)

Elemental School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Elemental Edge
1-2	1	2	Elemental Dart
2-1	2	4	Elemental Skin
2-2	2	6	Elemental Hands
3-1	3	9	Elemental Blade
3-2	3	12	Elemental Bolt
4-1	5	16	Elemental Shield
4-2	5	20	Elemental Lance
5-1	7	25	Wall of Element
5-2	7	30	Elemental Strike
6	9	36	Elemental Armor
7	12	43	Elemental Blast
8	15	51	Elemental Aura
9	20	60	Resistance to Element
10	25	70	Column of Element

Elemental Dart
Duration: Instant
Level 1 - 2
Mana Cost: 1

This Offensive Spell does 4 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Elemental Skin
Duration: One Day
Level 2 - 1
Mana Cost: 2

This Beneficial Spell protects the recipient from the next 8 points of damage from *Elemental* attacks of the opposite specific *Element* known by the caster. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description. *Air* is opposed to *Earth, Fire* is opposed to *Ice*, and *Acid* is opposed to *Lightning.*

Elemental Hands
Duration: Instant
Level 2 - 2
Mana Cost: 2

This Offensive Spell does 8 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

6-2

Elemental Blade
Duration: Three Minutes
Level 3 - 1
Mana Cost: 3

This Weapon Enhancing Spell adds 12 points of *Elemental* damage of a specific *Element* known by the caster to the next swing of a weapon. It counts as an Enchantment upon the weapon and is dispelled within one minute if not used. It must be cast on the weapon, not the person. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Elemental Bolt
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Offensive Spell does 12 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Elemental Shield
Duration: One Day
Level 4 - 1
Mana Cost: 5

This Beneficial Spell protects the recipient from the next 20 points of damage from *Elemental* attacks of the opposite specific *Element* known by the caster. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description. *Air* is opposed to *Earth, Fire* is opposed to *Ice*, and *Acid* is opposed to *Lightning.*

Elemental Lance
Duration: Instant
Level 4 - 2
Mana Cost: 5

This Offensive Spell does 20 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.
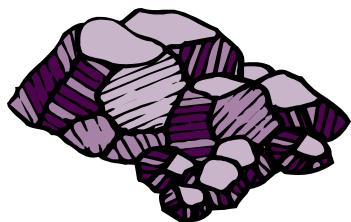
Wall of Element
Duration: Seven Minutes or Permanent
Level 5 - 1
Mana Cost: 7

This Spell creates a 10 foot x 10 foot x 1 foot straight *Wall of Element* in front of the caster.   If the area is smaller than the maximum dimensions of the *Wall*, it conforms to the restricted dimensions. A 10 foot long piece of yellow nylon cord must be placed *in a straight line* on the ground *prior to casting the Spell* to signify the placement of the *Wall*. If there is no ground for the cord representing the *Wall* to rest on, it is dispelled. When the Spell is cast, a spell packet must be dropped at the feet of the caster near the cord.

Walls of Air, Lightning, Acid, and *Fire* last for seven minutes. They can be passed through, but those passing through it take 56 points of the appropriate Elemental damage. *Walls of Earth* and *Ice* are permanent unless dispelled or damaged by a total of 700 points of physical damage. They are impassable by normal means.

Elemental Strike
Duration: Instant
Level 5 - 2
Mana Cost: 7

This Offensive Spell does 28 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Elemental Armor
Duration: One Day
Level 6
Mana Cost: 9

This Beneficial Spell protects the recipient from the next 36 points of damage from *Elemental* attacks of the opposite specific *Element* known by the caster. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description. *Air* is opposed to *Earth, Fire* is opposed to *Ice*, and *Acid* is opposed to *Lightning.*
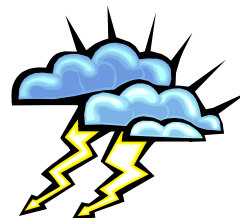
Elemental Blast

Duration: Instant

Level 7

Mana Cost: 12

This Offensive Spell does 48 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Elemental Aura

Duration: One Combat or Eight Minutes

Level 8

Mana Cost: 15

This Weapon Enhancing Spell temporarily enchants one weapon with an *Elemental Aura* of a specific *Element* known by the caster, allowing the target weapon to swing for *Elemental* damage for one combat.   This counts as an Enchantment upon the weapon. Against specific creatures, the weapons may do additional damage. If the wielder of the weapon willingly drops the effect or the weapon, the duration ends, the combat ends, or another Enchantment is placed upon the weapon (i.e. *Slay*, Ability, etc.), the effect is negated. It must be cast on the weapon, not the wielder. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Resistance to Element

Duration: One Day

Level 9

Mana Cost: 20

This Beneficial Spell protects the recipient from the next 80 points of damage from *Elemental* attacks of the opposite specific *Element* known by the caster. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Column of Element

Duration: Instant

Level 10

Mana Cost: 25

This Offensive Spell does 100 points of *Elemental* damage of a specific *Element* known by the caster to a target, which must be hit with a spell packet. If cast using Mana Foci, the user must state the chosen *Element* in place of the word *"Elemental"* in the Spell description.

Knowledge Open School Spell List

Light
Duration: One Day
Level 1 - 1
Mana Cost: 1

This Spell allows the caster to kindle a Light Wand, which can then be held and used by anyone. A small flashlight is required as a physical representation for the Light Wand. Flashlights must always be pointed directly at the ground and may not be used to "look around" for hiding enemies at night. It can be dispelled by *Darkness*.

Litter
Duration: Contact or 30 Minutes
Level 1 - 2
Mana Cost: 1

This Beneficial Spell allows the caster to carry one man-sized or smaller unconscious, dying, or dead body **only** without any effort. Only one *Litter* can be used by the caster at a time, and the effect occupies a Spell Slot on the caster. Contact must be maintained or the effect drops. The target must be standing before both the caster and the target can move away together. The body cannot be searched while being littered.

Resist Charm
Duration: One Day
Level 2 - 1
Mana Cost: 2

This Beneficial Spell allows the target to resist the next *Charm*–type effect. The target must say **"No Effect"** when the attack is negated.

Darkness
Duration: One Hour
Level 2 - 2
Mana Cost: 2

This Offensive Area of Effect Spell creates a non-mobile 10 foot radius area of *Darkness* around a thrown spell packet, but may expand to fill an enclosed area, subject to Marshal Call. Targets within suffer the effects of *Blindness* and must close their eyes unless they possess *Blindfighting* to fight normally or *Darksight* to see normally. It can be dispelled with *Light*.

Knowledge Open School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Light
1-2	1	2	Litter
2-1	2	4	Resist Charm
2-2	2	6	Darkness
3-1	3	9	Lesser Amplification
3-2	3	12	Lesser Dispel Magic
4-1	5	16	Magic Chant
4-2	5	20	Comprehend Languages
5-1	7	25	Mind Shield
5-2	7	30	Greater Dispel Magic
6	9	36	Greater Amplification
7	12	43	Remove Charm
8	15	51	Sleep
9	20	60	Dispel Magic
10	25	70	Suppress Magic
Additional Knowledge Spells			
3	3	*	Detect Curse
3	3	*	Lesser Glyph
3	3	*	Lesser Sleep
3	3	*	Shared Read
4	5	*	Continual Darkness
4	5	*	Continual Light
4	5	*	Remove Fear
5	7	*	Darksight
5	7	*	Greater Glyph
6	9	*	Detect Immunities
6	9	*	Greater Sleep
8	15	*	Glyph
10	25	*	Amplification

Lesser Amplification
Duration: Instant
Level 3 - 1
Mana Cost: 3

This Spell intensifies the Spellcaster Level of the *Caster* in regards to Mana Foci Use only, allowing the Caster to cast a Level 6 Spell or lower, even if normally unable to do so, for one Spell only. The Spell must be of a School specifically available to the Caster. This Spell has no other effect on the Caster's power or level, and cannot be used in conjunction with other Amplification effects. Once the Spell is cast, this effect is dispelled.

Example: A Level 4 *Natural Caster* could cast up to a Level 6 or less Open or *Natural* Spell (but not an Astral Spell because it is for a different *Caster* Class) using up to 6 Mana Foci (1 per desired Spell Level).

Lesser Dispel Magic
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Offensive Spell will remove all Level 3 and lower Spells on a target or object, which must be hit with a spell packet. It will also remove any effects that specifically state would be removed by *Lesser Dispel Magic*.

Magic Chant
Duration: One Spell
Level 4 - 1
Mana Cost: 5

This Spell allows the caster to cast a Spell of the opposite School using Mana Foci, allowing Natural Mages to cast an Astral Spell and vice versa. The caster must have the appropriate number of Mana Foci (1 per desired Spell Level) to cast the Spell. The caster can only cast a Spell that is two Levels lower than their current Knowledge School Level. This spell cannot be used with an *Amplification* Spell.

Example: A Level 8 Natural caster with Knowledge to Level 8 can cast any Astral Spell up to Level 6, using up to 6 Mana Foci (1 per desired Spell Level).

Comprehend Languages
Duration: Five Minutes
Level 4 - 2
Mana Cost: 5

This Beneficial Caster-only Spell enables the caster to understand any language being spoken within hearing distance. It does not allow the caster to speak the language, but just understand what is being heard.

Mind Shield
Duration: One Day
Level 5 - 1
Mana Cost: 7

This Beneficial Spell allows the target to resist the next Level 10 or under *Mind*-affecting Spell, Ability, or effect, such as *Fear, Friendship*, *Charm*, etc. The target must say **"No Effect"** when the attack is negated.

Greater Dispel Magic
Duration: Instant
Level 5 - 2
Mana Cost: 7

This Offensive Spell will remove all Level 5 and lower Spells on a target or object, which must be hit with a spell packet. It will also remove any effects that specifically state would be removed by *Greater Dispel Magic,* such as ceasing the activity of certain Golems, etc.

Greater Amplification
Duration: Instant
Level 6
Mana Cost: 9

This Spell intensifies the Spellcaster Level of the *Caster* in regards to Mana Foci Use only, allowing the Caster to cast a Level 12 Spell or lower, even if normally unable to do so, for one Spell only. The Spell must be of a School specifically available to the Caster. This Spell has no other effect on the Caster's power or level, and cannot be used in conjunction with other Amplification effects. Once the Spell is cast, this effect is dispelled. If the desired Spell is Level 11 or higher, the user must also have the Scroll.

Example: A Level 7 *Natural Caster* could cast up to a Level 12 or less Open or *Natural* Spell (but not an Astral Spell because it is for a different *Caster* Class) using up to 12 Mana Foci (1 per desired Spell Level).

Remove Charm
Duration: Instant
Level 7
Mana Cost: 12

This Spell will remove all *Charm*-type effects on a target, which must be hit with a spell packet.

Sleep
Duration: 15 Minutes
Level 8
Mana Cost: 15

This Offensive Spell will cause any Lesser, Greater, or Major target, which must be hit with a spell packet, to fall into a deep *Sleep*. If the target is shaken for a period of 5 seconds, the duration ends, or if the target takes any physical damage, the effect is negated. PCs are also affected by this Spell.

Dispel Magic
Duration: Instant
Level 9
Mana Cost: 20

This Offensive Spell will remove all Level 9 and lower Spells on a target or object, which must be hit with a spell packet. It will also remove any effects that specifically state would be removed by *Dispel Magic*, such as ceasing the activity of certain Golems, etc.

Suppress Magic
Duration: 5 Minutes
Level 10
Mana Cost: 25

This Offensive Area of Effect Spell will temporarily nullify all magical Items and Level 10 and under Spells within a non-mobile 10 foot radius around the caster, who drops a spell packet to serve as the center of the Spell. No magic can operate within the area of effect. Any Spells or Items on a target entering or within the effect will be "nullified" until the target leaves the area, at which point the active Enchantments return. Spells, Mana Foci, and Magic Items **cannot** be used while within a *Suppress Magic* area, but potions, poultices, and Skills *can* be used normally. *Magic* weapons will function as *Quality* weapons while within the area. A *Suppress Magic* can be dispelled if the caster leaves the Area of Effect or if any Level 11 or higher Spell enters the area.

Additional Knowledge Spells:

Detect Curse
Duration: Instant
Level 3
Mana Cost: 3

This Offensive Spell allows the caster to know the number of and what types of *Curses* are affecting a target, which must be hit with a spell packet.

Lesser Glyph
Duration: One Day, until *Dispelled* or set off
Level 3
Mana Cost: 3

This Spell will place another Level 3 or lower Spell known by the caster (or not known with the appropriate amount of Mana Foci, which are consumed when the *Lesser Glyph* is placed) into a *Lesser Glyph* placed on an object, door, window, etc. or area. Beneficial and Caster-only Spells cannot be set in *Lesser Glyphs*. The Spell placed does not cost additional Mana.

Lesser Glyphed areas must have a **strip of green cloth** with the Spell Effects written on a card inside an envelope and the Level of the *Lesser Glyph* written on the outside of the envelope. If the green cloth or the effects are missing, the *Lesser Glyph* is dispelled. Once this Spell is learned, the caster can determine if a *Glyph* is a *Lesser Glyph,* as well as what Spell is placed within it. If it is a stronger *Glyph*, the caster cannot tell more about it.

The caster can choose one of two types of *Glyphs; Symbols* and *Bindings*. Items with *Bindings* can be moved without releasing the Spell within, but items with *Symbols* cannot. *Symbols* are placed on an object or non-mobile 10 foot circumference area (**represented by a 10 foot piece of green rope**), which is set off by the first person that moves or passes through the area. The other option is to use a *Binding* on a closed moveable container, which is set off by the first person that breaks the magical seal by opening the *Glyphed* opening.

Lesser Sleep
Duration: Three Minutes
Level 3
Mana Cost: 3

This Offensive Spell will cause a Lesser target, which must be hit with a spell packet, to fall into a deep *Sleep*. If the target is shaken for a period of 5 seconds, the duration ends, or if the target takes any physical damage, the effect is negated. PCs with less than 50 Skill Points are also affected by this Spell.

Shared Read
Duration: Special
Level 3
Mana Cost: 3

This Spell allows a willing target to share impressions in the magical weave as they are obtained through a Read Area or Read Object. The user of the Read Area or Object must also be willing to share the impressions with each additional target under the effects of the Spell. It is dispelled when the Read Area or Read Object effect ends. This has no effect on Omens or Waking Dreams.

Continual Darkness
Duration: One Day
Level 4
Mana Cost: 5

This Offensive Area of Effect Spell creates a non-mobile 10 foot radius area of *Continual Darkness* around a thrown spell packet, but may expand to fill an enclosed area, subject to Marshal Call. Targets within the area suffer the effects of *Blindness* and must close their eyes, unless they possess *Blindfighting* to fight normally or *Darksight* to see normally. It will also dispel any *Light* effects within the Area of Effect. It is dispelled by *Continual Light*.

Continual Light
Duration: One Day
Level 4
Mana Cost: 5

This Area of Effect Spell creates a non-mobile 10 foot radius area of *Continual Light* around a thrown spell packet, but may expand to fill an enclosed area, subject to Marshal Call. It will dispel any *Darkness* effects within the Area of Effect. It is dispelled by *Continual Darkness*.

Remove Fear
Duration: Instant
Level 4
Mana Cost: 5

This Spell will remove all *Fear*-type effects on a target, which must be hit with a spell packet.

Darksight
Duration: Seven Minutes
Level 5
Mana Cost: 7

This Spell allows the target to see normally while in *Darkness* effects, but not while affected by *Blindness*, for the duration of the Spell. The target only sees what would be seen normally at that time of day, ignoring the In-Game effects of the *Darkness* as if it was not there.

Greater Glyph
Duration: 1 Day, until *Dispelled* or set off
Level 5
Mana Cost: 7

This Spell will place another Level 5 or lower Spell known by the caster (or not known with the appropriate amount of Mana Foci, which are consumed when the *Lesser Glyph* is placed) into a *Greater Glyph* placed on an object, door, window, etc. or area. Beneficial and Caster-only Spells cannot be set in *Greater Glyphs*. The Spell placed does not cost additional Mana.

Greater Glyphed areas must have a **strip of green cloth** with the Spell Effects written on a card inside an envelope and the Level of the *Greater Glyph* written on the outside of the envelope. If the green cloth or the effects are missing, the *Greater Glyph* is dispelled. Once this Spell is learned, the caster can determine if a *Glyph* is a *Greater Glyph,* as well as what Spell is placed within it. If it is a stronger *Glyph*, the caster cannot tell more about it.

The caster can choose one of two types of *Glyphs; Symbols* and *Bindings.* Items with *Bindings* can be moved without releasing the Spell within, but items with *Symbols* cannot. *Symbols* are placed on an object or non-mobile 10 foot circumference area **(represented by a 10 foot piece of green rope)**, which is set off by the first person that moves or passes through the area. The other option is to use a *Binding* on a closed moveable container, which is set off by the first person that breaks the magical seal by opening the *Glyphed* opening.

Detect Immunities
Duration: Instant
Level 6
Mana Cost: 9

This Offensive Spell allows the caster to know *all* immunities possessed by a target, which must be hit with a spell packet. The caster must call a *Hold,* and the target *MUST* declare what natural immunities the target has, including Auras (of Power, etc.), as well as any other immunities from ACTIVE magic armor, weapons, items, etc. (ex. an ACTIVE *Immune to Blindness* item would be detected, while an *Immune to Charm* item that is <u>not</u> activated would <u>not</u> be detected).

Greater Sleep
Duration: Nine Minutes
Level 6
Mana Cost: 9

This Offensive Spell will cause a Lesser or Greater target, which must be hit with a spell packet, to fall into a deep *Sleep*. If the target is shaken for a period of 5 seconds, the duration ends, or the target takes any physical damage, the effect is negated. PCs with less than 200 Skill Points are also affected by this Spell.

Glyph
Duration: One Day, until *Dispelled*, or set off
Level 8
Mana Cost: 15

This Spell will place another Level 8 or lower Spell known by the caster (or not known with the appropriate amount of Mana Foci, which are consumed when the *Lesser Glyph* is placed) into a *Glyph* placed on an object, door, window, etc. or area. Beneficial and Caster-only Spells cannot be set in *Glyphs*. The Spell placed does not cost additional Mana.

Glyphed areas must have a **strip of green cloth** with the Spell Effects written on a card inside an envelope and the Level of the *Glyph* written on the outside of the envelope. If the green cloth or the effects are missing, the *Glyph* is dispelled. Once this Spell is learned, the caster can determine what Spell is placed within it. If it is a stronger *Glyph*, the caster cannot tell more about it.

The caster can choose one of two types of *Glyphs; Symbols* and *Bindings.* Items with *Bindings* can be moved without releasing the Spell within, but items with *Symbols* cannot. *Symbols* are placed on an object or non-mobile 20 foot circumference area **(represented by a 20 foot piece of green rope)**, which is set off by the first person that moves or passes through the area. The other option is to use a *Binding* on a closed moveable container, which is set off by the first person that breaks the magical seal by opening the *Glyphed* opening.

Amplification
Duration: Instant
Level 10
Mana Cost: 25

This Spell intensifies the Spellcaster Level of the *Caster* in regards to Mana Foci Use only, allowing the Caster to cast a Level 20 Spell or lower, even if normally unable to do so, for one Spell only. The Spell must be of a School specifically available to the Caster. This Spell has no other effect on the Caster's power or level, and cannot be used in conjunction with other Amplification effects. Once the Spell is cast, this effect is dispelled. If the desired Spell is Level 11 or higher, the user must also have the Scroll.

Example: A Level 10 *Natural Caster* could cast up to a Level 20 or less Open or *Natural* Spell, using up to 20 Mana Foci (1 per desired Spell Level).

Protection Open School Spell List

Resist Disarm
Duration: One Day
Level 1 - 1
Mana Cost: 1

This Beneficial Spell will allow the target to resist the next *Disarm*-type effect. The target must say **"No Effect"** when the attack is negated.

Lasting Breath
Duration: 5 Minutes
Level 1 - 2
Mana Cost: 1

This Spell allows the target to stop breathing for up to five minutes. This prevents the breathing of gases from traps, etc., by the target, but it also prevents casting and other Verbal-based actions. The target may end the effect at any point by talking, casting, etc.

Shield
Duration: One Day
Level 2 - 1
Mana Cost: 2

This Beneficial Spell grants the target 8 points of Magical Protection. These are the first points lost in combat.

Free Action
Duration: One Day
Level 2 - 2
Mana Cost: 2

This Beneficial Spell allows the target to resist the next *Pin*, *Snare*, *Slow*, or movement-hampering effect which specifically states that *Free Action* would negate it. *Free Action* will not prevent *Web* or *Paralyzation.* The target must say **"No Effect"** when the attack is negated.

Resist Shatter
Duration: One Day
Level 3 - 1
Mana Cost: 3

This Beneficial Spell allows the target to resist the next *Shatter* Spell or Ability used on their equipment. The target must say **"No Effect"** when the attack is negated.

Resist Fear
Duration: One Day
Level 3 - 2
Mana Cost: 3

This Beneficial Spell will prevent the next *Fear*-type effect from affecting the target. If the *Fear* attack is from a continuous effect such as an *Aura of Fear,* the effect only needs to be resisted once per creature per combat. The target must say **"No Effect"** when an attack or effect is negated.

Protection Open School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Resist Disarm
1-2	1	2	Lasting Breath
2-1	2	4	Shield
2-2	2	6	Free Action
3-1	3	9	Resist Shatter
3-2	3	12	Resist Fear
4-1	5	16	Armor
4-2	5	20	Lesser Portal
5-1	7	25	Protection from Energy Drain
5-2	7	30	Minor Reflect Magic
6	9	36	Greater Portal
7	12	43	Mage Armor
8	15	51	Portal
9	20	60	Drain Mana
10	25	70	Reflect Magic
Additional Protection Spells			
4	5	*	Water Breathing

Armor
Duration: One Day
Level 4 - 1
Mana Cost: 5

This Beneficial Spell grants the target 20 points of Magical Protection. These are the first points lost in combat.

Lesser Portal
Duration: Instant
Level 4 - 2
Mana Cost: 5

This Spell portals one willing person, conscious or unconscious, to one pre-determined *Portal* location. (Ex. Tavern). **The recipient must go there immediately out of game wearing a yellow sash.** They cannot come back in game until at that site. This does not allow for any other actions until at that site and the recipient cannot delay going to the site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called and the recipients move to the applicable location. *Portal* type Spells can only be used once in a one-hour period on the same person.

Protection from Energy Drain
Duration: One Combat or 7 Minutes
Level 5 - 1
Mana Cost: 7

This Beneficial Spell will protect the target from all *Energy Drain*-type effects for one combat. The Spell must be cast prior to the target being hit with the *Energy Drain*. It will not return any lost Levels, Body, etc. that the target has already lost. The target must say **"No Effect"** when the attacks are negated.

Minor Reflect
Duration: One Day
Level 5 - 2
Mana Cost: 7

This Beneficial Caster-only Spell will send one Level 5 or lower Offensive Spell of the caster's choosing back at the caster of the Spell. If both players have *Minor Reflects*, the two *Minor Reflects* cancel each other out and the original spell takes effect. It works only on spells directed at the caster. Spells on weapons and Area of Effect Spells affect the caster normally. The caster must say **"Minor Reflect"** when a Spell is *Reflected* back at the original Spellcaster. *Minor Reflect* is dispelled by *Greater Dispel Magic* normally.

Greater Portal
Duration: Instant
Level 6
Mana Cost: 9

This Spell portals one willing person, conscious or unconscious, to one of two pre-determined *Portal* locations. (Ex. Tavern). The caster can choose between the two sites but must decide before casting. **The recipient must go there immediately out of game wearing a yellow sash.** They cannot come back in game until at that site. This does not allow for any other actions until at that site and the recipient cannot delay going to the site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called and the recipients move to the applicable location. These *Portal* Spells can only be used once in a one-hour period on the same person.

Mage Armor
Duration: One Day
Level 7
Mana Cost: 12

This Beneficial Caster-only Spell grants the caster 48 points of Magical Protection. These are the first points lost in combat.

Portal
Duration: Instant
Level 8
Mana Cost: 15

This Spell portals one willing person, conscious or unconscious, to any of the pre-determined *Portal* locations. (Ex. Tavern). The caster can choose between the sites but must decide before casting. **The recipient must go there immediately out of game wearing a yellow sash**. They cannot come back in game until at that site. This does not allow for any other actions until at that site and the recipient cannot delay going to the site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called and the recipients move to the applicable location. These *Portal* Spells can only be used once in a one-hour period on the same person.

Drain Mana
Duration: Instant
Level 9
Mana Cost: 20

This Offensive Spell will drain up to 80 daily Mana points from a target, which must be hit with a spell packet. These Mana points are not transferred to the caster. The points lost by the target can be regained by normal means.

Reflect Magic
Duration: One Day
Level 10
Mana Cost: 25

This Beneficial Caster-only Spell will send one Level 10 or lower Offensive Spell of the caster's choosing back at the caster of the Spell. If both players have *Reflects*, the two *Reflects* cancel each other out and the original spell takes effect. It works only on spells directed at the caster. Spells on weapons and Area of Effect Spells affect the caster normally. The caster must say **"Reflect"** when a Spell is *Reflected* back at the original Spellcaster.

NOTE
The time it takes to actually get to the site between *Portal* locations affects the target normally in regards to bleeding, *Poisons, Diseases,* etc. Time continues normally during movement to the "In-Game" location. When you get there is when you get there. Time is not set back for other players. It simply allows for the targets to not be affected by others while traveling from one location to the next. Targets in *Portals* do not see anything happening "In-Game" while they are moving.

Additional Protection Spells:
Water Breathing
Duration: One Day
Level 4
Mana Cost: 5

This Beneficial Spell allows the target to breathe, speak, cast Spells, and use Verbal-based Abilities normally while under water. It does not prevent other effects from harming the target, such poisoned water, etc.

Natural Harming School Spell List

Cause Light Wounds
Duration: Instant
Level 1 - 1
Mana Cost: 1

This Offensive Spell does 2 points of Body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 4 Body Points.

Minor Stun
Duration: Instant
Level 1 - 2
Mana Cost: 1

This Offensive Spell does 4 points of *Stun* damage to a target, which must be hit with a spell packet.

Cause Wounds
Duration: Instant
Level 2 - 1
Mana Cost: 2

This Offensive Spell does 4 points of Body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 8 Body Points.

Improved Stun
Duration: Instant
Level 2 - 2
Mana Cost: 2

This Offensive Spell does 8 points of *Stun* damage to a target, which must be hit with a spell packet.

Cause Serious Wounds
Duration: Instant
Level 3 - 1
Mana Cost: 3

This Offensive Spell does 6 points of body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 12 Body Points.

Cause Blindness
Duration: Three Minutes
Level 3 - 2
Mana Cost: 3

This Offensive Spell will force a target, which must be hit with a spell packet, to close its eyes for the duration of the Spell, unless the target has a Skill that states otherwise. Only *Cure Blindness* or the duration can dispel the *Blindness*.

Natural Harming School List			
Level	Cost	Total	Spell Title
1-1	1	1	Cause Light Wounds
1-2	1	2	Minor Stun
2-1	2	4	Cause Wounds
2-2	2	6	Improved Stun
3-1	3	9	Cause Serious Wounds
3-2	3	12	Cause Blindness
4-1	5	16	Greater Stun
4-2	5	20	Poison 4
5-1	7	25	Cause Critical Wounds
5-2	7	30	Cause Blood Disease
6	9	36	Stun
7	12	43	Lesser Energy Drain
8	15	51	Cause Major Wounds
9	20	60	Wither Limb
10	25	70	Harm
Additional Harming Spells			
1	1	*	Defoliate
9	20	*	Pariah

Greater Stun
Duration: Instant
Level 4 - 1
Mana Cost: 5

This Offensive Spell does 20 points of *Stun* damage to a target, which must be hit with a spell packet.

Poison 4
Duration: Instant
Level 4 - 2
Mana Cost: 5

This Offensive Spell will poison the blood of a target, which must be hit with a spell packet. It will cause an initial 4 points of Body Poison Damage and 4 additional Body Points 5 minutes after the end of the combat. Once 10 minutes have passed since the end of the combat, the target drops to –1 Body Points. ALL Body damage to the target **cannot** be healed until the *Poison* is cured. *Poison 4* must bypass Armor and Magical Protections.

Cause Critical Wounds
Duration: Instant
Level 5 - 1
Mana Cost: 7

This Offensive Spell will do 14 pts of Body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 28 Body Points.

Cause Blood Disease
Duration: Other
Level 5 - 2
Mana Cost: 7

This Offensive Spell will infect a target, which must be hit with a spell packet, with a *Blood Disease*. It will cause an initial 5 points of Body Disease Damage and 10 additional Body Points 5 minutes after the combat ends. Once 10 minutes have passed since the end of the combat, the target drops to –1 Body. *Blood Disease* can only be cured by a *Cure Disease*, and ALL Body damage **cannot** be healed until the *Blood Disease* is cured. This Spell will bypass Armor and Magical Protections and affect natural Body.

Stun
Duration: Instant
Level 6
Mana Cost: 9

This Offensive Spell will do 36 points of *Stun* damage to a target, which must be hit with a spell packet.

Lesser Energy Drain
Duration: One Hour
Level 7
Mana Cost: 12

This Offensive Spell reduces the total weapon damage per swing and *Caster* level of a target, by 3 levels which must be hit with a spell packet, for one hour as follows:

- -3 to total Weapon Damage *(minimum of 1)*
- -3 to Caster Level *(minimum of Level 1)*

After one hour *all* Levels return one hour after the last *Energy Drain* effect. This Spell has no effect on other Skills, such as Slays, Backstabs, Strikes, Professions, Occupations, etc. This is an *Energy Drain* effect.

Cause Major Wounds
Duration: Instant
Level 8
Mana Cost: 15

This Offensive Spell will do 30 points of Body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 60 Body Points.

Wither Limb (Left)
Duration: One Day
Level 9
Mana Cost: 20

This Offensive Spell will render useless the arm of a target, which must be hit with a spell packet. The right arm is *Withered* by default unless the user specifies the left arm (i.e. "Wither Limb Left). No action may be performed by that arm (i.e. fighting, carrying, etc.) until the Limb is *Restored*. The caster may only affect one limb of a target with this Spell, though the target is still subject to *Withering* effects from other sources (other *Harming* Casters, those with the *Crush Limb* Ability, *Waste Disease,* etc.).

Harm
Duration: Instant
Level 10
Mana Cost: 25

This Offensive Spell will do 50 points of Body damage to a target, which must be hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against Undead, it will restore 100 Body Points.

Additional Harming Spells:

Defoliate
Duration: Instant
Level 1
Mana Cost: 1

This Offensive spell causes all the leaves on "normal" (non-monster) plants to shrivel and wilt within a 10 foot radius of a thrown spell packet, subject to a Marshal Call. It will not remove or destroy the plant itself, just the leaves. In has no effect on any other type of creature.

Pariah
Duration: One Hour
Level 9
Mana Cost: 20

This Offensive Spell prevents the target, which must be hit with a spell packet, from counting as an 'ally' for beneficial effects such as *Courage, Inspiration, Leadership, Rally, Sanctuary,* etc., only. It does not make the target an 'unfriendly' source for negating effects like *Stun* damage, nor does if affect the willingness of the target in any way. This is a *Curse*-type effect.

Natural Healing School Spell List

Cure Light Wounds
Duration: Instant
Level 1 - 1
Mana Cost: 1

This Spell will heal 4 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 4 points of Body damage.

Bandage
Duration: Four Minutes
Level 1 - 2
Mana Cost: 1

This *Stop Bleeding*-type Spell allows the caster to temporarily stabilize one dying target, pausing the time that the target is "dying" for 4 minutes. This is **not** cumulative with other *Stop Bleeding*-type Spells or Skills. A dying target can only be affected by this Spell once per each time in negative Body points.

Example: Player A goes down to -1 Body and is down for 15 seconds until Player B casts *Bandage* on Player A. Player A is effectively at -1 (1:15) for 4 minutes. After the 4 minutes, the negative clock resumes at 1:15 and Player A needs healed or will die. No other players can use *Stop Bleeding*-type effects, since Player A has reached his 4 minute maximum.

Cure Wounds
Duration: Instant
Level 2 - 1
Mana Cost: 2

This Spell will heal 8 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections and affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 8 points of Body damage.

Cure Blindness
Duration: Instant
Level 2 - 2
Mana Cost: 3

This Spell will negate all *Blindness* effects on a target, which must be touched or hit with a spell packet.

Cure Serious Wounds
Duration: Instant
Level 3 - 1
Mana Cost: 3

This Spell will heal 12 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections and affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 12 points of Body damage.

Natural Healing School Spell List			
Level	Cost	Total	Spell Title
1-1	1	1	Cure Light Wounds
1-2	1	2	Bandage
2-1	2	4	Cure Wounds
2-2	2	6	Cure Blindness
3-1	3	9	Cure Serious Wounds
3-2	3	12	Unparalyze
4-1	5	16	Restore Energy Drain
4-2	5	20	Cure Poison
5-1	7	25	Cure Critical Wounds
5-2	7	30	Cure Disease
6	9	36	Remove Curse
7	12	43	Sanctuary
8	15	51	Life
9	20	60	Restore Limb
10	25	70	Heal
Additional Healing Spells			
2	2	*	Stabilize

Unparalyze
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Spell will remove all *Paralyzation* effects on a target, which must be touched or hit with a spell packet.

Restore Energy Drain
Duration: Instant
Level 4 - 1
Mana Cost: 5

This Spell will remove all *Energy Drain* effects on a target, which must be hit with a spell packet. It will not heal any damage caused by the draining attack.

Cure Poison
Duration: Instant
Level 4 - 2
Mana Cost: 5

This Spell will remove all *Poison* effects on a target, which must be touched or hit with a spell packet. It will not heal any damage already taken from a *Poison,* but it will remove it so the target can be healed normally. It will not remove the *Poison* in a vial or cup.

6-13

Cure Critical Wounds
Duration: Instant
Level 5 - 1
Mana Cost: 7

This Spell will heal 28 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 28 points of Body damage.

Cure Disease
Duration: Instant
Level 5 - 2
Mana Cost: 7

This Spell will remove all *Disease* effects on a target, which must be touched or hit with a spell packet. It will not heal any damage already taken from the *Disease*, but it will remove it so the target can be healed normally.

Remove Curse
Duration: Instant
Level 6
Mana Cost: 9

This Spell will remove all *Curse* effects on a target, other than those caused by *Cursed* items in the target's possession. It will not restore any lost Body Points. It will also allow the recipient to drop *one* cursed item if cast on the item.

Sanctuary
Duration: One Combat, Distance, or 12 Minutes
Level 7
Mana Cost: 12

This Beneficial Caster-only Spell allows the caster to be the last person attacked during a combat. The caster **cannot** be affected by single-target attacks as long as there are allies of or controlled creatures by the caster within 10 feet. Area of Effect Spells, Skills, etc. affect the caster normally. The combat must be started within 12 minutes of the use of this Ability or the effect is lost.

If combat is started, the caster cannot be attacked until the fight is over, until the caster is the only one left standing, or until the caster moves more than 10 feet away from an ally. Once this effect ends, the caster cannot be affected by another Sanctuay-type effect within the same combat. If the caster attacks physically or by Spell, or willingly interposes himself in the middle of combat, the effect is also dispelled (i.e. the caster must be with his group and not simply walking around the battle by himself, nor can he act as a "wall" for others to fight around. If the caster is alone, he is subject to regular attack).

The caster can **only** use non-offensive Healing-type (though not against Undead) Spells, Abilities (though Baneful Healing is permitted), Potions, Items, etc. Special NPCs are immune to this effect, but PCs are affected normally. The effects can be dispelled with a *Major Dispel Magic*, which counts as an attack on the Spell, not the caster. **The caster must wear a green sash.**

Life
Duration: Instant
Level 8
Mana Cost: 15

This Spell will heal 60 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 60 points of Body damage.

Restore Limb
Duration: Instant
Level 9
Mana Cost: 20

This Spell will heal one limb that has suffered the effects of a *Withering* effect, such as a *Wither Limb* Spell, prolonged *Waste Disease,* or a severed limb. Additional Spells are required for additional limbs.

Heal
Duration: Instant
Level 10
Mana Cost: 25

This Spell will heal 100 points of Body damage to a target, which must be touched or hit with a spell packet. It will bypass Armor and Magical Protections to affect natural Body. Against an Undead target, which must be hit with a spell packet, it will cause 100 points of Body damage.

Additional Healing Spells:

Stabilize
Duration: Instant
Level 2
Mana Cost: 2

This Spell will heal a dying (-1 to –10) target, which must be touched or hit with a spell packet, to 0 Body only (i.e. additional Spells, Abilities, Items, etc. must be used to restore additional Body beyond zero). It will bypass Armor and Magical Protections to affect natural Body. It has no effect against an Undead target, nor a target that is *Poisoned, Diseased,* etc. that cannot be affected by healing effect.

Natural Psions School Spell List

Disarm
Duration: Five Seconds
Level 1 - 1
Mana Cost: 1

This Offensive Spell causes the target, which must be hit with a spell packet and must actually have hands, to drop all In Game Items that are being held in both hands for 5 seconds. This includes spell packets, weapons, shields, coins, etc. No other item may be picked up for the duration.

Pin
Duration: One Minute
Level 1 - 2
Mana Cost: 1

This Offensive Spell will stick a target's right foot in place. The target, which must be hit with a spell packet, may not move or lift the affected foot but may pivot in a circle. This Spell does not affect four legged creatures, including normal animals.

Feather Fall
Duration: Instant
Level 2 - 1
Mana Cost: 2

This Beneficial Caster-Only Spell allows the caster to float straight down at a slow rate, coming to rest on the next surface directly beneath, regardless of its stability. Once the caster contacts the first surface, the effect is dispelled. The caster is subject to strong winds, etc. while descending and cannot direct downward movement except by pushing off of existing objects. The caster takes no falling damage but is not protected from attacking creatures, falling debris, etc. The success of this Spell is subject to Marshal Call.

Mend Shattered Item
Duration: Permanent
Level 2 - 2
Mana Cost: 2

This Spell will reverse the effects of a *Shatter* Spell or Ability used on an item if cast within 2 minutes of the *Shatter* effect. It will only return it to its pre-*Shattered* state and will **not** repair any other damage.

Natural Psions School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Disarm
1-2	1	2	Pin
2-1	2	4	Feather Fall
2-2	2	6	Mend Shattered Item
3-1	3	9	Snare
3-2	3	12	Detect Magic
4-1	5	16	Transformation
4-2	5	20	Dry Feet
5-1	7	25	Vocalize
5-2	7	30	Mute
6	9	36	Fear
7	12	43	Command Creature
8	15	51	Unpetrify
9	20	60	Area Mute
10	25	70	Web
Additional Psions Spells			
1	1	*	Farnsworth's Magical Clean & Press
1	1	*	Magical Dirt & Filth
2	2	*	Dissolve Webs
10	25	*	Mend Sundered Item

Snare
Duration: Three Minutes
Level 3 - 1
Mana Cost: 3

This Offensive Spell causes the arms of a humanoid target, which must be hit with a spell packet, to become pinned to its sides, preventing the target from using any Movement-based Abilities, Spellcasting, etc. Those affected cannot use their arms but are able to walk or run from the area. This Spell does not affect four legged creatures, including normal animals.

Detect Magic
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Spell allows the caster to tell if Spells or magical Abilities are in effect on an object only, **not** a person. It will not tell the caster the exact nature of the magical effects, just that it is present. The caster must be in contact with the object.

Transformation
Duration: 30 Minutes
Level 4 - 1
Mana Cost: 5

This Spell will make the target appear to be any man-sized creature of a *living* Humanoid-type race. The target *cannot* appear as a one of a kind character, inanimate object (Golem), an Undead, etc., nor any smaller or larger than the original size of the target. The target retains its own facial features, thus PCs and named NPCs that know and can recognize the target normally can see through the *Transformation*. The caster must carry an appropriate costume of the desired humanoid-type (it is not provided by plot) to invoke the Spell. This Spell applies to the appearance of the target only and does not alter clothing, equipment, etc. The target still has its original Abilities.

Dry Feet
Duration: 30 Minutes
Level 4 - 2
Mana Cost: 5

This Beneficial Caster-only Spell allows the caster to walk over liquid surfaces, such as water, acid, lava, etc. The caster does not physically touch the surface, but the Spell does not protect the caster from any damage caused by combat, etc., subject to Marshal Call.

Vocalize
Duration: One Combat or 7 Minutes
Level 5 - 1
Mana Cost: 7

This Beneficial Spell negates any *Mute* effects on a target, which must be hit with a spell packet. Additionally it prevents the target from being affected by *Mute* attacks, Spells, or effects for the next combat initiated within the next 7 minutes. If combat is not initiated within 7 minutes, the effect is dispelled. The target must say **"No Effect"** when *Mute* attacks are negated from each new source.

Mute
Duration: Five Minutes
Level 5 - 2
Mana Cost: 7

This Offensive Spell prevents the target, which must be hit with a spell packet, from talking, enacting Magic Items, casting Spells, or using any Verbal-based Abilities. Only a *Greater Dispel Magic*, *Vocalize*, or the duration will negate the Spell. This Spell is usable once per combat.

Fear
Duration: One Minute
Level 6
Mana Cost: 9

This Offensive Spell will cause an *intelligent* Lesser, Greater, or Major creature, which must be hit with a spell packet, to run directly away from the caster for 1 minute using the quickest route, nor will the target willingly approach the caster for the duration of the Spell. After the one minute, the target may again react normally. PCs are also affected by this Spell.

Command Creature
Duration: 10 Minutes
Level 7
Mana Cost: 12

This Offensive Spell causes a Lesser or Greater Creature, which must be hit with a spell packet, to become non-hostile towards the caster for 10 minutes. The target is not considered "willing" (unless the target wishes to be) as this is an Offensive Spell. The target is magically compelled to obey simple commands issued by the caster for the duration of the Spell. The caster may issue the target the following simple commands:

1. Follow <target>.
2. Carry <object>.
3. Go <specific location>.
4. Attack <target>.
5. Defend <target>.

The target does not need to understand the caster as it is magically compelled, but it must be within vocal range for the caster to issue a new command. If the target is no longer within vocal range, or if the caster suppresses Spells and Abilities through effects such as *Shapechange*, the target will follow the most recent command given for the duration of the effect. This spell does not affect PC races. This is a *Charm*-type Spell.

Unpetrify
Duration: Instant
Level 8
Mana Cost: 15

This Spell reverses the effects of a *Petrify* Spell, Ability, or similar *Petrification* effect. It has no effect on stone creatures unless specifically stated otherwise.

Area Mute
Duration: Five Minutes
Level 9
Mana Cost: 20

This Offensive Area of Effect Spell affects targets within a 10 foot radius of a thrown spell packet with a *Mute* effect, preventing them from talking, enacting Magic Items, casting Spells, or using Verbal-based Abilities for 5 minutes. Only a *Vocalize, Dispel Magic,* or the duration will negate the Spell. Individual targets must say **"No Effect"** if the Spell is negated. This Spell is usable once per combat.

Web
Duration: Ten Minutes
Level 10
Mana Cost: 25

This Offensive Spell completely immobilizes a target, which must be hit with a spell packet, for 10 minutes. The target cannot cast spells or use any Movement-based Abilities, however, the target may still use items and Verbal-based Abilities. The target is immobilized until reaching zero Body Points, the *Web* is dispelled, until the target escapes in 10 minutes, or until another creature can cut the target out in 1 minute. Large creatures can immediately break through or out of the *Web*. The *Webbed* target cannot be hit with melee weapons, but can be hit with Spells and missile weapons normally.

Additional Psions Spells:

Farnsworth's Magical Clean & Press
Duration: Instant
Level 1
Mana Cost: 1

This Spell removes all dirt, filth, and bad odors from the target and its possessions. In addition, it leaves the target's clothing and hair as neat and orderly as possible. The target must be hit with a spell packet.

Magical Dirt & Filth
Duration: Instant
Level 1
Mana Cost: 1

This Spell adds dirt, filth, and bad odors to the target and its possessions. In addition, it leaves the target's clothing and hair as messy and rumpled as possible. The target must be hit with a spell packet. The target may spend 5 minutes to straighten out its belongings and clean up. The effect can be dispelled by a *Lesser Dispel Magic* or a *Farnsworth's Magical Clean & Press*.

Dissolve Webs
Duration: Instant
Level 2
Mana Cost: 2

This Spell will negate all *Web* Spells, Abilities, and Effects on a target, which must be hit with a spell packet. This has no effect on *Nets* or other bindings on a target, nor does it cancel the *Bind* Skill.

Mend Sundered Item
Duration: Permanent
Level 10
Mana Cost: 25

This Spell will reverse the effects of a *Sunder* Spell or Ability used on an item if cast within 2 minutes of the *Sunder* effect. It will only return it to its pre-*Sundered* state and will **not** repair any other damage.

ASTRAL SPELL SCHOOLS

Astral Enchantment School Spell List

Enchanted Edge
Duration: One Minute
Level 1 - 1
Mana Cost: 1

This Weapon Enhancing Spell adds 4 points of *Magic* damage to the next swing of a weapon, allowing it to affect creatures that can only be hit with *Magic* weapons. It counts as an Enchantment upon the weapon and is dispelled within one minute if not used. It must be cast on the weapon, not the person.

Magic Missile
Duration: Instant
Level 1 - 2
Mana Cost: Variable

This Offensive Spell creates one *Magic Missile* per *Astral* Class Level of the caster, causing 4 points of damage to the target, which must be hit with a spell packet (i.*e.* A Level 8 *Astral* Caster spends 8 mana, causing 32 points of damage to a target). The caster does not need to create the maximum number of *Magic Missiles,* however **all** of the *Magic Missiles* are represented by one spell packet.

The Spell is cast using the incantation: "I call upon the powers of *Enchantment* to cast 'X' *Magic Missiles* (Call Damage)." This Spell is still a level 1 Spell in regards to *Aura of Power, Spell Shields,* etc. Mana Foci generate one *Magic Missile* only, regardless of Caster level. If placed within a *Glyph*, the Spell Level of the *Glyph* determines the number of *Magic Missiles.*

Chromatic Edge
Duration: Two Minutes
Level 2 - 1
Mana Cost*:* 2

This Weapon Enhancing Spell adds 4 points of damage from a particular Element, on the next swing of the weapon. The caster must state the Element (*Acid*, *Air*, *Earth*, *Fire*, *Lightning*, or *Water*) when the Spell is cast. It is dispelled within two minutes if not used. It must be cast on a weapon, not the target.

Astral Enchantment School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Enchanted Edge
1-2	var.	2	Magic Missile
2-1	2	4	Chromatic Edge
2-2	2	6	Friendship
3-1	3	9	Enchanted Blade
3-2	3	12	Detect Enchantments
4-1	5	16	Harden Weapon
4-2	5	20	Enchanted Weapon
5-1	7	25	Vocalize
5-2	7	30	Mute
6	9	36	Fear
7	12	43	Weapon Proficiency
8	15	51	Empowered Weapon
9	20	60	Area Mute
10	25	70	Dissipate Magic
Additional Enchantment Spells			
1	1	*	Farnsworth's Magical Clean & Press
1	1	*	Magical Dirt & Filth
2	2	*	Dissolve Webs
2	2	*	Faerie Fire
2	2	*	Feign Death
2	2	*	Nimble Fingers
2	2	*	Shade Edge
3	3	*	Detect Magic
5	7	*	Azeron's Enchanted Mail
6	9	*	Magic Bubble

Friendship
Duration: Two Minutes
Level 2 - 2
Mana Cost: 2

This Offensive Spell will make an *intelligent* Lesser target, which must be hit with a spell packet, non-hostile toward the caster *only* for two minutes. It does not allow the caster to communicate with the target unless normally able to do so. The target will neither aid the caster nor become extremely friendly. If the caster makes any hostile moves against the target, such as intervening between the target and others, blocking the target's attacks, stealing from it, etc., the effect is negated. *Lesser Dispel Magic* negates the effect. This is a *Charm*-based effect.

Enchanted Blade
Duration: Three Minutes
Level 3 - 1
Mana Cost: 3

This Weapon Enhancing Spell adds 12 points of *Magic* damage to the next swing of a weapon, allowing it to affect creatures that can only be hit with *Magic* weapons. It counts as an Enchantment upon the weapon and is dispelled within three minutes if not used. It must be cast on the weapon, not the person.

Detect Enchantments
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Spell will detect any enchantments on a target. The target must be hit with a spell packet. The caster must call a hold and the target MUST declare what Spells are currently in the three Spell Slots, as well as any other enchantments of ACTIVE magic armor, weapons, items, etc. (i.e. an ACTIVE *Free Action* item would be detected, while a *Fireball* Wand or *Free Action* item that is <u>not</u> activated would <u>not</u> be detected).

Harden Weapon
Duration: One Combat
Level 4 - 1
Mana Cost: 5

This Weapon Enhancing Spell adds +1 damage point to every swing of a weapon for one combat. It counts as an Enchantment upon the weapon and is dispelled once the combat is over. It must be cast on the weapon, not the person.

Enchanted Weapon
Duration: One Combat
Level 4 - 2
Mana Cost: 5

This Weapon Enhancing Spell temporarily *Enchants* one weapon for one combat, allowing it to damage creatures that are only affected by *Magic* weapons. This counts as an Enchantment upon the weapon. It does not add additional damage. If the target willingly drops the effect, places another Enchantment on the weapon (i.e. *Slay*, Ability, etc.), or the duration ends, the effect is negated.

Vocalize
Duration: One Combat or 7 Minutes
Level 5 - 1
Mana Cost: 7

This Beneficial Spell negates any *Mute* effects on a target, which must be hit with a spell packet. Additionally it prevents the target from being affected by *Mute* attacks, Spells, or effects for the next combat initiated within the next 7 minutes. If combat is not initiated within 7 minutes, the effect is dispelled. The target must say **"No Effect"** when *Mute* attacks are negated from each new source.

Mute
Duration: Five Minutes
Level 5 - 2
Mana Cost: 7

This Offensive Spell prevents the target, which must be hit with a spell packet, from talking, enacting Magic Items, casting Spells, or using any Verbal-based Abilities. Only a *Greater Dispel Magic*, *Vocalize*, or the duration will negate the Spell. This Spell is usable once per combat.

Fear
Duration: One Minute
Level 6
Mana Cost: 9

This Offensive Spell will cause an intelligent Lesser, Greater, or Major creature, which must be hit with a spell packet, to run directly away from the caster for 1 minute using the quickest route, nor will the target willingly approach the caster for the duration of the Spell. After the one minute, the target may again react normally. PCs are also affected by this Spell.

Weapon Proficiency
Duration: One Combat
Level 7
Mana Cost: 12

This Beneficial Spell allows the target to use the next melee weapon held that the target is not proficient with for one combat. The *Enchantment* is on the person, not on the weapon. Once the combat ends, the target no longer remembers how to use the weapon.

Empowered Weapon
Duration: One Combat
Level 8
Mana Cost: 15

This Weapon Enhancing Spell adds +3 damage points to every swing of a weapon for one combat. It counts as an Enchantment upon the weapon and is dispelled once the combat is over. It must be cast on the weapon, not the person.

Area Mute
Duration: Five Minutes
Level 9
Mana Cost: 20

This Offensive Area of Effect Spell affects targets within a 10 foot radius of a thrown spell packet with a *Mute* effect, preventing them from talking, enacting Magic Items, casting Spells, or using Verbal-based Abilities for 5 minutes. Only a *Vocalize, Dispel Magic,* or the duration will negate the Spell. Individual targets must say **"No Effect"** if the Spell is negated. This Spell is usable once per combat.

Dissipate Magic
Duration: One Day
Level 10
Mana Cost: 25

This Beneficial Caster-only Spell protects the caster from the effects of one Offensive Level 10 or lower Spell, chosen by the caster. It works only on spells directed at the caster. Spells on weapons and Area of Effect Spells affect the caster normally. The caster must say **"No Effect"** when the attack is negated.

Additional Enchantment Spells:

Farnsworth's Magical Clean & Press
Duration: Instant
Level 1
Mana Cost: 1

This Spell removes all dirt, filth, and bad odors from the target and its possessions. In addition, it leaves the target's clothing and hair as neat and orderly as possible. The target must be hit with a spell packet.

Magical Dirt & Filth
Duration: Instant
Level 1
Mana Cost: 1

This Spell adds dirt, filth, and bad odors to the target and its possessions. In addition, it leaves the target's clothing and hair as messy and rumpled as possible. The target must be hit with a spell packet. The target may spend 5 minutes to straighten out its belongings and clean up. The effect can be dispelled by a *Lesser Dispel Magic* or a *Farnsworth's Magical Clean & Press*.

Dissolve Webs
Duration: Instant
Level 2
Mana Cost: 2

This Spell will negate all *Web* Spells, Abilities, and Effects on a target, which must be hit with a spell packet. This has no effect on *Nets* or other bindings on a target, nor does it cancel the *Bind* Skill.

Faerie Fire
Duration: One Day
Level 2
Mana Cost: 2

This Offensive Spell covers the target, which must be hit with a spell packet, in a dim aura of dancing lights, forcing the target to wear a necklace of light for the rest of the day. The caster must supply the necklace. The spell is not a *Light* Spell. *Lesser Dispel Magic* will dispel the effect.

Nimble Fingers
Duration: One Hour
Level 2
Mana Cost: 2

This Spell causes a Level 2 or 3 Lock to decrease the difficulty by 1 Level *in regards to the Pick Locks Skill only* for 1 hour. It has no effect on the strength of the Lock in terms of breaking the Lock, nor does it set off any traps within the box. This Spell has no effect on Level 1 Locks.

Feign Death
Duration: 10 Minutes
Level 2
Mana Cost: 2

This Spell makes a *willing* target appear to be dead. There is no heartbeat or breath noticeable. The target must lie down and play dead and **must** maintain the effect for 10 minutes. In this state, the target can be searched but not damaged. *Detect life* will read the target as - 11 (dead). This effect can be dispelled by *Lesser Dispel Magic.*

Shade Edge
Duration: Two Minutes
Level 2 - 1
Mana Cost*:* 2

This Weapon Enhancing Spell adds 4 points of damage from either *Light* or *Dark*, on the next swing of the weapon. The caster must state the effect (*Light* or *Dark*) when the Spell is cast. It is dispelled within two minutes if not used. It must be cast on a weapon, not the target.

Detect Magic
Duration: Instant
Level 3
Mana Cost: 3

This Spell allows the caster to tell if Spells or magical Abilities are in effect on an object only, **not** a person. It will not tell the caster the exact nature of the magical effects, just that it is present. The caster must be in contact with the object.

Azeron's Enchanted Mail
Duration: One Hour or One Combat
Level 5
Mana Cost: 7

This Beneficial Spell causes the Armor of the target to magically harden, adding 50% of the target's **current physical** Armor Points temporarily to the target's Armor Point Total for one combat. It does **not** apply to Magical Protections nor does it affect Shields or Armor in any way other than adding Armor Points. It will last for up to one hour or until used. These Armor Points are the first points lost in combat and are not "fixable." Once the next combat is over or one hour elapses, the effects are dispelled. It can be dispelled by *Greater Dispel Magic* and *Shatter Armor*.

Magic Bubble
Duration: Nine Minutes
Level 6
Mana Cost: 9

This Offensive Spell creates a 10-foot non-mobile pocket of air underwater, centered on a thrown spell packet. Any creatures within the area of effect are pushed away from the center in a direction of their choosing if they are willing (sharks may elect to be pushed aside whereas sahaugin may not), and may willingly reenter the Area of Effect at any time (with any results of being within a pocket of air, *i.e.* cannot breathe, swim, etc. unless normally able to do so).

Astral Force School Spell List

Knock
Duration: Instant
Level 1 - 1
Mana Cost: 1

This Offensive Spell allows the caster to open from a distance an unlocked, unlatched door or chest, which must be hit with a spell packet. It does not negate any traps or magic. By using this Spell, the caster *willingly* triggers any *Glyphs* as well. It does not guarantee that the door or chest remains open.

Minor Stun
Duration: Instant
Level 1 - 2
Mana Cost: 1

This Offensive Spell will do 4 points of *Stun* damage to a target, which must be hit with a spell packet.

Shatter Shield
Duration: Instant
Level 2 - 1
Mana Cost: 2

This Offensive Spell will shatter and render useless a normal or *Silver* shield of a target, which must be hit with a spell packet. The spell will not work against *Quality*, *Enchantable*, or *Magic* shields.

Improved Stun
Duration: Instant
Level 2 - 2
Mana Cost: 2

This Offensive Spell will do 8 points of *Stun* damage to a target, which must be hit with a spell packet.

Shatter Weapon
Duration: Instant
Level 3 - 1
Mana Cost: 3

This Offensive Spell will shatter and render useless a normal or *Silver* one-handed or two-handed weapon held by the target, which must be hit with a spell packet. If the target is holding two weapons, the weapon in the right hand is shattered by default unless the caster specifies the left hand (i.e. "…Shatter Weapon Left). The spell will not work against *Quality* or *Magic* weapons.

Astral Force School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Knock
1-2	1	2	Minor Stun
2-1	2	4	Shatter Shield
2-2	2	6	Improved Stun
3-1	3	9	Shatter Weapon
3-2	3	12	Wizard Lock
4-1	5	16	Greater Stun
4-2	5	20	Lesser Spell Shield
5-1	7	25	Ward Room
5-2	7	30	Greater Spell Shield
6	9	36	Stun
7	12	43	Spell Shield
8	15	51	Uncage
9	20	60	Ward Building
10	25	70	Paralyze
Additional Force Spells			
3	3	*	Minor Circle of Power
5	7	*	Wall of Force
8	15	*	Circle of Power
8	15	*	Shatter Armor

Wizard Lock
Duration: One Hour
Level 3 - 2
Mana Cost: 3

This Spell will magically protect a single door or window from damage and seal it closed for all but the caster. It can be dispelled by *Lesser Dispel Magic*. **A red cloth must be attached to the door or window with the starting and ending time of the spell or else the effects are dispelled**.

Greater Stun
Duration: Instant
Level 4 - 1
Mana Cost: 5

This Offensive Spell will do 20 points of *Stun* damage to a target, which must be hit with a spell packet.

Lesser Spell Shield
Duration: One Combat or Five Minutes
Level 4 - 2
Mana Cost: 5

This Beneficial Caster-only Spell acts as a protection shield. It creates a mobile globe around the caster that stops *All* Level 4 and lower Spells, including "friendly" Spells from affecting the caster. Combat must be started within five minutes or the Spell is dispelled. If combat is started within the five minutes, the Spell is active for the duration of the combat or until the caster falls. It will not protect from weapons with a Spell cast on them or creatures with innate Spell-like Abilities.   It can be dispelled with by *Lesser Dispel Magic*. The caster can cast normally out of it and **must wear an orange sash.**

Ward Room
Duration: 2 Hours
Level 5 - 1
Mana Cost: 7

This Spell will magically seal shut a single room no larger than 15' x 15', including all doors, windows, portals, etc. and protect it from any damage. If the room is larger, the Spell fails. No one can **enter** through a *Warded* portal of the room without the permission of the caster. The caster must grant permission to a target to **enter** through the *Ward* each time a target wishes to enter or "[target] may always enter" to grant that target permanent permission to enter through that particular *Ward*. Anyone within the *Warded* area, however, has "permission" to leave. No one can be "trapped" within a *Warded* area.   Magic and weapons can pass through **open** *Warded* openings normally unless specifically stated otherwise.   The caster must remain inside or within 10 feet of the room to maintain the *Ward* and can pass through it at will. The *Ward Room* can be dispelled by *Greater Dispel Magic*. **The caster must place a strip of white cloth across ALL entrances of the area that is *Warded* or else the effects are dispelled.**

Greater Spell Shield
Duration: One Combat or Seven Minutes
Level 5 - 2
Mana Cost: 7

This Beneficial Caster-only Spell acts as a protection shield. It creates a mobile globe around the caster that stops *All* Level 5 and lower Spells, including "friendly" Spells from affecting the caster. Combat must be started within seven minutes or the Spell is dispelled. If combat is started within the seven minutes, the Spell is active for the duration of the combat or until the caster falls. It will not protect from weapons with a Spell cast on them or creatures with innate Spell-like Abilities.   It can be dispelled with by *Greater Dispel Magic*. The caster can cast normally out of it and **must wear an orange sash.**

Stun
Duration: Instant
Level 6
Mana Cost: 9

This Offensive Spell will do 36 points of *Stun* damage to a target, which must be hit with a spell packet.

Spell Shield
Duration: One Combat or 12 Minutes
Level 7
Mana Cost: 12

This Beneficial Caster-only Spell acts as a protection shield. It creates a mobile globe around the caster that stops *All* Level 7 and lower Spells, including "friendly" Spells from affecting the caster. Combat must be started within twelve minutes or the Spell is dispelled.   If combat is started within the twelve minutes, the Spell is active for the duration of the combat or until the caster falls. It will not protect from weapons with a Spell cast on them or creatures with innate Spell-like Abilities. It can be dispelled with by *Dispel Magic*. The caster can cast normally out of it and **must wear an orange sash.**

Uncage
Duration: Instant
Level 8
Mana Cost: 15

This Spell will release the target from a *Cage* spell.

Ward Building
Duration: 3 hours
Level 9
Mana Cost: 20

This Spell will magically seal shut a single building, including all of its doors, windows, portals, etc. and protect if from any damage. No one can **enter** through a *Warded* portal into the building without the permission of the caster.   The caster must grant permission to a target to **enter** through the *Ward* each time a target wishes to enter or "[target] may always enter" to grant that target permanent permission to enter through that particular *Ward*. Anyone within the *Warded* area, however, has "permission" to leave. No one can be "trapped" within a *Warded* area. Magic and weapons can pass through *Warded* openings normally unless specifically stated otherwise. The caster must remain inside or within 20 feet of the building to maintain the *Ward* and can pass through it at will. The *Ward* can be dispelled by *Dispel Magic*. **The caster must place a strip of white cloth across ALL entrances of the area that is *Warded* or else the effects are dispelled.**

Paralyze
Duration: One Minute
Level 10
Mana Cost: 25

This Offensive Spell will paralyze a target, which must be hit with a spell packet, for one minute or until the target is reduced to negative Body Points.

Additional Force Spells:

Minor Circle of Power
Duration: 3 Minutes
Level 3
Mana Cost: 3

This Area of Effect Spell creates a non-mobile 10 foot circumference *Circle* **(represented by a 10 foot piece of rope**) that cannot be entered by anything or anyone. Spells cannot be cast out of the *Circle,* including Movement Spells. Once the caster or anything that was originally within the *Circle* leaves the circle, it is dispelled. The radius of the *Circle* cannot block any doors or windows into buildings or rooms. A spell packet must be dropped to signify the center of the circle.

The *Circle* is dispelled by *Lesser Dispel Magic,* when the duration ends, or if the *Circle* is hit with a spell packet from any single-target or Area of Effect Spell or Ability (not physical damage) that does 12 points or more of damage in a single effect. Other Spells and Abilities that do not cause damage **cannot** drop the *Circle*.

Wall of Force
Duration: Seven Minutes
Level 5
Mana Cost: 7

This Spell creates a 10 foot x 10 foot x 1 foot straight *Wall of Force* in front of the caster. If the area is smaller than the maximum dimensions of the *Wall*, it conforms to the restricted dimensions. A 10 foot long piece of yellow nylon cord must be placed *in a straight line* on the ground *prior to casting the Spell* to signify the placement of the *Wall*. If there is no ground for the cord representing the *Wall* to rest on, it is dispelled. When the Spell is cast, a spell packet must be dropped at the feet of the caster near the cord.

Walls of Force last for <u>seven minutes</u>. They cannot be passed through unless dispelled or damaged by a total of 30 points of spell or innate ability damage. They are impassable by normal means and immune to any other physical melee or missile damage.

Circle of Power
Duration: Fifteen Minutes
Level 8
Mana Cost: 15

This Area of Effect Spell creates a non-mobile 20 foot circumference *Circle* **(represented by a 20 foot piece of rope**) that cannot be entered by anything or anyone. Spells cannot be cast out of the *Circle,* including Movement Spells. Once the caster or anything that was originally within the *Circle* leaves the circle, it is dispelled. The radius of the *Circle* cannot block any doors or windows into buildings or rooms. A spell packet must be dropped to signify the center of the circle.

The *Circle* is dispelled by *Dispel Magic,* when the duration ends, or if the *Circle* is hit with a spell packet from any single-target or Area of Effect Spell or Ability (not physical damage) that does 48 points or more of damage in a single effect. Other Spells and Abilities that do not cause damage **cannot** drop the *Circle*.

Shatter Armor
Duration: Instant
Level 8
Mana Cost: 15

This Offensive Spell will destroy the physical normal Armor of a target, which must be hit with a spell packet. It will also dispel any *Azeron's Enchanted Mail* enchantments on the target. The spell will not work against *Quality*, *Enchantable*, or *Magic* pieces of Armor.

Astral Movement School Spell List

Disarm
Duration: Five Seconds
Level 1
Mana Cost: 1

This Offensive Spell causes the target, which must be hit with a spell packet and must actually have hands, to drop all In Game Items that are being held in both hands for 5 seconds. This includes spell packets, weapons, shields, coins, etc. No other item may be picked up for the duration.

Pin
Duration: One Minute
Level 1 - 2
Mana Cost: 1

This Offensive Spell will stick the target's right foot in place. The target may pivot but may not move the affected foot. This Spell does not affect four legged creatures, including normal animals.

Release
Duration: Instant
Level 2 - 1
Mana Cost: 2

This Spell will remove all *Pin, Snare,* or *Slow* effects on a target, but not *Paralyze, Entangle,* etc.

Climb
Duration: 2 Minutes
Level 2 - 2
Mana Cost: 2

This Beneficial, Caster-only non-Combat only Spell allows the caster to climb normal vertical surfaces while not in combat, subject to a Marshal call. From the elevated position, the Caster can only talk normally, perform Verbal-based actions, and use Verbal-based Abilities normally. The Caster cannot interact with combat with ranged Spells, missile weapons, etc. If the Marshal states the Caster is in combat, the Caster cannot use this Spell to climb a surface. The Caster may climb into combat if permitted by Marshal Call.

Astral Movement School Spells			
Level	Cost	Total	Spell Title
1-1	1	1	Disarm
1-2	1	2	Pin
2-1	2	4	Release
2-2	2	6	Climb
3-1	3	9	Snare
3-2	3	12	Dimension Door
4-1	5	16	Lesser Slow
4-2	5	20	Improved Dim. Door
5-1	7	25	Dimension Door Other
5-2	7	30	Passwall
6	9	36	Greater Slow
7	12	43	Lesser Teleport
8	15	51	Slow
9	20	60	Greater Teleport
10	25	70	Teleport
Additional Movement Spells			
6	9	*	Beckon
10	25	*	Anti-Movement Shell

Snare
Duration: Three Minutes
Level 3 - 1
Mana Cost: 3

This Offensive Spell causes the arms of a humanoid target, which must be hit with a spell packet, to become pinned to its sides, preventing the target from using any Movement-based Abilities,   Spellcasting, etc. Those affected cannot use their arms but are able to walk or run from the area. This Spell does not affect four legged creatures, including normal animals.

Dimension Door
Duration: Instant
Level 3 - 2
Mana Cost: 3

This Spell allows the caster to move a short distance away from an area by opening a magical doorway. The caster throws a spell packet, calls a *Hold*, and goes quickly to the spot where the spell packet landed, facing in the same direction. Once in position, the caster calls a *Resume*.   This is a Movement-based Spell and a *Dimension Door* effect. This Spell is usable 3 times per day, once per combat.

Lesser Slow
Duration: 5 Minutes
Level 4 - 1
Mana Cost: 5

This Offensive Spell forces a Lesser Creature, which must be hit with a spell packet, to walk instead of run for 5 minutes.

Improved Dimension Door
Duration: Instant
Level 4 - 2
Mana Cost: 5

This Spell allows the caster to move an intermediate distance away from an area by opening a magical doorway. The caster throws three consecutive spell packets by throwing one, calling a *Hold* and going quickly to the spot where the first spell packet landed, facing in the same direction. The caster repeats this two more times, and once in position, calls a *Resume*. This is a Movement-based Spell and a *Dimension Door* effect. This Spell is usable 3 times per day, once per combat.

Dimension Door Other
Duration: Instant
Level 5 - 1
Mana Cost: 7

This Spell allows the caster and one other willing target the caster is in contact with to move a short distance away from an area by opening a magical doorway. The caster throws a spell packet, calls a *Hold*, and goes quickly to the spot where the spell packet landed with the other target, facing in the same direction. Once in position, the caster and other target call a *Resume*. This is a Movement-based Spell and a *Dimension Door* effect. This Spell is usable 3 times per day, once per combat.

Passwall
Duration: Instant
Level 5 - 2
Mana Cost: 7

This Spell allows the caster to pass through a wall and enter or exit the room or building. The caster touches the wall, calls a *Hold*, and goes quickly Out-of-Game to the spot directly on the other side of the wall, facing in the same direction. When positions are determined, the caster calls a *Resume*. This is a Movement-based Spell and a *Passwall* effect. This Ability is usable 1 time per hour per person.

Greater Slow
Duration: 5 Minutes
Level 6
Mana Cost: 9

This Offensive Spell forces a PC or Lesser or Greater Creature, which must be hit with a spell packet, to walk instead of run for 5 minutes.

Lesser Teleport
Duration: Instant
Level 7
Mana Cost: 12

This Caster-only Spell allows the caster to *Portal* to any friendly or neutral site that the caster has seen on this plane. If the area is warded, the caster appears outside the *Ward*. The Game Marshal has the sole determination of whether it is a friendly or neutral site. **The target must go to the portal site immediately Out of Game wearing a yellow sash.** The target cannot perform any other actions until at that site and cannot come back In Game until at that site.   The only exception is when moving within or into a battle area. In this case, a *Hold* is called, the target moves to the applicable location, and then a *Resume* is called. A target can only be affected by these *Portal*-type Spells once in a one-hour period.

Slow
Duration: 5 Minutes
Level 8
Mana Cost: 15

This Offensive Spell forces a PC or Lesser, Greater, or Major Creature, which must be hit with a spell packet, to walk instead of run for 5 minutes.

Greater Teleport
Duration: Instant
Level 9
Mana Cost: 20

This Spell allows the caster and one other *willing* target to *Portal* to any site that the caster has seen on this plane. If the area is warded, the caster and other target appear outside the *Ward*. The Game Marshal has the sole determination of whether it is a friendly or neutral site. **The target must go to the portal site immediately Out of Game wearing a yellow sash.** The targets cannot perform any other   actions until at that site and cannot come back In Game until at that site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called, the target moves to the applicable location, and then a *Resume* is called. A target can only be affected by these *Portal*-type Spells once in a one-hour period.

Teleport
Duration: Instant
Level 10
Mana Cost: 25

This Spell allows the caster and up to 5 other *willing* targets in contact with the caster to *Portal* to any friendly or neutral site that the caster has seen on this plane. If the area is warded, the caster and other targets appear outside the *Ward*. The Game Marshal has the sole determination of whether it is a friendly or neutral site. **The target must go to the portal site immediately Out of Game wearing a yellow sash.** The targets cannot perform any other actions until at that site and cannot come back In Game until at that site. The only exception is when moving within or into a battle area. In this case, a *Hold* is called, the target moves to the applicable location, and then a *Resume* is called. A target can only be affected by these *Portal*-type Spells once in a one-hour period.

NOTE
The time it takes to actually get to the site between *Portal* locations affects the target normally in regards to bleeding, *Poisons, Diseases,* etc. Time continues normally during movement to the "In-Game" location. When you get there is when you get there. Time is not set back for other players.

Additional Movement Spells:

Beckon
Duration: Instant
Level 6
Mana Cost: 9

This Spell causes a willing target, conscious or unconscious, which must be hit with a spell packet, to appear directly in front of the Caster. The Caster calls a *Hold*, at which point the target moves directly in front of the Caster, appearing in the same position in which the target was hit with the Spell. This is a Dimension-Door effect. This Spell is usable 3 times per day, once per combat.

Anti-Movement Shell
Duration: 5 Minutes
Level 10
Mana Cost: 25

This Offensive Area of Effect Spell will set up a non-mobile 10 foot area around a spell packet within which no Movement-based Abilities, Spells, etc. will function. Movement-based Potions and Magic Items will not function within these areas, but will **never** be destroyed by entering an *Anti-Movement* effect. They simply cease to function and will have no effect if used while within the area of effect. *Portal*-type effects, while not Movement-based, will not work within the *Anti-Movement* effect either. Those attempting to *Portal, Teleport, Dimension Door,* etc. into an *Anti-Movement* effect will appear directly outside the area of effect. It will be dispelled if any Level 11 or higher Spell hits the area.
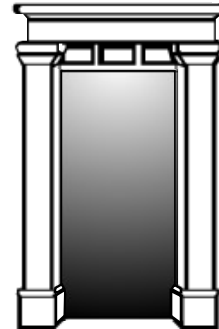
CHAPTER 7
The Occupations

Occupations are "jobs" that a Player learns to produce In-Game items. Each level of an Occupation earns Production Points (Pp), which represent materials gathered over time to produce an item. Production points are separate for each different Occupation and cannot be interchanged between different Occupations. Items are made by filling out a Production Sheet one week prior to a Weekend Event, which can be picked up by the Player during Registration or submitted online.

Level	Cost	Total Skill Points	Production Points Per Event
1	2	2	1
2	2	4	2 (+1)
3	3	7	3 (+1)
4	4	11	4 (+1)
5	5	16	5 (+1)
6	6	22	6 (+1)
7	6	28	7 (+1)
8	6	34	8 (+1)
9	6	40	9 (+1)
10	6	46	10 (+1)
11	6	52	15 (+5)
12	6	58	20 (+5)
13	6	64	25 (+5)
14	6	70	30 (+5)
15	6	76	35 (+5)

Players may only take two uncompleted Occupations at a time. To take a third Occupation, a player must complete one Occupation to *Level* 10. To get a fourth Occupation, two Occupations must be completed to Level 10, etc.

 * Denotes Skills that become available to an Occupation but are not required to complete it.

USING ITEMS

Please only use items that your Character can use, and please turn in items to a Game Marshal once they are used. More information on using items, as well as rules regarding locks and traps can be found in the *Game Items* section of **Chapter 1**.

ALL Items require a physical representation and must be in hand to use. Expendable, one-use Item Tags and physical representations are to be given to a Marshal when used.

Use of Potions (One Use)

Potions can be used by anyone but **must** be used in the appropriate manner defined by their Usage Type indicated by the Potion Use Legend below (unless the player has the Alchemist Skill *Potion Mastery*). If it is used in an inapplicable manner, the effect is negated and the Potion is wasted. The user **must** state the effect on the Potion tag to the Marshal when turning in the used item.

Poisons have additional rules outlined in **Chapter 1: Game Basics** (page 1-18).

Use of Poultices (One Use)

To use a Poultice, the user must have the appropriate Herbalist Level, and the target *must* be willing and/or unconscious. The Herbalist must state the effect on the Poultice tag when giving it to the Marshal.

Traps (One Use)

Traps can be set both by Player Characters (PCs) and Non-Player Characters (NPC's) who have the *Set Traps* Skill. Trap supplies must be provided by the player making the trap and are limited to the types of traps used by Plot. All traps must have a Damage Card present.

Mana Foci (One Use)

Mana Foci (One Use) must be in one hand to use while the other hand must be free to cast the desired Spell.

Mana Foci are given to a Marshal when used. More details on *Mana Foci* and their usage are in the Magic section of **Chapter 1**.

Use of Other Items

Armor Patches (One Use) and *Mana Runes* (One Use) are given to a Marshal when used.

Wands must be in-hand to use. More details on *Wands* and their usage are in the Craftsmen Section.

The Alchemist

Level	Skill Points	Skill	Copper Cost	Prod Cost
1	2	Alchemy		
2	2	Create Potions 1	See Table	
3	3	Increased Production		
4	4	Create Potions 2	See Table	
5	5	Increased Production		
6	6	Create Potions 3	See Table	
7	6	Increased Production		
8	6	Create Potions 4	See Table	
9	6	Identify Lore Potions		
10	6	Create Potions 5 Replicate Lore Potion	See Table	
11	6	Increased Production Potion Mastery		
12	6	Increased Production		
13	6	Increased Production		
14	6	Increased Production		
15	6	Increased Production Selling		

Alchemists spend a great deal of time on the brewing and study of potions. Potions have the same results as the applicable Spell unless otherwise stated. One Potion is one dose, and Potions can be used by anyone in the appropriate manner as indicated by the Table.

Alchemy
Level 1
Cost: 2

This Skill allows the user to know how basic chemicals interact and how they might have beneficial or harmful effects when mixed. This Skill is subject to Marshall Call.

Create Potion 1
Level 2
Cost: 2

This Skill allows the user to make *Level 1* Potions at the cost and production points as per the table.

Increased Production
Level 3
Cost: 3

This Skill adds to Production Points as per the table.

Create Potion 2
Level 4
Cost: 4

This Skill allows the user to make *Level 2* Potions at the cost and production points as per the table.

Increased Production
Level 5
Cost: 5

This Skill adds to Production Points as per the table.

Create Potion 3
Level 6
Cost: 6

This Skill allows the user to make *Level 3* Potions at the cost and production points as per the table.

Increased Production
Level 7
Cost: 6

This Skill adds to Production Points as per the table.

Create Potion 4
Level 8
Cos: 6

This Skill allows the user to make *Level 4* Potions at the cost and production points as per the table.

Increased Production
Level 9
Cost: 6

This Skill adds to Production Points as per the table.

Create Potion 5 : Replicate Lore Potions
Level 10
Cost: 6

This Skill allows the user to make *Level 5* Potions and Poisons at the cost and production points as per the table. The user may also replicate a *Lore* Potion if an original is available. Replication may vary in cost.

Increased Production : Potion Mastery
Level 11
Cost: 6

Increased Production adds to Production Points.

Potion Mastery allows the Alchemist **only** to use a Potion in a way different from the normal Usage Type listing. The Skill only allows the Potion to be used in a different manner. It does not change the willingness of the target.

Example: A Poison 12 *(I)n*gested Potion must be imbibed by a target. An Alchemist with Potion Mastery can use the Poison 12 Potion as a *(P)*rojectile and hit the target with a spell packet instead.

Increased Production
Level 12 - 14
Cost: 6 Each

These Skills add to Production Points as per the table.

	Potion Table			
Potion Level	Potion Name	Usage Type	Copper Cost	Prod Cost
1	Blessed Water[1]	A	10	2
1	Cause Light Wounds	A	10	2
1	Cure Light Wounds	I	10	2
1	Feign Death	I	10	2
1	Lasting Breath	I	10	2
1	Light	A	10	2
1	Mimic Wine[6]	C	10	2
1	Poison 4	C, I	5	5
1	Sabre's Purple Musk[7]	A	10	2
1	Release	I, P	10	2
2	Cause Wounds	A	15	3
2	Cure Wounds	I	15	3
2	Free Action	I	15	3
2	Poison 8	C, I	10	10
3	Cause Serious Wounds	A	20	4
3	Cause Blindness	A	20	4
3	Cure Serious Wounds	I	20	4
3	Darkness	P	20	4
3	Dimension Door	I	20	4
3	Poison 12	C, I	15	15
3	Lesser Sleep	A	20	4
3	Unparalyze	I, P	20	4
4	Elemental Shield[4]	I	25	5
4	Enchanted Weapon[5]	C	25	5
4	Poison 16	C, I	20	20
4	Transformation	I	25	5
4	Undead Ward[8]	I	25	5
5	Cause Critical Wounds	A	30	6
5	Contingency[2]	I	50	20
5	Corrosive Acid	C	25	25
5	Cure Critical Wounds	I	30	6
5	Lesser Portal	I	30	6
5	Mute	I	30	6
5	Poison 20	C, I	25	25
5	Restore Energy Drain[9]	I	15	15

[1] *Blessed Water* - This Potion does 8 points of damage to Undead. It has no effect on any other creatures.

[2] *Contingency* - Lasts for one day or until the potion takes effect. One minute after the imbiber drops below 0 Body, the Potion grants the healing effects of a *Cure Serious Wounds* effect (healed for 12 points). The potion must be imbibed prior to dropping below 0 Body. It has no effect if imbibed while already within negative Body.

[3] *Corrosive Acid* - A highly corrosive acid that will burn through a single metal lock or trap (or other non-magical metal object, subject to Marshal Call). The item is treated as if it was "Shattered" as per the *Shatter* Spells and may be repaired normally.

[4] *Elemental Shield* - Protects the recipient from the next 20 points of *ANY* Elemental Damage (Air/Fire/Acid, etc.).

[5] *Enchanted Weapon* - The Potion is applied to the weapon, not the user, and counts as an Enchantment upon the weapon. It does not add additional damage. If the user willingly drops the effect, places another Enchantment on the weapon (i.e. *Slay*, Ability, etc.), or the duration ends, the effect is negated.

[6] *Mimic Wine* - This Potion temporarily allows the weapon to which it is applied to negate the ability of certain creatures to "trap" the weapon within it (ex. Dragonkin, Mimics, etc.) for the one combat.

[7] *Sabre's Purple Musk* - Removes any odor or smell effects, allowing the target to smell "nice."

[8] *Undead Ward* - Prevents Lesser and Greater Undead from entering a 10 foot radius area around the user (spell packet is dropped at the user's feet when the potion is drunk). The effect is immobile and lasts for 5 minutes.

[9] *Restore Energy Drain* - Removes all *Energy Drain* effects on the imbiber. It will not heal any damage, only restore lost levels.

Increased Production : Selling
Level 15
Cost: 6

Increased Production adds to production points.

Selling allows the Alchemist during Production to sell any item that the Alchemist can make as well as any Alchemy-oriented Magic Item "Out-of-Game" at 80% of the total copper value during Production (Essence Stones calculated at 50cp each). *Selling* also allows the Alchemist to sell Essence Stones "Out-of-Game" for 50cp each or buy them for 400cp each.

Potion Usage Type Legend:
(C)ontact: Must be on an object (Vaseline, etc.)
(I)ngested: Must be swallowed and must be Salt if placed in someone else's drink.
(P)rojectile: Must be a thrown spell packet; user must say 'Inact (effect)" and throw the spell packet to generate the effect.
(A)ll: User may select any of the above categories.

The Craftsman

Level	Skill Cost	Skill	Cp Cost	Prod Cost
1	2	Make Wood Items Quality Field Tools Torches	var. 50 5	var. 25 1
2	2	Gnomish Parachute Make Cloth & Leather Items Prybar Quality Rope	5 var. 5 5*	5 var. 5 5*
3	3	Grappling Hook Level 1 Locks Level 1 Traps	5 5 5	5 5 2
4	4	Enchantable Wood Items Evaluate Gems	50	50
5	5	Elven Rope Enchantable Cloth & Leather Items	15* 50	15* 50
6	6	Increase Gem Value Level 2 Traps Make Jewelry Manacles	var. 10 var. 10	var. 4 var. 5
7	6	Enchantable Jewelry Greek Fire Level 2 Locks Level 3 Traps	50 15 15 15	50 4 15 6
8	6	Dwarven Chain Evaluate Other Items Level 4 Traps Listening Device Make Other Items	25 20 200 var.	25 8 50 var.
9	6	Other Enchantable Items	50	50
10	6	Increase Item Value Level 3 Locks Level 5 Traps Net Spyglass Use Prybars (at Forge)	var. 25 25 25 100	var. 25 10 25 30
11	6	Craft Wand Improvise Increased Production	See Table	
12	6	Increased Production		
13	6	Increased Production		
14	6	Increased Production		
15	6	Create Mana Foci Increased Production Selling	40	0

Craftsmen learn the fine art of creating high-quality items out of ordinary materials, as well as traps and locks to safeguard their goods.

Item Legend:
(*) - Denotes PP or CP per 10 feet.

Use of Traps

Traps can be set both by Player Characters (PCs) and Non-Player Characters (NPC's) who have the *Set Traps* Skill. *Craftsmen* can only set/disarm traps that they have crafted. Trap supplies must be supplied by the player making the trap and are limited to the types of traps used by Plot. **All traps must have a Damage Card!**

TRAP EFFECT TABLE		
Level	*Damage*	*Box Contents Destroyed*
1	10 Points	
2	20 Points	*Potions, Scrolls,* papers
3	30 Points	*Mana Runes, Poultices*
4	40 Points	
5	50 Points	*Armor Patches*

Traps such as mousetraps, tripwires, pits, pressure plates, etc. affect the person that sets them off. Traps creating effects that physically strike targets after being set off (such as dart traps, boulders, snares, and pit traps with triggers instead of first contact) affect targets struck by the trap or within the area, even if it is triggered by another person.

Craftsmen must specify when they are making their trap must specify *Type, Level,* and *Damage.* All PC-crafted traps are single-target only. Special Traps with Treasure Cards along with the Damage Cards may be reused if properly and safely disarmed.

Use of Wands

Wands can be used by anyone, but can only manipulate the effects of the player using them. Only <u>one</u> player can use a *Wand* at a time, and only <u>one</u> *Wand* can be used at a time and must be the *only* item in-hand (i.e. not held with a Shield, Weapon, etc.). When enhancing Effects, a Wand must be in one hand while user must have the other hand free (with only a spell packet in hand) in order to cast or use an Ability. Wands do not function in conjunction with other Items.

The Craftsman must specify the type of Wand crafted during Production. Once it is crafted, the effects of a Wand cannot be changed. Wands are not magic items, not considered magical, and are otherwise treated as other Crafted Items.

Wands are items, not weapons! They cannot be used to block attacks or strike other players! Wands must be safe. They cannot have sharp points or edges that could cause injury in the event of a fall, collision, etc. Wands must have an overall maximum length of 15" and a minimum length of 12", and no portion of a Wand can be less than 1/2" in diameter.

Make Wood Items, Quality Field Tools & Torches
Level 1
Cost: 2

Make Wood Items gives the user the basics of working with wood. The item is worth 5 Copper for every 1 Production Point used when the item is crafted. The value of the item is at its maximum and cannot be increased.

Torches are one-time use items that mimic the *Light* Spell. Any other "In-Game" Effects are subject to Marshal Call.

Quality Field Tools aid the user in the use of the *Improvise* Skill. They will not break unless under the most extreme conditions. Broken tools can be fixed by any Craftsman of 8th level or higher, taking 5 minutes per tool. These tools must be tagged to be used. Use of these tools follow the *Improvise* skill, and their effectiveness is subject to Marshal Call.

Make Cloth & Leather Items, Prybars, & Quality Rope
Level 2
Cost: 2

Make Cloth & Leather Items gives the user the basics of working with non-protective cloth and leather items. The item is worth 5 Copper for every 1 Production Point used when the item is crafted. The value of the item is at its maximum and cannot be increased.

Gnomish Parachutes are one-time use items that mimic the *Feather Fall* Spell. A pointy cloth hat is required for a physical representation.

Prybars are one-time use items that allow the user to break open an *In-Game* lock without setting off the traps. The lock must be touched and any traps set off while physically handling the lock will apply normally. Using the tool correctly negates the treasure destruction rules for breaking locks. *Prybars* are usable by:

- *Level 10 Craftsmen* at the Forge only
- *Level 10 Metalsmiths* at the Forge only
- *Level 5 Rogues* anywhere

Quality Rope, represented by string or twine, is stronger than normal rope and can take 10 points of damage in one spot before breaking. Its use is subject to Marshal Call. *Escape* allows a target tied up with this rope to get free, unless the *Bind* Skill is used. *Quality Rope* costs 5cp / 5pp per 10 foot of rope.

Make Grappling Hooks, Level 1 Traps & Locks
Level 3
Cost: 3

This Skill enables the user to make *Grappling Hooks, Level 1 Traps* and *Level 1 Locks*.

Grappling Hooks are items that allow the user to attach one end of any type of rope and to <u>attempt</u> to temporarily secure one end of the rope to a surface, or dredge for submerged objects, subject to Marshal Call. Grappling Hooks must have an all foam physical representation (12" by 12" minimum dimensions).

Make Enchantable Wood Items : Evaluate Gems
Level 4
Cost: 4

This Skill enables the user to make non-protective *Enchantable Wooden* items as per the table. The user can also evaluate the value of *Gems*, which takes five minutes each.

Make Enchantable Cloth, Leather Items & Elven Rope
Level 5
Cost: 5

This Skill enables the user to make non-protective *Enchantable Cloth* and *Leather* items and *Elven Rope* as per the table.

Elven Rope, represented by string or twine, is stronger than normal rope and can take 50 points of damage in one spot before breaking. Its use is subject to Marshal Call. *Escape* allows a target tied up with this rope to get free unless the *Bind* Skill is used. *Elven Rope* costs 15cp / 15pp per 10 foot of rope.

Make Jewelry, Level 2 Traps, & Manacles : Increase Value of Gem
Level 6
Cost: 6

Make Jewelry gives the user the basics of working with jewelry. The item is worth 5 Copper for every 1 Production Point used when the item is crafted. The value of the item is at its maximum and cannot be increased.

This Skill also enables the user to make *Level 2 Traps* and *Manacles* as per the table. *Manacles* are man-sized shackles that are unbreakable. A lock is needed to lock the manacles. Rogue Skills still apply.

Increase Gem Value allows the user to increase the value of *Gems* up to twice their value by adding in Production Points at half cost during Production. *Example:* 1 Production Point adds 10 Copper pieces (instead of 5 Copper) of value, up to twice the initial value.

Make Enchantable Jewelry, Greek Fire
Level 3 Traps & Level 2 Locks
Level 7
Cost: 6

This Skill enables the user to make *Enchantable Jewelry*, *Greek Fire, Level 3 Traps* and *Level 2 Locks* as per the table.

Greek Fire is a one-time use item that enables the user to make a totally foam bottle (6" to 12" long) that does 24 points of *Fire* damage to a target, which must be hit with the bottle. A red cloth must be tied on the bottle within one minute before being thrown.

Make Other Items, Dwarven Chain,
Level 4 Traps & Listening Devices : Evaluate
Other Items
Level 8
Cost: 6

Make Other Items gives the user the basics of working with non-protective miscellaneous *Other Items*. The item is worth 5 Copper for every 1 Production Point used when the item is crafted. The value of the item is at its maximum and cannot be increased.

Dwarven Chain, represented by string or twine, is stronger than normal rope or chain and can take 100 points of damage in one spot before breaking. Its use is subject to Marshal Call. *Escape* allows a target tied up with this chain to get free unless the *Bind* Skill is used. *Dwarven Chain* costs 25cp / 25pp per 10 foot of chain.

The user may also make *Level 4 Traps* and *Listening Devices*, and evaluating the Copper cost of items (not their Magics), which takes 5 minutes.

Listening Devices allow the user to hear sounds more clearly when placed against a man-made door, wall, floor, etc. The user places a circle of garland where he is standing "In-Game" (in case sentries or wandering monsters encounter the eves-dropping user). The user then may call a hold and move directly opposite the surface to hear what can be normally heard from that location (i.e. others that are whispering may possibly still not be heard even though the listening glass can be heard). Use of this device is subject to Marshall Call.

Make Other Enchantable Items
Level 9
Cost: 6

This Skill enables the user to make non-protective miscellaneous *Other Enchantable* items that do not fit into other skills as per the table.

Make Level 5 Traps, Level 3 Locks, Nets
& Spyglasses : Increase Value to Items
Level 10
Cost 6

This Skill enables the user to make *Level 5 Traps*, *Level 3 Locks*, *Nets,* and *Sypglasses* as per the Table.

Increase Value to Items allows the user to increase the value of *Money-Value Items* up to twice their value by adding in Production Points at half cost during Production. *Example:* 1 Production Point adds 10 Copper pieces (instead of 5 Copper) of value, up to twice the initial value.

Nets are one-time use items usable only by *Bounty Hunters* that enables the user to create a net that will completely immobilize a target, which must be hit with a spell packet, for 6 minutes. The target is caught within the net until reaching zero Body Points, cut free by doing 50 points of damage to the net, helped out by others in 1 minute, or when the target can find a way out of the *Net* on its own in 6 minutes. Targets with *Escape* can break free of the *Net*. *Free Action* prevents the target from being affected by the *Net*. The *Netted* target cannot use Movement-based Abilities but can use Items, Magic Items, and Verbal-based Abilities. The *Netted* target cannot be hurt by physical melee damage but can still be hit with *Stun* melee damage, thrown Spells and missile weapons normally. A small net is required for a physical representation and the user must have the *Throw Bola* Skill.

Spyglasses allow the user to see far distances. It must be a single ocular lens. Binoculars cannot be used.

Craft Wand : Increased Production : Improvise
Level 11
Cost: 6

Craft Wand grants the user the ability to construct Wands, which enhance or manipulate aspects of various game effects. *Increased Production* adds to Production Points.

Improvise grants the user the ability to rapidly make an impromptu item while adventuring that can be used to achieve a single purpose in order to overcome an obstacle. The success of the Skill is determined by the Marshal.

Types of Wands, game effects, and crafting costs are listed below:

Wand Creation Table

Wand Type	Cp	Prod
Elemental List Manipulation	3750	50
Glyph Manipulation	250	50
Exclusion	750	50
Life Blades	250	50
Mass-Teleport	750	50
Spell Duration: Offensive	1750	50
Spell Duration: Non-Offensive	1000	50
Spell Duration: Self-Targeted	250	50
Spell Maintenance	250	50
Stun Damage Manipulation	250	50

Damage Manipulation Wands

Wand Types: Stun Damage

When held in hand, these Wands manipulate all damage caused by the user into *Stun* damage, whether from Abilities, Spells, etc. This is an effect caused by the Wand, not the user, so does not count as an effect on the user, a weapon, etc.

Ex. 1: A Rogue manipulates melee damage from a Cudgel into 1 Stun on every swing.

Ex. 2: An Natural Mage manipulates an Earth Blast into 48 Points of Stun Damage.

Elemental-Manipulation Wands

Wand Types:

Acid	to Air *or* Earth *or* Fire *or* Ice *or* Lightning
Air	to Acid *or* Earth *or* Fire *or* Ice *or* Lightning
Earth	to Acid *or* Air *or* Fire *or* Ice *or* Lightning
Fire	to Acid *or* Air *or* Earth *or* Ice *or* Lightning
Ice	to Acid *or* Air *or* Earth *or* Fire *or* Lightning
Lightning	to Acid *or* Air *or* Earth *or* Fire *or* Ice

When held in hand during casting, these Wands manipulate the Elemental Damage Spells only (not Beneficial) from one Element into another predetermined type Elemental Damage. Both Elemental Lists must be specified when the Wand is crafted. As long as the Wand is held when casting, the Caster simply calls the appropriate incantation for the manipulated Spell.

Ex: An Astral Caster uses a *Fire to Ice* Wand to manipulate a Fire Lance into an Ice Lance. The Caster would use the Ice Lance incantation when casting, however, and not the one for Fire Lance.

Glyph-Manipulation Wands

When held in hand during the casting of a Glyph Spell, these Wands allow the Caster (and the Caster *only*) to pass harmlessly through that particular Glyph Spell without disturbing it. Even if the Caster leaves to do other things, the Caster can return later and pass through the Glyph, provided the Wand is in hand.

Exclusion Wands

When held in hand during the casting of a Teleport Spell, these Wands allow another willing target, also holding the Wand, to become the primary target of a Teleport Spell instead of the Caster. The primary target (instead of the Caster) determines the location of the Teleport Spell. Any other targets normally included in the Teleport effect must be touching the primary target holding the Wand, not the Caster. The Teleport Spell does not count as one of the Caster's Teleport effects for the day, as the Caster does not undergo the strain of the magical travel, and the Caster does not get Teleported to the chosen location. The Wand, however, absorbs the shock and cannot be used again to channel another Teleport/Portal effect for 1 hour as per normal Teleport rules.

Note: These Wands do not alter the numbers of times you can be affected by a particular Teleport Spell, just the targets affected during a particular casting of the Spells.

Life Blade Wands

When held in hand during the casting of Cure Light Wounds or Cure Serious Wounds, these Wands Wand allows the Caster to instead cast Cure Light Wounds as a Life Edge, or a Cure Serious Wounds as a Life Blade, as long as the Wand is held. Life Edge does +4 Life versus Undead on the next swing, while the Life Blade does +12 Life versus Undead on the next swing. Weapons enchanted with Life Edge/Blade will do direct Body damage against Undead. Life Edge/Blade are considered offensive Spells against Undead, which would negate the effects of a Sanctuary.

Mass-Teleport Wands

When held in hand during casting, these Wands manipulate Teleport Spells *only* (not Portal Spells) to include one extra man-sized or smaller target in the effects of the Spell. The Wand cannot be used again to channel another Teleport effect for 1 hour.

Note: These Wands do not alter the numbers of times you can be affected by a particular Teleport Spell, just the number of people during a particular casting of the Spells.

Spell Duration-Extending Wands

Wand Types: Self-Targeted Spells, Non-Offensive Spells, & Offensive Spells

When held in hand during casting, these Wands double the duration of Spells cast, not to exceed One Day or One Combat (as per Spell). Spells with durations of "Instant" cannot be enhanced with these Wands, nor can the number of targets affected by a Spell be changed.

Note: Self-Targeted applies to the "target" of the Spell and is not restricted to "Caster-only" Spells

Ex 1: An Astral Caster uses a Self-only Spell Duration-extending Wand to double the pre-combat duration of Azeron's Enchanted Mail from One Hour to Two Hours *on the caster only!* Once the next combat is over, however, the Sanctuary Spell ends normally. In order to extend the duration on a target other than the caster, a Non-Offensive Spell Wand must be used.

Ex. 2: An Astral Caster uses a Non-Offensive Spell Duration-extending Wand to double the pre-combat duration of Azeron's Enchanted Mail from One Hour to Two Hours when casting it on either the caster or another target.

Ex: 3: An Astral Caster uses an Offensive Spell Duration-extending Wand to double the duration of a Mute Spell from 5 minutes to 10 minutes.

Spell Maintenance Wands

When held in hand, these Wands grant the user +1 Spell Slot, which can be dispelled normally. If the Wand leaves the user's hand, the Spell within the wand is dispelled.

Increased Production
Level 12 - 14
Cost: 6 Each
These Skills add to Production Points as per the table.

Create Mana Foci : Increased Production : Selling
Level 15
Cost: 6

Mana Foci contain magical energy equivalent to 1 Spell Level each. To cast a Spell of the available School, 1 Mana Focus is needed per Spell Level.

Selling allows the Craftsman during Production to sell any item that Craftsman can make as well as any Craftsman-oriented Magic Item "Out-of-Game" at 80% of the total copper value during Production (Essence Stones calculated at 50cp each). *Selling* also allows the Alchemist to sell Essence Stones "Out-of-Game" for 50cp each or buy them for 400cp each.

The Herbalist

Level	Skill Cost	Skill	Copper Cost	Prod Cost
1	2	Cure Light Wounds Omen	5 5	1 2
2	2	Protection from Charm Smelling Salts Waking Dream	5 5 10	2 1 2
3	3	Protection from Fear	5	2
4	4	Channel Spirit Speak With Spirit Medic 1 Diagnose	5 5	2 2
5	5	Cure Blindness Unparalyze	5 5	3 3
6	6	Cure Poison Cure Serious Wounds Medic 2 Use all Poutices	10 10	5 3
7	6	Cease Regeneration Protection from Disease Protection from Energy Drain Remove Curse	20 10 10 10	6 10 10 10
8	6	Create Mana Rune Cure Critical Wounds Medic 3	10 20	1 6
9	6	Cure Disease Stormbringer's Insect Bane	15 15	10 10
10	6	Medic 4 Greater Mana Runes	30	3
11	6	Increased Production		
12	6	Increased Production Medic 5		
13	6	Increased Production		
14	6	Increased Production Medic 6		
15	6	Create Mana Foci Increased Production Selling	40	0

Herbalists practice the art of applying mixed herbs for beneficial results. Poultices can *only* be used by *Herbalists* and have the same results as applicable Skills/ Spells unless otherwise stated.

One Poultice is one application. *Herbalists,* until 6th level, can only use Poultices they can create. *Use All Poultices* allows the user to identify and use all Poultices.

Use of Poultices

To use a Poultice, the user must have the appropriate Herbalist Level or Skill, and the target *must* be willing and/or unconscious. Each Poultice is one use. The Herbalist must state the effect on the Poultice tag when giving it to the Marshal.

Create Omen & Cure Light Wounds
Level 1
Cost: 2

This Skill enables the user to make and use an *Cure Light Wounds* and *Omen* Poultices.

Cure Light Wounds heals a single target for 4 points of Body Damage.

Omens grant the user the ability to ask one Yes/No question about the future, subject to Marshal Call. Additional plot information may be given beyond Yes or No at the Marshal's discretion. If the question is not answered, the Omen is not used.

Create Protection from Charm, Smelling Salts & Waking Dream
Level 2
Cost: 2

This Skill enables the user to make and use *Protection from Charm, Smelling Salts* and *Waking Dream* Poultices.

Protection from Charm will last for one day or until the end of the first combat that a Charm-effect affects the recipient.

Smelling Salts will immediately remove all *Stun* damage from a target, as well as awaken a target that is unconscious or under the effects of a *Sleep* or *Feign Death* effect.

Waking Dreams grant the user and one additional person per Poultice the ability to ask one Yes/No question per person about the future, subject to Marshal Call. Additional plot information may be given beyond Yes or No at the Marshal's discretion. For each question that is answered, one poultice is used, even if the last question is not answered.

For example, two *Waking Dream* poultices would allow the user and two other targets to ask three questions in total from any of the three players. If only one question is answered, only one Poultice is used. If two or all three questions are answered, both Poultices are consumed.

Create Protection from Fear
Level 3
Cost 3

This Skill enables the user to make and use *Protection from Fear* Poultices. *Protection from Fear* will last for one day or until the end of the first combat that a Fear-effect affects the recipient.

Create Channel Spirit & Speak With Spirit :
Medic 1 : Diagnose
Level 4
Cost: 4

This Skill enables the user to make and use *Channel Spirit* and *Speak With Spirit* poultices.

Channel Spirit is a Verbal-based Poultice that allows a Spirit to speak through the user for 5 minutes. The user is completely unaware of what is said and must wait off to the side.

Speak with Spirit is a Verbal-based Poultice that enables the user to talk to an unconscious, dying or dead target, as well as see the general location of a nearby spirit. If a spirit has left the realm due to a failed *Restoration* attempt, the user may speak with the corpse of the target. The spirits and the dead do **not** have to speak to the user, nor tell the truth. This Poultice only allows for possible communication. The user must maintain contact with targets (other than spirits) to communicate.

Medic 1 enables the Herbalist to heal 12 points of Body damage per day. This Skill takes 5 minutes per person, and it cannot be used on any target in negative points.

Diagnose allows the Herbalist to sense the condition of a willing patient by touch, detect *Poisons*, toxins, *Diseases* and other ailments, as well as if the patient has positive Body but not the number of current Body Points.

Create Cure Blindness & Unparalyze
Level 5
Cost: 5

This Skill enables the user to make and use *Cure Blindness* and *Unparalyze* Poultices.

Cure Blindness removes all *Blindness*-effects on a target.

Unparalyze removes all *Paralyzation*-effects on a target.

Create Cure Serious Wounds & Cure Poison :
Medic 2 : Use All Poultices
Level 6
Cost: 6

This Skill enables the user to make and use *Cure Serious Wounds* and *Cure Poison* Poultices.

Cure Serious Wounds will heal 12 points of Body damage to a target.

Cure Poison remove all *Poison*-effects from the target, but will not remove the poison in a vial or cup nor heal damage already taken from *Poison.*

Medic 2 enables the Herbalist to heal an additional 12 points to a total of 24 points of Body damage per day. This Skill takes 5 minutes per person and cannot be used on any target in negative points.

Use All Poultices enables the Herbalist to identify and use all Poultices.

Create Cease Regeneration, Protection from Disease, Protection from Energy Drain, & Remove Curse
Level 7
Cost: 6

This Skill enables the user to make and use *Cease Regeneration, Protection from Disease*, *Protection from Energy Drain*, and *Remove Curse* Poultices.

Cease Regeneration will prevent the regeneration of a specific Lesser, Greater, or Major creature, which must be specified upon creation during production.

Protection from Disease will last for one day or until the end of the first combat that a *Disease*-type effect hits the recipient.

Protection from Energy Drain will last for one day or until the end of the first combat that a *Energy Drain*-type effect hits the target.

Remove Curse will remove **one** Curse effect from an affected player.

Create Mana Runes & Cure Critical Wounds :
Medic 3
Level 8
Cost: 6

This Skill allows the user to make *Mana Runes* that return 5 Daily Mana point to the breaker of the rune.

Cure Critical Wounds will heal 28 points of Body damage to a target.

Medic 3 enables the Herbalist to heal an additional 12 points to a total of 36 points of Body damage per day. This Skill takes 5 minutes per person, and it cannot be used on any target in negative points.

Create Cure Disease & Stormbringer's Insect Bane
Level 9
Cost 6

This Skill enables the user to make and use *Cure Disease* and *Stormbringer's Insect Bane* poultices.

Cure Disease poultices will remove any *Disease*-type effects on a target. It will not heal any damage or effects caused by a *Disease*, just the *Disease* itself.

Stormbringer's Insect Bane, when applied to a target, keeps all Lesser and Greater Insect-type creatures (i.e. Ants, Spiders, Scorpions, etc.) at least 10 feet from the user for 10 minutes. The area moves with the target, but no hostile action can be taken against the creatures, such as combat, theft, etc. or else the effect is broken.

Create Greater Mana Runes : Medic 4
Level 10
Cost 6

This Skill enables the user to make and use *Mana Transfer* Poultices and *Greater Mana Runes.*

Greater Mana Runes return 15 daily Mana points to the breaker of the rune.

Medic 4 enables the Herbalist to heal an additional 12 points to a total of 48 points of Body damage per day. This Skill takes 5 minutes per person, and it **cannot** be used on any target in negative points.

Increased Production
Level 11
Cost: 6 Each

This Skill adds to Production Points as per the table.

Increased Production : Medic 5
Level 12
Cost: 6 Each

These Skills add to Production Points as per the table.

Medic 5 enables the Herbalist to heal an additional 12 points to a total of 60 points of Body damage per day. This Skill takes 5 minutes per person, and it **cannot** be used on any target in negative points.

Increased Production
Level 13
Cost: 6 Each

This Skill adds to Production Points as per the table.

Increased Production :Medic 6
Level 14
Cost: 6 Each

This Skill adds to Production Points as per the table.

Medic 6 enables the Herbalist to heal an additional 12 points to a total of 72 points of Body damage per day. This Skill takes 5 minutes per person, and it **cannot** be used on any target in negative points.

Create Mana Foci : Increased Production : Selling
Level 15
Cost: 6

Mana Foci contain magical energy equivalent to 1 Spell Level each. To cast a Spell of the available School, 1 Mana Focus is needed per Spell Level.

Increased Production adds to production points.

Selling allows the Herbalist during Production to sell any item that the Herbalist can make as well as any Herbalist -oriented Magic Item "Out-of-Game" at 80% of the total copper value during Production (Essence Stones calculated at 50cp each). *Selling* also allows the Alchemist to sell Essence Stones "Out-of-Game" for 50cp each or buy them for 400cp each.

The Metalsmith

Level	Skill Cost	Skill	Copper Cost	Prod Cost
1	2	Increased Production		
2	2	Increased Production		
3	3	Make Armor Repair Patches	15	2
4	4	Repair Armor 1	(50-10)	
5	5	Make Silver Weapons	See Table	
6	6	Repair Armor 2	(100-20)	
7	6	Repair Armor 3	(150-30)	
8	6	Make Quality Armor, Shields & Weapon	See Table	
9	6	Repair Armor 4	(200-40)	
10	6	Make Enchantable Armor, Shields & Weapons Mend Use Prybar (at Forge)	See Table	
11	6	Increased Production Make Quality-Plus Damage Weapons	See Table	
12	6	Increased Production Repair Armor 5	(250-50)	
13	6	Increased Production		
14	6	Increased Production Repair Armor 6	(300-60)	
15	6	Increased Production Selling		

Metalsmiths work over hot forges in order to learn the valued art of producing fine quality weapons and armor.

Increased Production
Level 1
Cost: 2
This Skill adds to Production Points as per the table.

Increased Production
Level 2
Cost: 2
This Skill adds to Production Points as per the table.

Make Armor Repair Patches
Level 3
Cost: 3
This Skill enables the user to make *Armor Repair Patches* as per the table above. Each patch is one use only, though the amount of Armor Points it fixes depends on the skill of the *Metalsmith*. It takes 5 minutes for each patch. When not at a Forge, Armor Patches can only be used on a single target. While at a Forge, however, the points may be divided to multiple targets. Armor Patches must be turned into a Game Marshal when used.

Repair Armor 1
Level 4
Cost: 4
With this Skill, the Metalsmith can repair 50 points of Armor per day using a Forge and 10 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Make Silver Weapons
Level 5
Cost: 5
This Skill enables the user to make *Silver* Weapons as per the table below.

Repair Armor 2
Level 6
Cost: 6
With this Skill, the Metalsmith can repair an additional 50 points to a total of 100 points of Armor per day using a Forge and 20 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Armor, Shield & Weapon Creation Table

Type	1 Point Cp	1 Point Prod	2 Point Cp	2 Point Prod	3 Point Cp	3 Point Prod	4 Point Cp	4 Point Prod	Armor Cp	Armor Prod	Shields Cp	Shields Prod
Silver	10	10	20	20	30	30	40	40				
Enchantable									♦	♦	100	100
Quality (+0)	30	30	60	60	90	90	120	120	25	25	60	60
Quality +1	30	150	60	180	90	210	120	240				
Quality +2	30	240	60	270	90	300	120	330				
Quality +3	30	360	60	390	90	420	120	450				
Quality +4	30	510	60	540	90	570	120	600				
Quality +5	30	690	60	720	90	750	120	780				

*Quality Armor (per Front Torso Armor): Armor is all or nothing in terms of Quality; the Front Torso Armor is the only Armor piece that must be purchased at 25 Production and 25 Cp. (See Example under *Level 8*)

♦ Enchantable Armor (per Armor Area): Individual areas other than Front Torso can be individual magic items at 50 Production Production and 50 Cp. Front Torso must be purchased at 75 Production and 75 cp. (See Example under *Level 10*)

Repair Armor 3
Level 7
Cost: 6

With this Skill, the Metalsmith can repair an additional 50 points to a total of 150 points of Armor per day using a Forge and 30 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Make Quality Armor, Shields & Weapons
Level 8
Cost: 6

This Skill enables the user to make *Quality Armor, Shields & Weapons* as per the table above. *Quality* items cannot be Shattered unless by special means. *Quality Armor* only needs to be purchased for the Front Torso for all of the Armor of the wearer to be immune to *Shatter* effects.

Example: A *Quality* Class II Shirt would cost 25 Production Points and 25 Copper total., and all the wearer's Armor would be immune to *Shatter*.

Repair Armor 4
Level 9
Cost: 6

With this Skill, the Metalsmith can repair an additional 50 points to a total of 200 points of Armor per day using a Forge and 40 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Make Enchantable Armor, Shields & Weapons / Mend
Level 10
Cost: 6

This Skill enables the user to make *Enchantable Armor, Shields & Weapons* as per the table. *Enchantable* items cannot be Shattered unless by special means. Enchantable Weapons require the crafting costs of the desired Plus-Damage at the time of crafting.

Example 1: A +3 Magic Longsword would cost 450 Production and 120 Copper for the *Enchantable* portion of the weapon, as well as the 40 Essence Stones.

Example 2: An *Enchantable* Leather Vest would cost 75 Production and 75 Copper total. The entire suit of armor would be considered Quality, however the vest could only hold 1 *Magical* effect per **Appendix A.**

Example 3: An *Enchantable* bracer would cost 50 Production and 50 Copper, however the Armor Points of the Bracer could be *Shattered* normally if the Front Torso armor is not *Enchantable* or *Quality.* The *Shatter* only reduces the Armor Points of the Bracer. It does not disrupt the usage of the magical effect within the Bracer

Mend allows the Metalsmith to repair *ANY Shattered* or *Sundered* item at a Forge. The Metalsmith may repair other damaged metal items at a Forge per Marshal Call. This Skill takes 5 minutes per item.

Increased Production / Make Quality Plus Weapons
Level 11
Cost: 6

Increased Production adds to production points. *Make Quality Plus Weapons* allows the user to make exceptional weapons as per the Table. *Quality Plus Weapons* add extra damage per each swing (but are not *Magical)* and cannot be Shattered unless by special means.

Increased Production / Repair Armor 5
Level 12
Cost: 6

Increased Production adds to Production Points as per the table. *Repair Armor 5* allows the Metalsmith to repair an additional 50 points to a total of 250 points of Armor per day using a Forge and 50 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Increased Production
Level 13
Cost: 6

This Skill adds to Production Points as per the table.

Increased Production / Repair Armor 6
Level 14
Cost: 6

Increased Production adds to Production Points as per the table. *Repair Armor 6* allows the Metalsmith to repair an additional 50 points to a total of 300 points of Armor per day using a Forge and 60 points with an Armor Patch. This Skill requires 5 minutes per person to fix the Armor, regardless to the number of points repaired at the Forge or with a patch.

Increased Production / Selling
Level 15
Cost: 6

Increased Production adds to production points.

Selling allows the Metalsmith during Production to sell any item that the Metalsmith can make as well as any Metalsmith-oriented Magic Item "Out-of-Game" at 80% of the total copper value during Production (Essence Stones calculated at 50cp each). *Selling* also allows the Alchemist to sell Essence Stones "Out-of-Game" for 50cp each or buy them for 400cp each.

Chapter 8
Prestige System

Title	Level	Limitation	Prerequisite	Cost
LANDS & BUILDINGS				
Land 1 - Small Lot [Shire/Area]	Lesser	None	None	20
Land 2 - Medium Parcel [Shire/Area]	Lesser	None	Land 1	30
Land 3 - Large Tract [Shire/Area]	Greater	None	Land 2	50
Building 1 - Modest Structure	Lesser	None	Land 1	10
Building 2 - Proper Establishment	Lesser	None	Land 1, Building 1	15
Building 3 - Luxurious Estate	Greater	None	Land 1, Building 2	25
TITLES				
Arbiter	Greater	*See Description	Diplomat (Full)	15
Archdruid	Major	Level 10	Land 3, Forest Warden, Ranger, Druid	50
Archmage	Lesser	Spellcaster 10	Known (Caster), 500 Mana	15
Arms Master	Greater	Weapon Mastery +7	None	0
Captain	Lesser	Level 4	Swashbuckler (Full)	10
Class (1) of Note/Noted	Lesser	Level 5	None	5
Class (2) - Known Class	Lesser	Level 10	Noted (Class)	5
Constable of [Shire]	Major	*See Description	None	50
Druid	Lesser	Level 10	Land 1, Forest Warden (Full)	10
Elder [Tribal]	Major	Tribal Race	None	50
Gentleman or Maiden	Lesser	None	Land 1, Building 1	0
Guildleader 1 - [Shire] Network	Greater	Level 10 Occupation 15 Profession (Full)	Land 1, Building 1, Known Land 1, Building 1, Master Land 1, Building 1, Renowned	30
Guildleader 2 - [Barony] Network	Greater	Level 10 Occupation 15 Profession (Full)	Land 2, Building 2, GL 1 Land 2, Building 2, GL 1 Land 2, Building 2, GL 1	40
Guildleader 3 - [Realm] Network	Greater	Level 10 Occupation 15 Profession (Full)	Land 3, Building 3, GL2 Land 3, Building 3, GL2 Land 3, Building 3, GL2	50
Hero 1 - Friend of [Race] or [Shire/Area] or [University]	Lesser	None	None	30
Hero 2 - Ally of [Race] or [Barony/Area] or [University]	Greater	None	Hero 1	40
Hero 3 - Hero of [Race] or the Realm	Major	None	Hero 2	50
Knight 1 - Knight of [Shire/Area]	Lesser	None	Herald (Full)	30
Knight 2 - Knight of [Barony/Area]	Greater	None	Defender (Full), Knight 1	40
Knight 3 - Knight of the Realm	Major	None	Cavalier (Full), Knight 2 Sentinel (Full), Knight 2	50
Knight Errant	Lesser	Fighter 5	Noted (Fighter)	20
Lady or Lord (Noble)	Major	Non-Tribal Race	None	50
Magistrate of [Shire]	Major	*See Description	None	100
Occupation Master	Lesser	Occupation 15	None	10
Occupation Grandmaster	Greater	Occupation 15 (All)	Master (All Occupations)	0
Profession of Renown/Renowned	Lesser	None	Profession (Full)	10

Prestige Descriptions

THE PRESTIGE SYSTEM

The Prestige System is a complimentary game mechanic to Marshal Call Skills or Spells in roleplaying situations. Prestige provides a method for you to invest your Character's time and wealth into areas such as land, structures, and titles, all of which make your Character more notable in (or despised by) certain social circles around Allwyn.

As a Protector of the Dwarves or landholder in the Shire of Hero's Reach, opportunities to interact with NPCs may be much more likely than they would be if you were an unknown adventurer. Prestige doesn't *guarantee* you success in dealing with NPCs though. It simply may open a door that is typically closed to others.

Prestige uses a pool of points similar to Skill Points to advance your Character or Mana Points to learn new Spells. Each type of Prestige trait has an assigned cost, and you simply spend points from your pool to earn that trait for your Character.

Prestige Points can be obtained through three methods; spending Skill Points, spending Copper, or acquiring experience normally by attending events. Points can be added to the Prestige Pool as follows:

- 1 Prestige Point for 1 Skill Point
- 1 Prestige Point for 100 Copper
- 1 Bonus Prestige Point per 50 Character Skill Points

Once you have assigned Prestige Points to a set area or Shire, *Race*, *Class, Profession,* or *Occupation* to a Prestige trait, it cannot be changed. Reassigning Prestige Points is treated the same way as reassigning spent Skill Points. Furthermore, they count towards the 50 Skill Points per year before triggering a Major Character Change.

Due to the continued evaluation and development of the Prestige System expansion, any areas, regions, or variations from what is outlined within this chapter are subject to Rules Committee approval.

Prestige Levels

The influence of Prestige traits are ranked into three Levels; *Lesser*, *Greater*, and *Major*.

Lesser Prestige traits have a small sphere of influence or effect on NPC reactions to you. For example, others may have heard of you in a particular region or similar *Class*, but not much more beyond that.

Greater Prestige traits may have a more widespread impact on how NPCs interact with you, especially if they are interact with others who travel in your circles.

Major Prestige traits have the greatest likelihood that you (or at least your Prestige trait) is understood by the general populace. Your reputation has the most chance of preceding you.

Area-Specific Traits & Restrictions

Certain Prestige *Titles,* as well as *Lands* and *Buildings,* must be selected for a specific area, Shire, or Barony. These traits may be taken multiple times (unless specifically stated otherwise), but each additional time must be for a different area of the realm. Some areas may not permit certain *Races* from obtaining these traits by normal means or without permission.

The following is a list of approved areas that may be selected if a Prestige trait is 'area specific'. Unless specifically stated otherwise in the description (Ex. Hero Rank 2 - Ally to the University of Stormhaven), any other options beyond this list must be approved by the Rules Committee.

- Racial Home Cities (per **Chapter 2**)
  - Restricted to that Race only
- Barony of Northgate (all Races)
  - All Races permitted
  - All Shires permitted
- Barony of Servosa
  - Restricted to Humans and Half-Orcs
- Barony of Tomicia (Humans,)
  - Restricted to Humans

Restricted Areas:

- Cannot select Town of Waypoint

PRESTIGE CATEGORIES

The Prestige System are comprised of three main categories; *Land*, *Buildings*, & *Titles*.

Land represent physical property, while *Buildings* are the enhancements made to your *Land*. *Buildings* can include any number of options depending on what suits your background or interests, but are not necessarily limited to four walls and a roof.

Titles provide widely and officially recognized roles in society to which your Character now belongs.

LAND & BUILDINGS

LAND RANK 1-3
Area Specific
Owning *Land* in a specific area grants a Character all rights and privileges of being a landowner in that particular Shire, Barony, or similar region. It gives you a legitimate foothold in that particular region. *Land* does not generate any income, nor does it require upkeep.

A small lot (Rank 1) to a medium parcel (Rank 2) of land would grant a *Lesser* degree of influence in a Shire or region. The requests of those with larger estates will always take precedence over yours, but your investment in the region will sometimes be acknowledged. A larger tract of land (Rank 3) will earn a *Greater* amount of notice in a larger Barony and nearby landowners.

PCs may obtain *Land* in any Shire in Northgate as well as their racial homelands without restriction or need for approval. PCs may only obtain *Land* in restricted areas with Rules Committee approval or by purchasing it from another PC that is not restricted by their *Race* in that region. *Land* may be obtained in multiple areas, but *Land* cannot be obtained multiple times in the *same* area.

BUILDINGS 1-3
Area Specific
Owning *Land* in an area may earn a small amount of respect, but it is really what you build upon that land that will make an impression. *Buildings* represent any type or series of structures in an area upon at least a minimum of *Land* 1. The more elaborate the *Buildings*, the higher the Prestige.

Buildings can range from a modest structure (Rank 1) or a proper home or establishment (Rank 2) all the way to an impressive or elaborate estate (Rank 3). Rank 3 can also reflect any range of commercial buildings such as vineyards, farms, wineries, lumber mills, and more.

SPECIAL LAND-BUILDINGS COMBINATIONS
Area Specific
Unusual Mobile Dwellings
Land 1 - Building 3
These encompass unusual smaller structures in lieu of typical luxurious Rank 3 Buildings, which serve as unique mobile dwellings based in a certain Rank 1 Land Shire/area. The structures are likely to frequent a particular region that the character does not own, subject to Rules Committee approval.

Examples include a sturdy seafaring ship (*Building* 3) docked at a specific port (*Land* 1) in Quistoria, or a merchant wagon *(Building 3)* part of a caravan that roams the Shire of Stormhaven *(Land 1)*.

TITLES

ARBITER
Diplomat Specific
These are *Diplomats* who attain the Title of *Arbiter* have developed a reputation for excellent judgment in negotiating or settling disputes. When agreeing to take a contract to negotiate on behalf of a particular *Racial* homeland, Shire, Barony, etc., the *Arbiter* must reports directly to the Ambassador (NPC) of that region.

ARCHDRUID
Druid & Forest Warden / Ranger
& Area Specific
These are *Druids* who have committed to the arduous task of becoming stalwart defenders of both plants and animals that inhabit the wilds. Their words can carry significant weight with those sworn to maintain the natural order to the realm.

ARCHMAGE
Spellcaster Specific
These are *Known Spellcasters* who have grown in enough magical power to garner the attention and respect that such mastery has with some around the realm.

ARMS MASTER
Weapon Mastery (+7) Specific
These are *Fighters* who have learned to utilize any weapon to its full potential, become a master of all weapons in the truest sense.

CAPTAIN
Swashbuckler Specific
These are *Swashbucklers* who have earned the Title and reputation of *Captain* for running a tight ship and surviving the perils that threaten vessels and trading routes on a routine basis.

[CLASS] OF NOTE / NOTED
Class Specific
Characters who are *Fighters*, *Rogues*, etc. have begun to make a slight name for themselves in their *Class* circles within the realm.

[CLASS] 2 - KNOWN [CLASS]
Class Specific
These are *Noted* Characters who have established themselves amongst their *Class* peers as skilled adventurers.

CONSTABLE OF [SHIRE]
Northgate Area Specific
These are Characters who have been appointed as one of the local public officers of a single Shire of Northgate other than Andune or Stormhaven. Constables have the authority to arrest citizens who break the laws of the Barony and remand them to the local Sheriff (NPC), or detain them until they can be arraigned by a local Magistrate for smaller infractions or a Judge (NPC) for more severe crimes. Wrongful execution of the civic duties of the position will result in severe repercussions against the *Constable*.

DRUID
Forest Warden or Ranger & Area Specific
These are *Forest Wardens* or *Rangers* who have found a small patch of land in the wilderness to safeguard and call home. Their commitment creates an unspoken bond with others drawn to nature.

ELDER
Tribal Race Limited
Tribal Characters who through their deeds and actions have proven to be strong leaders or who are sought out for their counsel earn the Title of *Elder*. The respect they have earned among many within their own *Tribe* may impact their reception by other similar *Tribal* societies around the realm.

GENTLEMAN OR MAIDEN
Land Specific
Owners of at least a small lot of *Land* (1) and a modest *Building* (1) may purchase this Title to circulate among the social circles within the area around their *Land*.

GUILDLEADER 1-3 - NETWORKS
Class / Occupation / Profession Specific
& Area Specific
Characters who have invested in some Land (1) in a specific area, a Building (1), and have become *Known* in their *Class, Master* in their *Occupation,* or *Renowned* in their *Profession* are able to found and lead a *Guild, Network, Order,* or related group out of that location. Sometimes this will lead to partnerships with similar organizations, or conflicts with others.

Smaller *Guilds* (Rank 1) have influence in the small area or Shire in which it is based, while larger *Guilds* (Rank 2) expand their influence throughout a larger area or Barony, then eventually throughout multiple parts of the realm (Rank 3). While a large *Guild* may have a potential impact around Allwyn, the true heart of its influence remains at the area in which it is based.

HERO 1 - FRIEND OF [RACE] OR
[SHIRE / AREA] OR [UNIVERSITY]
Race Specific or Area Specific
These are Characters who have earned the Title of *Friend* through deeds by to protecting those of a particular *Race* or the citizens of a smaller area or Shire. In lieu of one of these areas, the Character can also select the University at Stormhaven.

HERO 2 - ALLY OF [RACE] OR
[BARONY / AREA] OR [UNIVERSITY]
Race Specific or Area Specific
Friends whose actions on behalf of a *Race*, specific area, or the University have continued to increase their respect and reputation earn the Title of *Ally.*

HERO 3 - HERO OF [RACE] OR THE REALM
Race Specific or Area Specific
Allies who have proven their devotion to safeguarding a *Race*, specific area, or the University have earned the Title of *Hero* of that *Race* or the realm of Allwyn.

KNIGHT ERRANT
Fighter Specific
These are *Noted Fighters* who have vowed to wander the land in search of adventures to prove their chivalric virtues.

KNIGHT 1 - KNIGHT OF [SHIRE / AREA]
Area Specific
These are *Heralds* who have sworn fealty to a small area or Shire or similar smaller region within a Barony or *Racial* homeland.

KNIGHT 2 - KNIGHT OF [BARONY / AREA]
Area Specific
These are *Defenders* who have sworn to defend the interests of their fealty-sworn Barony or *Racial* homeland.

KNIGHT 3 - KNIGHT OF THE REALM
These are *Cavaliers* or *Sentinels* who have sworn to further protect the lands of Allwyn as a whole from threats both within and beyond the borders of the realm.

LADY OR LORD
Civilized Race Limited
Non-*Tribal* Characters who through their deeds and actions have earned a significant amount of respect and influence in the upper echelons of their *Racial* society as well as potentially others around the realm have obtained this Title of nobility.

MAGISTRATE OF [SHIRE]
Northgate Area Specific
These are Characters who have been entrusted with the administration of justice as one of the local public officers of a single Shire of Northgate other than Andune or Stormhaven. *Magistrates* have the authority to adjudicate minor civil infractions that may be punishable by Fine and/or Public Work or Security Detail and/or Short Imprisonment sentences. More severe crimes must be referred to the local Judge (NPC). Wrongful execution of the legal duties of the position will result in severe repercussions against the *Magistrate*.

[OCCUPATION] MASTER
Occupation Specific
These are Characters who have established themselves amongst their *Occupation* peers as skilled traders.

[OCCUPATION] GRANDMASTER
Occupation Limited
Characters who have *Mastered* all four *Occupations* have earned the Title of *Grandmaster*.

[PROFESSION] OF RENOWNED / RENOWNED
Profession Specific
These are Characters who have established themselves amongst their *Profession* peers as skilled adventurers.

APPENDIX A
Magic Items & Weapons

MAGIC ITEMS & WEAPONS

Magic Items are very important and prized possessions, allowing Characters to generate Spells and Abilities they would otherwise not be unable to do. Magic Items create the same effects as the appropriate Spell or Skill as listed in **Chapters 6** and **5,** respectively. Magic Items can only be enchanted with one effect by PCs, but Relics may be found in game that hold multiple enchantments!

Each Magic Item acts as its own Spell Slot to hold the effects stored within *as long as it is in contact with the user*. The effects of a Magic Item do not count against a Character's three Beneficial Spell Slots. The effect of a Magic Item is *cancelled* if it is dispelled or removed from the user's possession. **It cannot be given to another player after it is enacted without *canceling* the magic. Only one player can use an item at a time.**

Magic Items must be held or worn in the appropriate manner to function properly, and the player must be able to speak to invoke a Charged Item. Amulet or necklaces must be worn around the neck, pins can be anywhere, belts around the waist, etc.

Permanent Magic Items function for the user as long as it is worn and are considered always "active." Protection Magic Breastplates, Damage Magic Weapons and certain Plot-given Items fall into this category.

Charged Magic Items (*Permanent per day*) must be enacted ahead of time to have a protective effect active. Those with instantaneous effects can be enacted at any time, though durations may vary depending on the Spell or Skill effect and can be *cancelled* normally. *All* Magic Items have at least one charge when created. To enact a single charge of the magical enchantment stored within a Charged Magic Item, the user must use the following Verbal-based invocation:

"*Enact - Effect - Damage*"

Example: "Enact - Cure Serious Wounds - 12 body"
"Enact - Darkness 10' radius"

Example: A player with a Permanent per day *Immune to Blindness* item is hit with a *Cause Blindness* Spell prior to enacting the item. The wearer is still blinded, even if the item is enacted after the blindness occurs, since the item does not cure blindness. Once the item is enacted, the wearer is *Immune to Blindness* for the rest of the day, or until the item is removed, lost, or deactivated.

Example: A player with a 1x day Charged *Field Carry* item enacts it, giving the wearer the Skill exactly as it is stated in the book (3/day). The user can immediately use the Skill if desired, but can also *Field Carry* two more times later that same day or until the item is removed, lost, or deactivated.

CREATING MAGIC ITEMS & WEAPONS

Magic Items are distributed through two methods: Production between events and through Plot.

Players can submit materials through production between events per the Creation Guidelines below in order to imbue an *Enchantable* Item with magical Spells or Skills.

Plot-given items also follow these guidelines, but may sometimes go beyond these restrictions and are more powerful than a Player can make. These are considered to be *Artifacts* and have no essence value. *All Magic Items must be approved by the Rules Committee prior to creation.*

Creating Magic Items, Shields & Armor

STEP ONE:
An *Enchantable Item* is acquired from a Craftsman, or an *Enchantable Shield* or an *Armor Piece* from a Metalsmith. (see **Chapter 7**), or one of these is found In-Game through adventuring.

STEP TWO:
A Player submits the correct number of Essence Stones through Production to imbue the *Enchantable Item, Shield* or *Armor Piece* with a Skill or Spell. Additional Essence Stones are required for additional Skill charges, whereas money is necessary for additional Spell charges.

ESSENCE STONE CREATION COSTS			
CHARGED SPELL OR SKILL MAGIC ITEMS			
Spell Level or Points of Skill	Permanent		
	1x day	2x day	3x day
1	3	4	5
2	6	8	10
3	9	12	15
4	12	16	20
5	15	20	25
6	18	24	30
7	21	28	35
8	24	32	40
9	27	36	45
10	30	40	50
11	33	44	55
12	36	48	60
Permanent While Worn (Plot Only)			

Essence Stone and Money Guidelines:

PERMANENT PER DAY *ITEMS, ARMOR & SHIELDS:*

Charged Permanent 1x Day Item:
Initially: 20 Coppers per Spell Level if a Spell Item
3 Essence Stones per Spell Level
3 Essence Stones per Skill Point

Charged Permanent 2x Day Item:
Initially: 40 Coppers per Spell Level if a Spell Item
4 Essence Stones per Spell Level
4 Essence Stones per Skill Point

Charged Permanent 3x Day Item:
Initially: 60 Coppers per Spell Level if a Spell Item
5 Essence Stones per Spell Level
5 Essence Stones per Skill Point

*Note: Charges **cannot** be added after creation.
Enchanters are limited to a maximum of
3 charges per day.

Charged Permanent Per Day Skill Items:
Each Per Day Charge gives the user that Skill or Ability for the day per charge, as listed in **Chapter 5**. Abilities are gained per day per charge as listed in **Chapter 5**. Skills are gained for the day as long as the item is worn, or until it is *Dispelled*.

Permanent While Worn Items:
Plot (Artifacts) Only: Cannot be created by Players

Example: A Player can submit items to create a 2x day Charged *Fear* (Level 6 *Natural Psions* Spell) Magic Pendant using 240 Coppers (Level 6 Spell x 40 Coppers), 1 *Enchantable* necklace from a *Craftsman*, and 24 Essence Stones (Level 6 Spell x 4 Essence/Level).

The Player could instead opt for a 2x day Charged *Blindfighting* Charged Magic Pendant with his 24 Essence Stones (6 Skill Points x 3 Essence per Skill Point). The drawback, though, is that he would need 6 Essence Stones per each additional Skill charge as it is not a Spell item.

SKILLS

Only the following Skills can be transferred into a Magic Item by a PC *Enchanter*:

Appear Undead	Immune to Fear
Aura of Fear	Immune to Paralyzation
Avian Sight	Immune to Pin
Bandage	Immune to Poison
Banish Elemental	Immune to Sleep
Bind	Immune to Snare
Blindfighting	Immune to Stun Damage
Control Elemental	Inspiration
Control Greater Undead	Leadership
Control Lesser Undead	Lesser Animal Command
Control Major Undead	Luck
Courage	Martyr
Detect Disguise	Pass Without Trace
Detect Life	Perfect Balance
Detect Secret Doors	Read & Write - PC Language
Direction Sense	Remove Tracks
Disguise	Sailing
Dodge	Shield Use
Endurance	Speak - PC Language
Entangle	Speak w/ Animals
Escape	Speak w/ Aquatic Creatures
Field Carry	Speak w/ Elemental Creatures
Friendship	Speak w/ Spirit
Half Damage from Falling	Speak w/ the Undead
Half Damage from Traps	Stop Bleeding - Self
Heraldry	Swimming
Hide from Animals	Tracking
Hide from Undead	Turn Greater Undead
Identify Magic Item	Turn Lesser Undead
Immune to Blindness	Turn Major Undead
Immune to Charm	Undead Friendship
Immune to Disarm	Willpower
Immune to Disease	

Creating Magical Protection Breastplates

In lieu of a Spell or Skill effect in an Enchantable Breastplate, a player may instead enchant the breastplate armor piece with Magical Protection points per the below chart.

Essence Stone Guidelines:

PROTECTION *MAGIC BREASTPLATE:*

Essence Stones per Protection Points (Per Combat)
20 Essence Stones for 5 Points
40 Essence Stones for 10 Points
60 Essence Stones for 15 Points
80 Essence Stones for 20 Points
100 Essence Stones for 25 Points

*Protection Breastplates **cannot** be *Enhanced*.

These are not Armor Points and cannot be optimized with other game effects such as Armor Optimization or Azeron's Enchanted Mail. These Magical Protection points are the first points lost in combat after Azeron's Enchanted Mail. Once combat is over, lost Magical Protection points are replenished for the next combat. Armor Points damaged from combat damage are not replenished and must be fixed normally at a forge or by using an armor patch.

Creating Magic Weapons

Magic Weapons vary slightly from Magic Items in that they may only be imbued with enhanced damage (i.e. not other effects as per *Magic Items, Armor, & Shields*). They only increase the damage per each melee swing and applicable damaging combat attacks. The magic of the weapon does not occupy the Weapon Enchantment Slot, so the weapon can hold other Enchantments (Slays, Spells, Skills, etc.) as per the standard rules.

Magic Weapons allow the wielder to affect creatures that can only be hit by Magic Weapons. Should the weapon be within an Anti-Magic effect, the weapon loses its ability to swing for 'Magic'. Due to its exceptional quality, however, it may still swing for 'Silver' damage and retains the pluses to damage.

Example: A Player may have a Permanent Damage Magic Weapon that grants +3 Magic Damage on each swing.

STEP ONE:
An *Enchantable Weapon* is crafted by a Metalsmith. (see **Chapter 7**) at the time of creation using the desired Plus Quality weapon equivalent.

STEP TWO:
A Player submits the correct number of Essence Stones through Production to imbue the *Enchantable Weapon* for extra damage.

Essence Stone and Money Guidelines:

DAMAGE *MAGIC WEAPONS:*

10 Essence Stones for +0 Damage (Initial)
20 Essence Stones for +1 Damage (+10)
30 Essence Stones for +2 Damage (+10)
40 Essence Stones for +3 Damage (+10)
55 Essence Stones for +4 Damage (+15)
75 Essence Stones for +5 Damage (+20)

*Note: Damage **cannot** be *Enhanced* as the base crafting costs of the weapon quality cannot be changed.

Example: To craft a +2 Magic Short Sword, a Player needs 30 Essence Stones plus a Level 10 Metalsmith with 60 Copper and 390 Production Points (the Quality +2 Short Sword crafting cost) to craft the *Enchantable* portion.

ENHANCING MAGIC ITEMS

A Player can *Enhance* existing charged Magic Items, Armor, & Shields through Production that can be created using Essence Stones. Only *Charged* Spell or Skill Items may be upgraded (subject to approval), and only a single step upgrade is possible per Production period. No money is necessary to *Enhance* an item, only Essence Stones. *Enhancement* Costs are as follows:

From *Charged Permanent 1x day* to *Permanent 2x day:*
3 Essence Stone per Spell Level/Skill Point

From *Charged Permanent 2 x day* to *Permanent 3x day:*
3 Essence Stone per Spell Level/Skill Point

Example: The Player decides to *Enhance* his 1x day *Fear* Magic Pendant to a *Permanent 2x day* Item. For Production, he turns in his Magic Item and 18 Essence Stones (Level 6 Spell x 3 Essence Stone/Spell Level) and picks up his new item at the next event.

ESSENCE STONE **ENHANCE** ITEM COSTS		
SPELL MAGIC ITEMS		
Spell Level or Points of Skill	1x day to 2x day	2x day to 3x day
1	+3	+3
2	+6	+6
3	+9	+9
4	+12	+12
5	+15	+15
6	+18	+18
7	+21	+21
8	+24	+24
9	+27	+27
10	+30	+30
11	+33	+33
12	+36	+36

A-3

APPENDIX B
Familiars & Totems

WHAT IS A FAMILIAR?

A Familiar is typically a small creature that acts as an aide and companion to an individual who has called it. A creature acting as a Familiar may even eventually provide beneficial abilities to its master.

RULES

When a Familiar is called, it bestows certain abilities upon its owner the longer they spend together (i.e. the more Skills bought in the Familiar Kit).

When the first Skill in the Familiar Kit is bought (*Call Familiar-8 Points*), a Familiar is chosen from the lists below from the class and type wanted. The Familiar should fit a Character and the way it is played. Also, a Player MUST have a physical representation that is approved for the Familiar.

When the final Skill in the Familiar kit is bought (*Familiar Ability-12 Points*), the Player gains **TWO** abilities from the shared relationship with the Familiar. The first Skill is one specific to the type of Familiar that you have, while the second is an Ability specific to that Familiar-type. *For example:*

> Familiar: Crab
> Ability 1: Water Breathing (Aquatic)
> Ability 2: Claws (Crab)

As long as a Familiar is with the owner, the Player gains the benefits of the familiar's Abilities. Also, it cannot be harmed while its owner carries it. Once it leaves the owner's possession, however, the abilities can no longer be used and the familiar is vulnerable to attack. When not on the owner's person, a Familiar:

> Has 5 Body Points
>
> Has **NO** Spell Slots
>
> Cannot use its own abilities (these are abilities given to a Character, not it!)
>
> *Cannot follow commands. But, if it is not with the owner on a module, its actions are subject to the Marshal's interpretation.

*This last characteristic basically means that if a Player decides to send a Familiar ahead on a module, it will not necessarily obey the owner if the Marshal does not wish it to do so.

The only way to remove a Familiar from someone's person is by the owner's will or if the owner is dropped and searched normally.

Familiars **CANNOT** use Potions, activate magic items, etc.

NOTE: If a familiar is not with its owner at the end of an event, it WILL die! Once a Familiar is called, it is linked to its owner. If the Character dies, it dies as well!

If a Familiar dies during the course of the event, a Character loses any Abilities or Skills gained from the Familiar and cannot use them for the rest of the Event. Also, if it dies during or at the end of the Event, a "new" Familiar of the same type is found between events. It is up to the Player to role play if the Familiar is the same one or a different personality. If the dead Familiar is the subject of *Restoration*, the Character regains the Abilities or Skills granted by the bond one hour after the Spell is cast.

FAMILIARS

The following Classes and specific types of Familiars can be chosen when a Familiar is called. The Abilities are as the Skills or Spells unless indicated otherwise. Effects are granted to the user of the *Familiar Ability only!* They may not be conferred upon others. The Special Abilities are:

Class: Aquatic
General Skill: Water Breathing (3/day)

Specific Familiar Types and Abilities:

Crab	Claws
Frog	Leap (3/day, 1/combat)
Lizard	Spit Element Attack (3/day)
Snake	Poison 4 (1/day)
Turtle	Armor (3/day)

Class: Domestic
General Skill: Comprehend Languages (3/day)

Specific Familiar Types and Abilities:

Bunny	Leap (3/day, 1/combat)
Cat	Claws
Mouse	Detect Secret Doors
Parrot	Taunt (3/day)
Songbird	Vocalize (3/day)

Class: Magical
General Skill: Feather Fall

Specific Familiar Types and Abilities:

Elemental Drake	Elemental Mail (as Drake Element) (3/day)
Imp	Mind Shield (3/day)
Owl	Darksight
Pixie	Faerie Fire (3/day)
Raven	Speak with Spirit

Class: Subterranean
General Skill: Darksight

Specific Familiar Types and Abilities:

Bat	Blindfighting
Beetle	Armor (3/day)
Rock Lizard	Stone Working
Scorpion	Poison 4 (1/day)
Spider	Climb

Class: Woodland
General Skill: Tracking

Specific Familiar Types and Abilities:

Badger	Resist Search
Bird	Avian Sight
Butterfly	Charisma (3/day)
Chameleon	Transformation (3/day)
Ferret	Knock (3/day)
Fox	Pass without Trace
Lightning Bug	Light (6/day)
Monkey	Climb
Opossum	Feign Death (3/day)
Raccoon	Resist Fear (3/day)
Squirrel	Detect Secret Doors

Class: Misc./Other
**<u>Cannot</u> be selected for Channel Ability
General Skill: None

Specific Familiar Types and Abilities:

Fungus	Cure Poison (3/day) Resist Disease (next hit, 3/day)

Other: Must be submitted to Rules Committee for approval

Tribal Totems

These animals, while too large to be a familiar, have strengths that can be called upon using the *Channel Ability* Skill. Effects are granted to the user of the *Channel Ability only!* They may not be conferred upon others. The Special Abilities are:

Alligator	Lasting Breath
Bear	Hug (3/day, 1/combat)
Coyote	Taunt (3/day)
Great Cat	Leap (3/day)
Insect	Climb
Oak	Toughness (3/day)
Ram	Charge (3/day)
Stag	Leap (3/day, 1/combat)
Tortoise	Water Breathing
Wolf	Tracking

* Hug: "Innate ability to Hug" **if** both weapons hit, the target is held and cannot move or cast spells, and takes 18 damage after 10 second count and each 10 seconds the hold is in place. *Free Action* will prevent the Hug from a Totem Ability, but not from actual creatures.

APPENDIX C
Armor, Shield, & Weapon Guidelines

We reserve the right to reject any and all armor, shields, and weapons that we feel is not safe due to poor construction, unsafe design, or that can harm other players. Safety is the main consideration in the guidelines of overall construction and use.

ARMOR

Armor in COS Quest is considered protective material used to absorb the damage caused by your enemies in combat. Much like costuming adds to the atmosphere, armor should be made to appear as the desired type whenever possible unless covered by other costuming. Any sharp points or edges must be trimmed, rounded, or blunted down to prevent injury.

Armor Design & Qualifications

At least **51%** of each area (considered joint-to-joint) must be covered in order to qualify as armored. Players must show the entire coverage area upon inspection. If it is hard to tell if 51% or more is covered then it does not qualify. The Armor Committee checks all armor for safety and area-coverage at Registration, and their decision is **final**.

Armor Points are based on its flexibility and rigidity as per the Armor Class as per the table. Only one type of armor can qualify for each location.

The following qualifications and guidelines should be considered for using the appropriate materials during the construction of armor. These are the Armor Classes and the Points provided:

Class I - Costume
This class includes other types of materials like cloaks, robes, etc. Everyone should wear a costume. Street clothes do not make the period nor qualify for armor.

Class II - Padded and Leather
This class includes thick quilted materials, soft leather, suede, vinyl , Naugahyde, craft foam or cardboard, or similar large, non-rigid, non-plastic/metal materials. Metal studs or non-interlocking rings do not provide additional benefits but do add to the appearance..

Class III - Metal Armor
This class is in general made up of hard plastic or metal materials, such as Chain, Scale, Banded, or full Plate. Chain consists of interlocking rings of 2" diameter links or less. Scale is composed of smaller interlocking plates,. Banded consists of larger overlapping plates, and full Plate is constructed of large solid plates.

ARMOR POINT TABLE

Area	Class I	Class II	Class III
Head	1	4	12
Front Torso	5	10	25
Back Torso	5	10	25
Upper Arm	1	3	6
Lower Arm	1	3	6
Upper Leg	1	5	8
Lower Leg	1	5	8
Total	15	40	90

SHIELDS

Shields are one-handed protective metal, plastic, or wood constructs that are used to parry and fend off the attacks of your enemies in combat. Shields must be in hand to parry attacks. Any abuse of your shield will result in the loss of the *Shield Use* Skill and the forfeiture of the 6 Skill Points. Any sharp points or edges must be trimmed, rounded, or blunted down to prevent injury. Shields must meet the guidelines below in order to pass for safety.

All Shields must have foam along the entire outside edge of the shield and must be checked for safety and design during Registration by the Armor Committee for safety and design. The Committee's decision is **final**.

Shields are not to be used as weapons, and body contact **cannot** be made with them. Players **must** keep shields close to the body and not swinging about and **must** maintain control over their shields at all times.

Shield Design

Shields have a maximum area of 531 square inches and no less than 400 square inches, including the foam padding around the edges. The longest dimension of a shield cannot exceed 36". This will be checked by wrapping a 101.5 inch string tight around the prominent perimeter of the shield with a mark at 94.4 inches (minimum). The shield must fit between those dimensions. *Bucklers and small shields **cannot** be used in Quest and are not permitted due to safety reasons.*

SHIELD AREA TABLE

Area	Min	Area	Max	Area
Circle	22.6 in	401 in^2	26	531 in^2
Square	20 in	400 in^2	23 in	529 in^2
Min Rectangle	11.2 in	X	36 in	403 in^2
Max Rectangle	14.75 in	X	36 in	531 in^2
Min Kite	22.5 in	X	36 in	405 in^2
Max Kite	29.5 in	X	36 in	531 in^2

C-1

WEAPONS

Melee and Ranged Weapons are the basis of combat in Quest. They are used to determine combat damage and effects done to other players and creatures, and this must be done using approved weapons created as safely as possible.

We reserve the right to reject any and all weapons that we feel are not safe due to poor construction, unsafe design, or that can trap other weapons.

Remember, safety is the main consideration in the making and use of any weapons.

All weapons, including arrows and thrown weapons, **must** be checked for safety at Registration by the Weapons Committee for safety reasons, regardless of design and construction method. The decision of the Committee is **final**.

The following safety standards apply to ALL weapons, regardless of design and construction method.

- **No sharp points!** Any sharp points or edges from tape, latex, etc. must be trimmed, rounded, or blunted down to prevent injury.

- **No trapping or pinning designs!** Weapons cannot have angles, hilts, hammer / mace / axe heads, holes, openings, or any other feature that can impede an opponent's weapon by trapping it within itself or pin it against another surface. This can result in breaking the weapon and/or injury of another player.

- **Weapons cannot be 'whippy'.** Any weapon that is constructed or degraded to the point where it flexes beyond the point of contact (i.e. whips) after a legal swing will be disqualified from play.

- Do **NOT** use electrical tape to construct weapons.

- Fitted cloth sleeves are permitted to protect blades but must be securely attached.

- Craft foam, EVA foam, and other soft foam can be used for designs and decorations but must be crafted safely if another player is struck by the weapon.

Failure to follow these guidelines or using an unapproved weapon could result in penalties up to and including ejection from the game.

MELEE WEAPON SIZE RESTRICTIONS

Daggers and most 1 pt weapons:
Have an overall maximum length of 18" and a minimum length of 12" and are made with ½" CPVC.

WEAPON TABLE

Weapon	Dam	Skill Cost	Max Len	Min Len	Pipe Size
Dagger	1	1	18"	12"	½"
Dart Bow	1	1	10"	n/a	n/a
Thrown Weapon	1	1	var.	var.	n/a
Cudgel	1	1	18"	12"	½"
Short Sword	2	2	32"	19"	½"
Club	2	2	32"	19"	½"
Javelin	2	2	32"	19"	½"
Hand Axe	2	2	32"	19"	½"
Quarterstaff	3	3	72"	60"	1"
1 Hand Spear	3	3	44"	33"	1"
Long Sword	3	3	44"	33"	¾"
1 Hand Axe	3	3	44"	33"	¾"
Bow	3	3	n/a	10"	n/a
Crossbow	3	3	n/a	10"	n/a
1 Hand Hammer	3	3	44"	33"	¾"
1 Hand Mace	3	3	44"	33"	¾"
2 Hand Mace	4	4	60"	50"	1"
2 Hand Hammer	4	4	60"	50"	1"
2 Hand Sword	4	4	60"	50"	1"
2 Hand Axe	4	4	60"	50"	1"
2 Hand Spear	4	4	72"	60"	1"
Pole Arm	4	4	72"	60"	1"
Claws	3	8	32"	12"	½"

Short swords and most 2 pt weapons:
Have an overall maximum length of 32" and a minimum length of 19" and are made with 1/2" CPVC.

Long swords and most 3 pt weapons:
Have an overall maximum length of 44" and a minimum length of 33" and are made with 3/4" CPVC.

Two-handed weapons:
Have an overall maximum length of 60" and a minimum length of 50" and are made with 1" CPVC.

Quarterstaffs, Two-Handed Spears, and Pole Arms:
Have an overall maximum length of 72" and a minimum length of 60" and are made with 1" CPVC. Pole arms have an overall maximum end striking surface of length 24" and width 18".

Claws
Have an overall maximum length of 32" and a minimum length of 12" and are made with 1/2" CPVC.

BOFFER DESIGN RESTRICTIONS

All player-crafted COS Quest Weapons must be made with CPVC pipe. Fiberglass rods, metal pipes or pieces, and other unsafe materials within the weapon core are **not** permitted!

Traditional CPVC Pipe & Pipe Foam
(All Weapon Types)

The following are size and construction restrictions when creating a melee weapon.

- All weapons **must** have at least 5/8" foam padding (typically polyurethane pipe insulation) surrounding the pipe center. The pipe **must** not be able to be felt through the padding.

- All ends **must** have at least 2"-3" of open cell foam padding. The pipe edge must not be able to be felt through the weapon end.

- Duct tape must be applied using minimal layers and applied <u>lengthwise</u> along blades and striking surfaces. Spiral-wrapping the blade is **not** permitted as it unsafely compacts the foam.

- Hilts are not required to be open-cell foam unless they would interfere with the striking surface or cause trapping or pinning..

(Pool) Noodle Foam
(All Weapon Types)

(Pool) Noodle Foam is a good substitute for the near-non-existent 5/8" pipe foam, especially if it is pre-cut with a hole in it.

- Noodle foam can be shaved down carefully to represent a blade, spear, or club, or used to construct weapon heads. At least 5/8" **must** still be present on all primary striking surfaces.

- All primary striking surfaces <u>non-blade</u> weapon heads made of noodle foam **must** have at least 1/2" of open-cell foam to provide a soft striking surface (hammers, axes, maces).

- Duct tape must be applied using minimal layers and applied <u>lengthwise</u> along blades and striking surfaces. Spiral-wrapping the blade is **not** permitted as it unsafely compacts the foam.

- All weapon tips/points **must** be soft and made with open-cell foam and no smaller than a quarter. The pipe edge must not be able to be felt through the tip. Compacted or hard tips **will** be rejected.

- Hilts are not required to be open-cell foam unless they would interfere with the striking surface or cause trapping or pinning.

- Pommels do not require open cell, but they **must** still be padded. The pipe edge must not be able to be felt through the weapon end.

Camp Foam
(1-, 2-, & 3-point One-Handed Weapons)

- All layers of Camp Foam **must** be securely fastened to the pipe.

- All weapon tips/points **must** be soft and made with open-cell foam and no smaller than a quarter. The pipe edge must not be able to be felt through the tip. Compacted or hard tips **will** be rejected.

- Hilts are not required to be open-cell foam unless they would interfere with the striking surface or cause trapping or pinning..

- Pommels do not require open cell, but they **must** still be padded. The pipe edge must not be able to be felt through the weapon end.

Camp Foam
(4-point Two-Handed Weapons)

Camp Foam is **not** permitted on Two-Handed Weapons. The primary reason is that the striking surface on bladed edges and weapon tips is too firm and solid on a larger weapon to be properly cushioned for safe combat.

BOFFER DESIGN SUGGESTIONS

Suggested Weapon Construction Guidelines

The following is the recommended method for the construction of weapons. **Warning** - Use **only** duct tape! Do **not** use electrical tape, etc.

ONE HANDED SWORD CREATION

One handed weapons, such as daggers, short swords, and long swords, are the most basic weapons used in the game. These steps outline the basic pattern used to construct these weapons.

STEP I
Cut CPVC pipe about 6" shorter than the total desired length. Ex. To make a long sword of the maximum length (44"), cut the pipe to about 38".

STEP II
Cut foam padding (minimum of <u>5/8</u>" thick) to desired length. It should cover the shaft and butt end of the weapon, extending between 2" and 1" over the CPVC. Allow for 6" to 8" for a hand grip and cross guard. For example, the long sword would need 2 cut pieces of foam, one that is 31" long and one that is 2" long.

STEP III
Securely duct tape the padding to the piping. Remember to leave the padding extend between 2" and 1" off of both ends of the CPVC.

STEP IV
Cut the open cell foam to match the width of the blade. Fill the gap in the padding with the open cell foam. The open cell foam should extend at least 2" past the closed cell. Lightly tape the open cell foam to the padding.

STEP V
Duct tape the blade lengthwise lightly but securely. Do **not** wrap the tape spiral around the blade as it will compress the foam too tightly.

STEP VI
Puncture the tip of the weapon to allow for the escape of air and attach foam to the hilt for a cross guard.

OTHER ONE HANDED WEAPONS

From the basic pattern almost any One Handed Weapon can be created, by using more open and closed cell foam to create the desired look.

AXE
Use pipe insulation to form a flexible axe blade. Then fill in the gaps with open cell foam. Duct tape the blade lightly. The blade should be firm but offer a lot of give.

MACE
Use extra open cell foam wrapped around the blade and lightly taped to create a mace.

CLAWS
Construct two identical 1- or 2-point weapons, then use pipe insulation to form 2-4 smaller flexible 'fingers' or 'talons' off the main blade towards the end. Duct tape these on lightly but firmly and avoid a 'trapping' design.

TWO-HANDED SWORD CREATION

Many other large weapons may be created but speak with a marshal before creating them. We have many experienced players willing to help with weapon construction. They can help design larger weapons that are safer. **WARNING** - Use **only** duct tape! Do **not** use electrical tape, etc.

STEP I
Cut CPVC pipe about 6" shorter than the total desired length. Ex. To make a two handed sword of the maximum length (60"), cut the pipe to about 54".

STEP II
Cut foam padding (minimum of 5/8" thick) to desired length. It should cover the shaft and butt end of the weapon, extending between 2" and 1" over the CPVC. Allow for 6" to 8" for a hand grip and cross guard.

OTHER TWO HANDED WEAPONS

The basic pattern outlined for One Handed Weapons can also be applied to Two Handed Weapons. Almost any Two Handed Weapon can be created, by using more open and closed cell foam to create the desired look.

POLE ARMS: An extra layer of foam is required near the striking edge of the pole arm blade as more force is exerted when used to strike opponents.

LATEX WEAPON REQUIREMENTS

Latex weapons are a privilege, not a right. Players who fight in an unsafe manner will lose the privilege of using them (much in the same manner as shields).

Only 1- or 2-handed melee weapons may be latex; thrown weapons and bow/crossbow darts may not be latex weapons (throwing knives, shurikens, axes, etc.).

Players may not thrust with latex weapons:

Without knowing the quality of fiberglass and/or carbon fiber reinforced cores, Kevlar-covered core ends, etc., the chances of foam tip breaking down over time, and the concerns over sharp weapon tips thrust into combat, we cannot condone players thrusting with latex weapons.

Normal restrictions on weapon lengths, as well as dangerous 'spikes' or protrusions on maces, axes, etc., though standard latex weapon sword tips are permissible (however no thrusting is permitted).

Players must indicate where they purchase their latex weapons:

COS will track safety issues with any particular manufacturers or websites and add restrictions as needed. Latex weapons should have:

- At a minimum of 5/8" foam on the striking surface

- A minimum 3/8" on any non-striking surface

- Core capped to prevent it from tearing/splitting/ punching through foam

- Foam at least 1.5" thick minimum from core to tip (still no thrusting with latex, padding is for accidental contact).

- Either a fiberglass or carbon hybrid core (both are okay at this time but if one proves to be problematic during play, we may revise this).

Latex Weapon Maintenance

Latex weapons must be maintained by the player:

Latex weapons require a lot of maintenance! This is <u>your</u> responsibility if you wish to use one!

Failure to maintain a weapon, to include torn latex, exposed core, abrasive materials imbedded in/stuck to the latex, or any other potentially dangerous defect **will cause the weapon to be removed from play and will not pass safety check!**

Any latex repairs should have the proper sealer applied to maintain waterproofing and to seal the latex in (avoiding contact for individuals with latex allergies).

All damage to your weapon must be repaired fully and correctly before your weapon is allowed back into play. COS will not provide any repair materials nor will staff perform any repairs for you.

Latex weapons, like all Quest weapons, are not meant to be learned on. Keep the blade off the ground, especially the tip. Dust, dirt, and gravel will attach to the blade sealant and act like sandpaper.

Always store your weapon with the pommel placed onto the floor to prevent the tip from compacting. This incorrect handling can cause the surfaces to become unsafe in addition to damaging your weapon.

Latex weapons must follow all the same tagging requirements as boffer weapons (i.e. weapon tags with special type and/or effect).

Reminder: Anyone caught stealing (to include latex phys reps) out-of-game will be ejected and banned from COS Quest; a player that wants their own phys rep returned must get it back.

RANGED WEAPON SIZE RESTRICTIONS

You must be extremely careful when using a bow or using thrown weapons to protect the safety of others.

Dart Bows & Thrown Weapons have a maximum overall size of 10" by 10" or smaller.

Bows & Crossbows have a minimum overall size of 10" by 10" or larger.

Bows, Crossbows, & Dart Bows

All bows, crossbows and dart bows must fire Nerf-like darts. Large "arrow-style" darts are preferred, but "Mega Dart" darts are acceptable for bows and crossbows. The smaller sized Nerf darts are acceptable for dart bows.

All bows, crossbows and dart bows must appear to look like a traditional longbow, crossbow, or dart bow; though the bow string does not need to be functional or fire the projectile.

Nerf-like single-shot guns are acceptable as long as they are modified appropriately to appear as a bow, crossbow, or dart bow and fire approved ammunition. Other Nerf-type products, such as Nerf Rival or ball style weapons and ammunition, arrows with suction cup tips, or any gun with clips or holding multiple rounds,, fire in an automatic or semi-automatic fashion, etc. are **prohibited**.

Arrows, Thrown & Other Missile Weapons

Arrows, thrown weapons, and other missile weapons *should* be made entirely of open foam Any alterations to these requirements must be checked for safety. They may not be made of latex.

All missile weapons must be individually checked during Registration by the Weapons Committee. Anyone using missile weapons in an unsafe manner will be banned from using the Weapon Skills.

New Weapon Construction & Products

New weapon construction techniques that do not adhere to the rules described in this chapter or include methods or new products not specifically addressed in this chapter will need special approval by the Weapons Committee for a period of appropriate play testing to be deemed safe for play. Play test weapons will be tagged during use at events or have a Weapons Committee member present to observe the play testing period.

We encourage players to test new weapon creation techniques while being transparent in any and all construction methodologies, or to notify us of new products. Regardless, we reserve the right to reject new submissions that we feel are unsafe to our players.