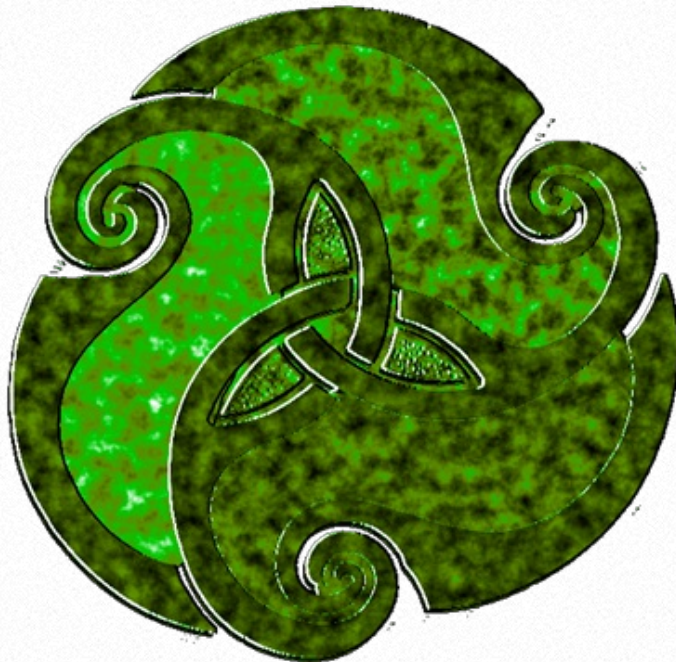


# Enchanted Realms

## Complete Player's Guide



Basic Fantasy Role-Playing Game

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## Introduction

Enchanted Realms was created to be played on a virtual table application. The current choice of the author is Roll20.net. By using its API, character sheets and macros, it solves many of the “problems” of table-top play and encourages collaborative story-telling rather than sessions of hack-n-slash. This manual is free and updated frequently. The latest version can be found at <http://EnchantedRPG.com>, and if you use and enjoy the game, please consider a [\\$5 donation](#) for further development of the game.

Because of concerns over restrictions due to classes, too much math and overly slow, complex combat, the original design was to simplify the rules to the extreme; however, after several months of play-testing, such simplicity was not able to handle some of the more imaginative and creative parts that role-playing offers. We made corrections in response, which in turn took us back down the path of heavier math and too many details. The latest effort, what is being called "Enchanted Realms Basic" is a hybrid of simplicity that allows more detail. We have also begun to design automation of mathematical calculations to a virtual system. Currently, we are working on APIs for Roll20.net to manage the combat, game-logic, time-tracking, character-sheet management, etc which allow the players to focus more on the story and their character development. With computerized interfacing, most of the work gets performed by automation. However, the rules should be perfectly simple and playable with just a table and dice.

Lastly, while mortality and the need for teamwork is a design factor of the system, as game developers, we want to remind other that the intent of Enchanted Realms is to be escape to a fantasy world and enjoy otherworldly adventures. It should not be a competition between players and the GM, but rather it is a story-telling collaborative process -- with a lot of fun thrown in. Of course, character deaths will occur, but it should be rare, climactic, meaningful or just out of horrible events resulting from avoidable choices. The idea is no one dies because the player rolls a “1” while lighting a torch or is tricked by the GM into walking through a soul-eating mirror. Then again, if the group wants to run a high-risk, high-death campaign, then by all means - have at it.

With that disclaimer aside, I hope you enjoy the system.

## Overview

### Overview

Simple skills-based fantasy role-playing system. Focus is on minimal math and trouble-free combat.

Players create a character, called a Player-Character (PC), while an arbiter, called the Game-Master (GM), describes the environment and world in which the PCs live. The players describe what they want to do based on the adventure presented. As the players interact with the world from their description, the GM narrates the results of their actions. Often that result leads to another decision point where the players must again explain what they want to do. This continues as the story unfolds.

One quick note about the game system and someone new reading this material for the first time. If someone has never played an RPG or perhaps has but that system was class-based or profession-oriented, then trying to grasp how 200+ skills and a like amount of spells work might feel rather daunting. However, take heart in that things are not nearly as complicated as it might seem. Effort has been made to minimize complication. That said, the system expands to more and more powerful skills, spells and maneuvers to accommodate the high degree of power, strategy and options a player would want after progressing.

Thus, if the manual seems a bit overwhelming, don't try to eat the elephant in one setting. Follow the steps of the book, starting with simple character creation, learn the basic concepts, pick those starting skills, then let the GM help you along your way becoming involved in fun and fanciful stories of glory and treachery.

## How to Play

General rules are described in each section; however, specific rules (for race, skill, item or other) will override the general rule. If there is ever a question: specific beats general.

Always round-down. This isn't just at the half-way mark, but it is a "floor" method; thus, even 1.9 results to a value of 1.

Games dice used are typically d20s; however, there are occasional need for d4s, d6s, d10s and d12s.

Circumstances will exist during game play when a character or monster will gain an advantage or will be at a disadvantage. When rolling a skills check on d20s, a character with advantage gains an extra d20 to the pool of dice used. A creature at disadvantage loses a d20 from the pool. If the number of dice becomes zero, then the lesser of two rolls are used.

Monsters, by definition of the game, are any creature with which an interaction can potentially occur whether socially or in combat. Thus, even a harmless mouse or benevolent unicorn is called a monster as game terminology. This would also include other civilized people living who might be friends or rivals. Most monsters are designed to be threats, but it is important to understand what it means when this text refers to something as a monster. Finally, all monsters have ability scores, have skills and use the same rules as the players.

A quick note on combat should be made here, as that is a large part of the rules for any fantasy RPG. Enchanted Realms is not a miniatures wargame where armies line up, measuring sticks are used and a degree in engineering is needed to understand the complexity of the rules. On the flip side, it is not a hack-n-slash power-hero game of who has the better weapon and a fatter bag of hit points. The design of combat is to have a semi-realistic feel, as much as that can mean for a fantasy game, where strategy and exploits on the battlefield make a difference. Certain weapons are more effective against certain defenses. Certain energy types block other energy types. Rock beats scissors which beat paper, etc. The point is, the detail, movement and running of combat is somewhere in between the two extremes mentioned above. Because it is synthesis of those, taking what we believed to be the best aspects of both types, it may feel a little different to some players. We understand this may not be everyone's cup of tea, but it is only fair to have a truthful announcement of what players are getting into here.

## Create a Character

### Create a Character

#### Rapid Rules:

- Assign 2 point to all nine sub-attributes, then assign another 4 points as desired.
- Calculate primary attribute values by adding the sum of the sub-attributes and half again.
- Select race for character from alseid, batfolk, dwarf, elf, gnome, halfling, half-orc, human, jzaka or lizardfolk.
- Add racial skill to character sheet and adjust any sub-attribute scores.
- Pick starting skills. Number of starting skills vary by race selected.
- Write general personality and backstory for the character.

### Who will the character of my story be?

To create a character, there are several details. The following description is for game-mechanics. After those will be recommended details for role-playing, i.e., what personality traits drive and guide the character's decisions.

There are numbers used to represent how talented a character is. These are recorded on a character sheet, which a blank template is included in the appendix of this text.

The items to be determined are attributes, race and skills. Optionally, personality and backstory can be added as well.

#### Attributes

### Measuring strengths of my character

Every entity, characters and monsters, have a set of three attributes: **Body**, **Mind** and **Spirit**. **Body** represents physical health and athleticism. This also acts as life points. When a character is harmed, poisoned or fatigued, the effective value of the **Body** score decreases. The **Mind** score is one's mental prowess, solve puzzles and void tricks. As stress occurs, mental exhaustion can set in, resulting in the potential loss of **Mind** points. Lastly, **Spirit** is a measure of willpower and faith.

#### From a game metrics viewpoint:

**Body** is a number that represents how much damage a being can withstand being dying. Other games often call this number "hit points" or "health."

**Mind** is a number that determines the number and power of mental abilities, typically sorcery spells, that can be performed before becoming exhausted. Other games might refer to this as "mana."

**Spirit** is a number to measure piety and connection with the cosmology of the fantasy world. It is the equivalent to sorcery for divine magic. Other games might measure this by the level of a priest.

There are also sub-attributes for each of these. The **Body** score consists of **Strength**, **Agility** and **Resilience**. The **Mind** score comes from **Logic**, **Perception** and **Judgment**. Lastly, **Spirit** is made up of **Will**, **Faith** and **Muse**. When creating a character, 2 points are placed in each of nine sub-attributes. Then the player places 4 additional points as desired. However, no starting sub-attribute score can exceed 5 points. Once these values are set, the total maximum score for each of the primary attributes is calculated. This is performed by taking the sum of the three sub-attributes, then adding half of that sum again. Thus, if strength is 3, agility is 3 and beauty 3, then the sum is 9 and half (rounded down) is 4, making the total **Body** max score 13. If loss occurs from damage, stress, fear or other causes, then the current value of the primary attribute is lowered, but the sub-attribute remain static. If those points are restored through healing, then the current score can only be increased to the maximum value.

*PS: If using the Roll20 character sheet, the calculated values for the three attributes will be performed automatically.*

#### What do these values for sub-attributes represent?

**Strength** is how strong the physique is; physical might

**Agility** is the manual dexterity, reflexes and hand-eye coordination

**Resilience** is a represent of hardiness and general health

**Logic** is the general intellect and puzzle-solving ability

**Perception** measures how well one uses natural senses, even unwittingly

**Judgment** is a score of patience and impulse control

**Will** is the determination held by a being

**Faith** measures religious devotion and believe in the unseen

**Muse** qualifies the artistic and creative nature

## Create a Character

Sub-attributes can increase; however, that is only through the purchase with karma. They are more expensive and more difficult to achieve as the numbers get higher. And the maximum natural sub-attribute score a PC can obtain is 12; however, it is possible through magic means to have an effective value a little higher. Also, some monsters are not subject to this 12-maximum rule.

Lastly, sub-attribute scores can offer modifiers to skills rolls. This will be detailed later, but starting at 4 points, a bonus grants a +1 bonus, then an additional +1 bonus for each 2 points higher. Thus, a score of 6 allows for a +2; a score of 8 allows +3, etc.

## Race

### Race

#### Rapid Rules:

- There are ten playable races.
- Each have different specializations, skills and lifespans.

The term "race" is historical in the genre of role-playing games, but it is more of a misnomer. The term really means species. Nonetheless, these rules will continue the tradition of this inaccurate term.

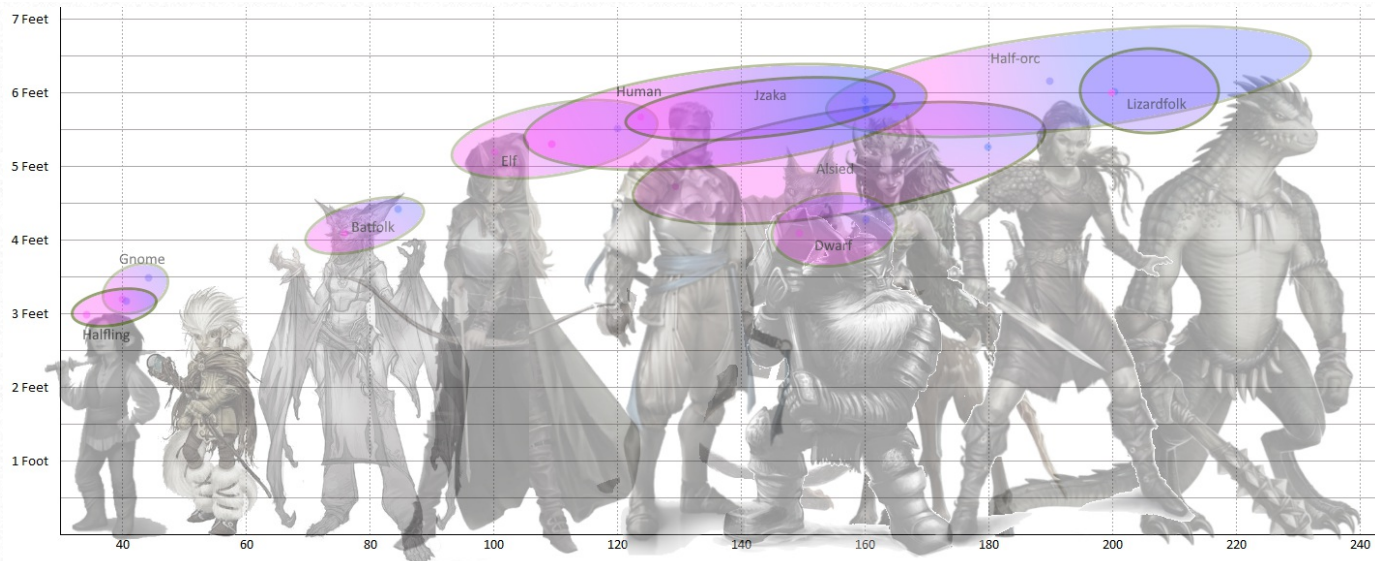
The chart below denotes the general characteristics of the ten races which a character can choose. Below the chart will be detailed explanations for each race.

	Alseid		Batfolk		Dwarf		Elf		Gnome	
	M	F	M	F	M	F	M	F	M	F
<b>Avg Height</b>	5-4	4-8	4-5	4-2	4-4	4-2	5-6	5-3	3-6	3-2
<b>Avg Weight</b>	180	130	85	75	160	150	120	100	45	40
<b>Size Category</b>	Medium		Medium		Medium		Medium		Small	
<b>Puberty</b>	10y		7y		10y		18y		12y	
<b>Avg Lifespan</b>	60y		50y		70y		120y		90y	
<b>Max Lifespan</b>	100y		60y		135y		200y		175y	
<b>Movement</b>	60ft		40ft		40ft		55ft		45ft	
<b>Daily</b>	24mi		16mi		16mi		22mi (24*)		18mi	
<b>Vision</b>	Normal		Normal/Echolocation		Darkvision		Normal		Normal/Darkvision	
<b>Traits</b>	Sure-Footed		Minor Flight		Armor-Movement Poison Advantage		Can't Be Slept Weather Omen		Varies By Subrace	
<b>Starting Skills</b>	2		1		2		2		2	
<b>Free Skills</b>	+1 Agility Ranged Fighting		Savage Form		+1 Resilience Under-Navigation		Wilderness-Lore Cantrip Control		+1 Logic Mathematics	

	Halfling		Half-Orc		Human		Jzaka		Lizardfolk	
	M	F	M	F	M	F	M	F	M	F
<b>Avg Height</b>	3-2	3-0	6-2	5-10	5-9	5-4	5-10	5-8	6-0	6-0
<b>Avg Weight</b>	40	35	190	165	160	110	160	125	200	200
<b>Size Category</b>	Small		Medium		Medium		Medium		Medium	
<b>Puberty</b>	14y		9y		13y		10y		8y	
<b>Avg Lifespan</b>	100y		55y		65y		50y		60y	
<b>Max Lifespan</b>	150y		75y		100y		75y		180y	
<b>Movement</b>	45ft		50ft		50ft		55ft		40ft	
<b>Daily</b>	16mi		20mi		20mi		22mi		16mi	
<b>Vision</b>	Normal		Darkvision		Normal		Nightvision		Normal	
<b>Traits</b>	Varies By Subrace		Orc Genetics		None		Fall Protection		Perception Bonus	
<b>Starting Skills</b>	2		2		3		1		1	
<b>Free Skills</b>	Chance		+1 Strength Melee Fighting or Range Fighting		+1 to two sub-attributes		Stealth Danger Sense		Swimming Savage Form	

\* When traveling with all elves, more time can be used for daily movement.

## Race



Height and Weight Variance of the Races

## Alseid

Alseid have the slender upper body of an elf and the lower body of a deer. They are the graceful woodland cousins to centaurs. Because they are rarely seen far from the wooded glades they call home, they are sometimes called “grove nymphs,” despite having no relation to nymphs. They have a natural skill with weapons that use *ranged fighting*, but during setting the sub-attribute scores, alseid gain +1 to Agility, allowing a starting score to become 6. Lastly, they are sure-footed creatures able to traverse a 60° plane assuming there places for footing. A starting character may then select two additional starting skill.

## Batfolk

Batfolk are atavistoid bipeds with batlike features. They have short brown, black, or gray fur and leathery wings in place of arms; however, from the wingbone, they have an elbow which extends into a prehensile and clawed hand. They have luminescent eyes in shades of red, green, or yellow as well as fangs. They stand about 4 to 4½ feet tall and weigh around 70 to 90 pounds. They have a walking speed of 40 feet and can fly at a movement rate of 75 feet for 30 seconds (3 rounds) until they must recover for an equal time before flying again. They also have a form of echolocation, which allows them to effectively see in the dark, even magical darkness, so long as they are not deafened; however, they must emit a 80dB high-pitched screech each round to do so (which is a free action). This briefly activates a part of their brains which gives them synesthesia for a few seconds, effectively allowing them to “see” sound.

Batfolk have claws, they cannot naturally use them effectively. However, should a batfolk learn *martial arts*, then he or she gains a free *savage form* skill for claws, which can only be used in conjunction with the *martial arts* skill, meaning their initial claw strikes are 2d20.

Batfolk actually have three sub-races; however, only the nutritional requirements make any differences. Fruit batfolk must consume fruit for three meals per week or they will become sick. Vampire batfolk must consume blood for one meal per week. Lastly, flower batfolk must consume nectar for two meals each week.

## Dwarf

Dwarves are short and stout earth dwellers. Their ancestry is hardy and older than humans. As free racial skills, they have *Armor-Movement* and *Under-Navigation*. Further, dwarves are permitted to have two basic skills as a beginning character. A few additional conveniences for dwarves is they have darkvision out to 60 feet and also are at advantage on all save rolls when poison is involved. Dwarves also gain +1 to the Resilience sub-attribute, allowing a starting score to become 6.

There are three subraces of dwarves: arctic dwarves, gold dwarves and mountain dwarves. Arctic dwarves do not have advantage against poison but rather against cold instead. The difference between gold and mountain dwarves is that gold dwarves have a darker, tanner skin tone and live on the surface in cities, while mountain dwarves live in subterranean societies; otherwise, there is no distinction in playable characteristics.



## Race

### Elf

Elves are forest-dwelling, gaunt, and delicate creatures with long pointed ears that rise above the tops of their heads. These sylvan beings have various skin tones. Their natural racial skill is *Wilderness Lore* as well as *Cantrip Control*. However, knowing any cantrips must be selected as a skill or purchased with karma. Due to the racial skills, an elf must start with at least a Judgment 3 and an Agility 3. A player choosing an elf may select two more basic skills for a new character. Socially, elves tend to be more xenophobic of outsiders than the other playable races; however, they are considered more self-sufficient as a race also, commonly viewed as a people without government.

While elves now belong to the humanish kingdom and the Sylvan phylum, their origins date back to fey. Much of the philosophy and ideology of elven culture is still intermixed with beliefs along the fey lines. Due to this fey connection, elves have a different metabolism than other races. While technically they sleep, it is not truly the same type of sleep. Elves actually meditate rather than sleeping; however, they do dream while in this state. As such, elves only require four hours to act as eight hours of sleep, meaning if they meditate for an uninterrupted four hours, it acts as a [long rest](#). This also means that elves can function for more hours in a day than other races. Additionally, it does mean that elves are immune to all sleep effects, including magic ones. They are still subject to *charm* and other mind-altering influences, but they cannot be put to sleep.

Another advantage for elves is a special ability known as *weather omen*. At dawn every day, an elf can accurately predict natural, non-magical weather for the next four hours. It does not have to be used at dawn, as it can be performed at any time. However, this forecasting ability is not innately constant; it requires approximately fifteen minutes to discern to upcoming weather. Moreover, the earliest it can be used again is the either the next dawn or after a long rest, whichever is later.

It is also important to note that to date, no human-elf mating has produced an offspring. It appears that the two races are genetically incompatible; therefore, the concept of a half-elf does not exist.

Elves have subraces as well, which are aquatic elves, grae elves, wood elves, snow elves and dark elves. Most GMs will not permit dark elves to be played, as they are an evil race who live in the underneath. However, dark elves additionally have darkvision up to 120 feet.

Snow elves have albino skin and eyes, but their hair may have streaks of color but is mostly white. Snow elves have a natural +1 bonus to AC against cold, which works as a racial feature, above and beyond, with all other bonuses.

Wood elves have light brown, caramel-colored skin tones with reddish to brown hair. These beings are comfortable in the forest and woodlands. Due to their upbringing in the wild, a wood elf will not suffer untrained penalties with specific weapons used in combat: spear, bow or net. This does not grant *melee fighting* or *ranged fighting* but allows this type of elf to act with such skill when using any of those weapons. However, this ability is outgrown once acquiring the true skill for that weapon; thus, there is no additional bonus or dice granted after being trained in standard combat. If *melee fighting* is gained but not *ranged fighting*, the wood elf can still use the bow without penalties, but could not use a sling or crossbow. Further, the spear and net would then act as effectively as all other melee weapons.

The arrogant grae elves do have some benefits, but do consider themselves as a superior race, even to other elves. The exact conveyance of this attitude depends on the individual. Instead of *cantrip control*, all grae elves have *sorcery* as a racial skill. As such, a grae elf does not have the Agility requirement, but instead must have Logic score of 3 or better. However, in trade of this, this subrace is not as fleet of foot, having their movement be only 50 feet, that of a human.

Finally, aquatic elves may not be considered a playable subrace either. While they are amphibious, the aquatic subrace requires immersion in water for at least four hours each day or they will become sick due to dehydration. If continuing, disregarding the immersion, the victim will temporarily lose 1 point of Body max per day. Max Body returns to normal at a rate of 1 per day after immersion resumes. However, if the Body reaches zero, the elf dies. On the positive end, aquatic elves can breath both air and underwater and can swim at a 60 foot movement rate.

### Gnome

Gnomes are a subterranean race related to dwarves; however, they are thinner and smaller, closer in size to halflings. Gnomes average slightly over 3 feet tall and weigh 40 to 45 pounds. Their tan or brown faces are usually adorned with broad smiles beneath their prodigious noses, and their proportionately-larger eyes shine with excitement. Their fine hair has a tendency to stick out in every direction, as if expressing the gnome's insatiable interest in everything around. As a free racial skill, they have *mathematics*, which has led to a significant number in their society to become engineers. Gnomes also gain +1 to the Logic score as a starting character, but it cannot exceed 4 points. However, being small creatures, they cannot wield heavy weapons or poles with reach. Gnomes are also restricted when using weapons with the [clout](#) property: battle axe, flail and longsword. Such weapons can be wielded but require two hands to use; further, the weapons still only strike with a weapon weight of 1 point and gain no benefits from the [clout](#) property.

There are four subraces of gnomes: forest gnomes, rock gnomes, deep gnomes and ice gnomes, though only the first two are likely to be playable. Forest gnomes live above ground in forested areas; however, they still sleep and build homes in burrows. They also have an innate ability to speak with small animals like a free language. This is the same as the priest incantation but is limited to

## Race

small and tiny-sized creatures.

Rock gnomes live underground and rarely come to the surface. Rock gnomes have darkvision extending to 20 feet. The relationships between rock gnomes and forest gnomes is quite similar to gold and mountain dwarves. In many cases, these two will build a city that has above and below surface dwellings and share resources.

Deep gnomes, sometimes called *svirfneblin*, live very deep under the earth. They have darkvision with a radius of 120 feet. Further *svirfneblin* have a stone camouflage ability, which gives the advantage for rolling the *stealth* DC in rocky or cavernous terrain.

Finally, the ice gnomes, also called *barbegazi*, live in very cold environments. Their habitats are said to be networks of caves and tunnels accessible near the mountains and glaciers through concealed entrances. The *barbegazi* resemble the typical gnome except for their larger feet. The ice gnomes are resistant to cold.

## Halfling

Halflings are short and small, barely rising above the three-foot mark in height. They have interwoven keratin and cartilage throughout the undersides of their feet, making halflings rarely in need of shoes or boots. Despite their thick and hairy feet, they are nimble, quick, oddly silent, and considered very lucky. Any halfling will have the *Chance* racial skill. Starting characters with halfling as their race have a choice of two more basic skills. Additionally, halflings are considered nimble, which means they can move through an occupied space of any creature that is of a medium or larger size without treating it as rough terrain. Even if the creature is guarding that space, the halfling forces the competition save to move through to be based on *Agility*; plus halflings gain advantage on the roll. Further, this means that a halfling can move up to 20 feet at a cautious speed and at 70 feet or greater to be rapid speed for the calculations of a *flee attack*. Like gnomes, halflings cannot wield heavy weapons or poles with reach. Further, weapons with the *clout* property can only be employed two-handed and without the benefits. All strikes from such weapons act as if wielded with one hand by a taller race.

As for languages, most halflings are bilingual, speaking *govric*, the native language of the halflings, as well as whatever the human language of those that live near them. There are a few isolated lands where halflings do not live within trade proximity of humans. Interestingly enough, regionalized *govric* typically becomes corrupt as a mixture with the language of humans for many words.

The subraces are lightfoot halflings, surfeit halflings and hexar halflings. The lightfoot halflings are the most nimble of all subraces. This gives a member of this type an additional +2 as a racial bonus to any feat checks involving any of the following skills: *backstab*, *climbing*, *lock-picking*, *sleight of hand* and *stealth*.

The surfeit halflings are more hospitable than most and love to eat. As a racial ability, these halflings can prepare food (up to eight meals) as if the portions had a *bless meal* performed on them. However, once this ability is used, it cannot be performed again until after a long rest.

Hexars are an unusual type and take the lucky trait to the extreme. Whenever there is a direct interaction with a hexar halfling and the opposing creature's roll is an attack against the halfling, a perception check to see the halfling or a save made from the halfling's actions, and the resulting raw score is a 20, then as a reaction, a hexar can force instantaneous disadvantage, forcing a second roll a taking the lower of the two. In the case of an attack, that specific die roll is at disadvantage, not the entire attack. However, this ability as a reaction cannot be performed again until after a long rest.

## Half-orc

The vile and violent orcs are known for their pillaging behavior. During raids, the raping of human women is not uncommon. Occasionally, pregnancy results. And even rarer, a few survive to adulthood. The genetic factor of an orc seems to be stronger than most races in that the orc might not actually be able to be bred out of the lineage. Thus if a half-orc finds his or her orkane kind and mates with another orc, the offspring will be considered a full-blooded orc. Should the half-orc mate with a human, the offspring is another half-orc.

As a starting character, a half-orc has a choice of *melee* or *ranged fighting* but one must be taken. Additionally, the unique combination of genetics from orc and human produce an offspring with a +1 bonus to the *Strength* score, but starting values cannot exceed 4 points. Half-orcs are usually little taller than 6 feet but might grow as large as 6-9. Finally, half-orcs inherit darkvision from their orkane side but extending only to 15 feet.

## Human

Humans are self-descriptive. Their racial ability is adaptability, allowing a human to select three basic starting skills as a beginning character. In addition, human characters gain a one-time score bonus as a beginning character. This is applied as a +1 bonus to the two separate sub-attribute scores. However, humans are limited to a max-starting score of 5 for any sub-attribute.

## Race

### Jzaka

The Jzaka are an excellent blend of human, wolf and panther. Jzaka possess a swift and stealthy movement, gaining a natural *stealth* skill, but they can also leap or fall from heights of twenty feet without fear of becoming hurt. As such, any jzaka must begin with a 3 Agility score or higher. *Climbing* is not a racial skill, but cultural, most learn this early. Jzaka also have excellent night vision, which gives them the equivalent of 40 feet darkvision; however, it can only be used above ground, even indoors, but they become equally blind in a subterranean setting. Lastly, they have a natural *danger sense*, requiring their Mind score to be at least 12.

### Lizardfolk

Lizardfolk are reptilian bipeds. These creatures can live for a very long time; however, most grow obese as they age which causes a high mortality rate in midlife. This crocodilian race also has a bludgeoning tail, giving one a special racial combat skill called *savage form*, which allows them to fight with only their tails. This skill cannot be combined with other combat methods besides *martial arts* and *spinning moves*. Lizardfolk are permitted only one additional starting skill; however, they are able to make effective fighting attacks with no weapons. This race can also *swim* naturally, as if having the skill, but this means one must have a Resilience score of 3 or better. Lizardfolk also gain a free +1 on starting Perception and have a sensitivity to vibration; however, the highest Perception can be at the start is 5 points.

The most commonly-known subrace of lizardfolk is called Cayma. They are so prevalent, most are unaware the lizardfolk have subraces. The others are khaasta, squamata and yaun-ti. The khaasta have a long evil history, dating back to the abyss and Demogorgon. However, they gain +1 to Agility but suffer -1 to Judgment. Further, they have extremely long tail, which count as a proficient range weapon racially, meaning it can strike up to 10 feet away. Further, a khaasta's tail is considered a multiple attack and rolled separately when attacking. If combined with *spinning moves* the tail can attack a different target. On the downside, khaasta have very short forearms, making *archery* a physical impossibility for them; however, hand-crossbows can still be employed.

Squamata have browner and more beady scales. They also live in deserts that would inhospitable to most other races. Because of these harsh conditions, squamata have adapted to become ruthlessly efficient desert predators. Whether basking during the day or hunting in twilight hours, squamata are adept at remaining unseen among the shifting sands, increasing one's Perception check by +2 to detect them in such terrain. These lizardfolk do not have swimming as a natural skill, but act as if having the *center focus* skill, although this racial version cannot be used as a prerequisite for skills that build upon it. Further, this removes the Resilience requirement, but replaces it with Will required to be a 3 or higher.

Finally, the yaun-ti are more like serpentfolk than lizards. Yaun-ti have various appearances from nearly human-like to nearly snake-like. As such the GM may not allow this to be a playable subrace or may place conditions upon it. These beings can very much a lizardfolk appearance, being bipedal and having two arms, covered in scales. However, many do not have legs. And even some have no appendages. The yaun-ti do not gain the *savage form* racial skill; however, instead, they gain *quickness*. As such, yaun-ti must also have a 3 Agility or better.

## Talent and Expertise

Learning how to learn is life's most important skill.

Other than the attributes, sub-attributes and race, everything else in the system is based on a skill. Some skills may be restricted by a prerequisite, but all mechanics of the game are controlled by skills. All beginning characters have roughly three skills when factoring in racial skills. All of those must be selected from the basic skill list above or be a free skill by the chosen race.

Skills attempt to perform an action. The simplest and most common example would be combat. Another example would be social interactions, such as bartering for price. The details of each of these will be explained later; however, as an explanation of game mechanics, the skill allows the player to roll a die against a DC (Difficulty Class). The die is thrown to determine the raw score. Then any other modifiers are applied. The most common come from sub-attribute scores and modifiers. Then any other modifiers from magic or other effects. The total score is added. If the adjusted value is equal or greater than the DC, then the action is successful.

### Starting Skills

What my character can do well.

Starting characters should only select from the basic skills list below. Some races may have additional skills that are not in the basic list as part of their racial abilities. The details of the basic skills and how they are used are explained in the Skills section. Other skills are available and also explained in the Skills section, which is broken into eight different sections: Racial, Combat, Adventuring, Vocational, Magickery, Runes, Divinity and Sorcery.

It is important to note that skills can sometimes be seen by players as a menu at the table-top restaurant. To be fair, in many ways that analogy works; skills are purchased with karma as tender. That said, it is important to remember that just because a skill is listed in the book with a cost doesn't mean it is readily available in the game world -- or that there are not other costs beyond karma spent.

Throughout Earth's history governments and other organizations have resorted to tariffs, taxation, certifications and special-group memberships to discourage undesired social behaviors. The world of Enchanted Realms is no different in that regard. Probably the strongest example would be joining the clergy of a particular church. The karma investment is low and the character gains a lot of benefits; however, there is a church hierarchy, lists of sins, politics and other upkeep that goes along with *divine accord* and the some of the other skills that can only be learned through the church. Characters could find a bounty-hunter after them even if a priest is in perfect standing with his or her deity.

Adhering to a code of conduct in trade for gaining a certain skill is not limited to just the clergy. Each game world will be slightly different with "guild nuance" being determined primarily by the GM, but it is possible such implied social contracts exist for any skill. If there is a heavy-handed union for brewers in the region ... well, that's just the world where the game is played. GMs should be fair to players, allowing them to know and understand what they are getting into if such as skill in that world has obligations; however, there could be reasons some social-restrictions are not known publicly, but from a game design perspective, anything on the starting list should be disclosed.

In summary, the point here needs to be clear. When selecting skills, players need to understand there might be more cost than just the karma points used to acquire it. Some skills could have very "in-game" strings tied to them.

## Talent and Expertise

Skill		Skill	
<b>Combat</b>		<b>Vocational</b>	
Melee Fighting	Fighting with melee weapon	Agriculture	Planting, Harvesting
Ranged Fighting	Fighting with a range weapon	Animal Breeding	Animal Breeding
Unarmed Combat	Fighting without weapons	Armoring	Forge Metal Armor
<b>Adventuring</b>		Bowyer	Build Bows, Arrows
Acrobatics	Bonus to Agility Actions	Brewing	Create Beer and Ales
Alertness	Increases Awareness	Carpentry	Make Wood Construction
Astrology	Sense of Direction, Foretelling	Cooking	Prepare Food, Clean Carcass
Bartering	Lower Costs, Increase Sales	Creature Lore	Knowledge of Monsters
Cartography	Read, Decipher Maps	Farrier	Horseshoeing
Dash	Burst of Movement in Combat	Fishing	Catch Fish
Discipline	Bonus for Spiritual Defenses	Flora Lore	Knowledge of Plants
Fire-Building	Build Fire without Tools	Gardening	Landscaping, small food
Language	Learn a new Language	Glass-Blowing	Glassworks
Lip-Reading	Eavesdrop from a Distance	History	Knowledge of History
Mountsmanship	Control a Mount	Hunting	Hunting Game
Mental Fortitude	Bonus for Mental Defenses	Knots	Tie Knots with Proficiency
Stamina	Bonus to Exertion Actions	Lapidary	Cut Gems
Swimming	Ability to Swim	Leatherworking	Create Leather, Hide Armor
Tap and Touch	Improves Searching	Legal Work	Urban Government Work
Under-Navigation	Direction Underground	Masonry	Extract, Build with Stone
Wilderness Lore	Survival in the Wilderness	Papermaking	Create writing surfaces
Wound Care	Render Medical Aid	Religious Studios	Knowledge of Religions
<b>Divinity</b>		Sailing	Sail a Ship, Command Crew
Divine Accord	Connection to Deity	Scribing	Writing, Calligraphy, Forgery
Benison	Create Holy Philters	Skinning	Recover Hide, Extract Organs
<b>Fey Magickery</b>		Knots	Advanced Rope Use
Cantrip Control	Ability for Simple Magic	Sailing	Navigate a water vessel
Any Cantrip	Simple Magical Effect	Scribing	Writing, Calligraphy, Forgery
<b>Sorcery</b>		Skinning	Remove Hides
Sorcery	Ability for Advanced Magic	Tailoring	Create Clothing, Armor
Spell Axiom	Learn New Spell to Cast	Weaponsmith	Force Metal Weapons
		Woodworking	Weapons, Build with Wood

## Racial Skills

Things innate to a specific race.

These are traits that are exclusively possessed only by members of certain races. These cannot be learned by others unless specifically stated otherwise. However, in all other ways, they operate exactly as all other skills.

Skill	Race
Armor-Movement	Dwarf
Body-Weapons	Batfolk; Lizardfolk; Monsters
Chance	Halfling
Under-Navigation	Dwarf
Weather Omen	Elf

### Armor Movement

With this racial skill, all armor worn will have an effective encumbrance-weight of no more than 10 pounds. If the actual armor is lighter, then its real weight is used for the calculation of encumbrance. This does not alter one's true mass. If pressure plates or weight tolerances are triggered, the creature's true weight of the armor will be used. It is only obtainable to dwarves and specifically identified monsters.

## Talent and Expertise

### Savage Form

This skill permits combat with natural body weapons of claws, tail, etc. For playable races, this is unique to batfolk and lizardfolk; however, other non-playable monster types might have this skill also. It does **not** combine with *melee fighting* as these attacks are not part of the primary hand die pool. Instead, *savage form* uses the "savage" die pool. Whenever a "savage" die pool is used in an attack, no other die pool can be used - unless specifically stated by another skill or game rule. To determine the number of dice in the die pool, one would use what is defined as an "appendage" by this special skill. Certain body parts work in conjunction as an appendage. Claws, biting and kicking all act as a single d20; a tail attack is 1d20; horns provide one d20 to the die pool; and wing buffets would add 1d20. Unless stated differently, such as using a *spinning moves* skill, all of these dice would be used in the original "savage" die pool. The only other skill that adds to this die pool is *martial arts*, which adds one additional d20 and is not specific to any appendage. Finally, damage type would be based on the type of body part used and the weight of the body weapon is zero by default. Monster descriptions might change that value.

### Chance

Halfings are quite propitious, often attributed to their agility. Those with the *chance* skill are allowed to re-roll any d20 which scores a natural 1. However, if re-rolled, the next die value must be used regardless of the score.

### Under-Navigation

Through secret roles by the GM, a character can passively detect the following on a successful **Will** feat:

Slope and Direction	DC 7
Unsafe Walls	DC 10
Depth Underground	DC 13
Cardinal Points	DC 17

### Weather Omen

At dawn every day, an elf can accurately predict natural, non-magical weather for the next four hours. It does not have to be used at dawn, as it can be performed at any time. Further, this forecasting ability is not innately constant; it requires approximately fifteen minutes to discern to upcoming weather. However, the earliest it can be used again is the either the next dawn or after a long rest, whichever is later.

## Skills limited to be learned by specific races.

These are skills that can only learned by a particular race or creature, usually due to physiological restriction. However, there might be other explanations for the racial limitation. These can never be beginning skills and most often require a trainer or be learned by self-training. The ⚡ symbol indicates that a skill can be learned or self-trained without karma, but more on that later.

Skill	Cost	Skill	Cost
Flight-Stamina ⚡	200	Camouflage ⚡	300
Hurdling ⚡	200	Vibrational Identity ⚡	300
Prehensile Feet ⚡	250		

### Camouflage ⚡

#### Gnome Only

Immediately after taking damage, a gnome with this racial skill can use a reaction to fall prone and roll up to 15 feet. This unique flee and camouflage method allows the gnome to be effectively invisible until the end of the round or the start of his turn, whichever comes first. After using this ability once, it cannot be performed again until finishing a short or long rest.

### Flight-Stamina ⚡

#### Batfolk Only

Upon being trained in this skill, a batfolk can use his or her **Strength** bonus to add as an additional round of flight. Thus, a batfolk with a **Strength** score of 6 could fly for a total of five rounds.

## Talent and Expertise

### Hurdling ⌘

### Alseid Only

As part of normal movement, an alseid with this skill can clear or land on surfaces ten feet in height without a run. Heights of fifteen feet are possible if the alseid has a twenty foot running start. A standing broad-jump of fifteen feet can also be performed, while a running long-jump can clear thirty feet. The long-jump does not count against the current round's movement; however, it does remove half of the length of normal movement in the following round as the alseid recovers his or her footing from the leap.

### Prehensile Feet ⌘

### Batfolk, Gryf Only

This is a special combat skill for bipedal creatures capable of gliding or flight who also have talon-like feet. The GM may rule that other species are capable of learning this skill; however, it would be highly unlikely for giant eagles, gryphons or similar creatures to ever master this skill. What this conveys is that melee weapons, even heavy two-handed ones, can be employed and wielded with the creatures feet while in air. This makes the primary hand die pool to be defined by the flier's feet instead of the weapon hand. This does not grant a a second die pool, but rather shifts the body parts using that primary die pool. Therefore, while in flight or during a gliding attack, a combatant with this skill can strike with the feet-wielded weapon just as if it were held in his or her hands. This does not convey the ability to fight with one's feet or use one's feet to wield weapons while standing on the ground. However, it can be used while prone, so long as the combatant is on his or her back, but the attacks are at disadvantage. Further, if a gryf combined this with a *gryf-diving* attack and also had *two-handed fighting*, then "multi-strikes" could occur as the feet would act as a second die pool from the *two-handed* skill. This second die pool option would not be available for batfolk, as they require their arms to be in use during flight.

### Vibrational Identity ⌘

### Lizardfolk Only

This skill is one that hones a lizardfolk's natural sense of vibrations to an extremely heightened point and commonly used while hiding or using *stealth*. With this skill, at a range of 60 feet, a lizardfolk is able to identify the race of one being encroaching the area even if it cannot be seen, so long as the lizardfolk remains perfectly still, taking no other action, for one round. This is performed by concentrating on the patterns of footfalls, air movements from breathing and even the heartbeat on one other creature. This means if the lizardfolk encounters this being again and performs the skill, the entity would be recognized. It also allows the lizardfolk to identify those he or she knows. This can be used to identify illusions instantly and even highly-skilled shape-shifters on a **Perception** check against a DC:18. Further, this grants a +2 on the **Perception** check to detect a lie if the lizardfolk also has *tell-tale*. Lastly, a *silence* effect will negate this skill.

## Individual History

### Life before the Story

The player character is defined by much more than a race and some skills. He or she is a person, an individual, with goals, interests, concerns, fears, family and relationships. As part of creating a character, defining one's personality is as important as the attribute scores.

Defining physical aspects such as gender, height and weight have likely be determined by this point; however, if not, this would be the time to fill in those details. Physical descriptions such as skin color, hair color, eye color can and should be added at this time as well. Things like scars, tattoos or the description of an usual gate are nice details as well.

The following two subsections will help define the history of the character. There is a [Background Tool](#) that can be used on the website to assist.

### Backstory

#### Childhood and existence prior to the game.

In the game, a player is pretending to be another person, living in another world, which is governed by different physics. To have a sense of what decisions to make, it is important to understand the motivation and influences of this character.

Often this can be accomplished by detailing the entity's backstory first. Often the environment and events from growing up or living in a particular way can set a general impression of what this character will be like. When noting on the character sheet the backstory, write as much detail as desired; however, often just one or two words can summarize, such as "Criminal" or "Guild Merchant." The other details about the past will be captured when documenting the character's personality.

### Personality

#### Who is this character really?

After thinking about the character's backstory and how that influences who that character is today, a few key notes should be made, perhaps just a short sentence for the following categories.

**Traits:** This is a general statement of a noticeable personality behavior. It could be "I am very intolerant of those who have a different faith" or "I am a hopeless romantic but fall in and out of love quickly."

**Examples:**

- I idolize a particular hero of my faith and constantly refer to that person's deeds and example.
- I can find common ground between the fiercest enemies, empathizing with them and always working toward peace.
- Nothing can shake my optimistic attitude.
- I don't mince words and get straight to the point.
- I fall in and out of love easily, and am always pursuing someone.
- Flattery is my preferred trick for getting what I want.
- I would rather make a new friend than a new enemy.
- The first thing I do in a new place is note the locations of everything valuable—or where such things could be hidden.
- I make playfully romantic or sexual overtures, My behaviour is intended to arouse sexual interest.
- If someone is in trouble, I'm always willing to lend help.
- Thinking is for other people. I prefer action.
- I judge people by their actions, not their words.

**Ideals:** This is the goal or the hope of how the character would live in a perfect world. It is the inspiration that drives the character's behavior. One example is "I aspire to prove myself worthy to my family." Another is "I am greedy and just in this for the bounty."

**Examples:**

- Creativity. The world is in need of new ideas and bold action.



## Individual History

- Honesty. Art should reflect the soul; it should come from within and reveal who we really are.
- Fairness. No one should get preferential treatment before the law, and no one is above the law.
- Freedom. Tyrants must not be allowed to oppress the people.
- Discovery. My heart is to explore, uncover mysteries, and pioneer.
- Love. I seek to experience affection and emotional commitment, whether romantic or platonic.
- People. I'm committed to the people I care about, not to ideals.
- Greater Good. My gifts are meant to be shared with all, not used for my own benefit.
- Logic. Emotions must not cloud our sense of what is right and true, or our logical thinking.
- Power. Solitude and contemplation are paths toward mystical or magical power.
- Family. Blood runs thicker than water.

Bonds: A character's bond is what is important to him; that for which he or she would sacrifice. This could be a person, a group of friends, a relative or even tangible objects. It might be "the workshop where I learned my trade" or "my mother means the world to me."

### Examples:

- I want to be famous, whatever it takes.
- I seek profits for both personal and public advancement.
- An injury to the unspoiled wilderness of my home is an injury to me.
- I have an ancient text that holds terrible secrets that must not fall into the wrong hands.
- I'm loyal to the captain first, everything else second.
- My honor is my life.
- Those who fight beside me are those worth dying for.
- I fight for those who cannot fight for themselves.
- I am in love with the heir of a family that my family despises.

Flaws: Finally, it is important to have at least one character-flaw. These are weaknesses which could undermine the character. Some might be obvious like "I am a binge drinker," while others might be secretive like "I can't help but pilfer a little from the share."

### Examples:

- I'm an absent-minded type who has difficulty concentrating on things not involving the current task. If no engaging task or topic presents itself, my attention will drift to more interesting matters within five minutes, tending to ignore immediate surroundings.
- I judge others harshly and myself even more severely.
- I am either near-sighted or far-sighted, in all forms of vision. This may alter Perception checks as the GM deems relevant.
- I place too much trust in those who wield power within the worshiped temple's hierarchy.
- I am quite inflexible in my thinking.
- I like to push people around whenever avoiding consequences. This might take the form of physical attacks, intellectual harassment, or defining the pecking order.
- I am unable to keep a secret but self-deceivingly think I can.
- I am chauvinistic but can't resist a pretty face.
- I am merciless, if not cruel, having a very difficult time deciphering others' emotions other than how to manipulate them. I truly don't care about the feelings or pain of others.
- I totally miss the point of any wit aimed at me, and I am oblivious to attempts of non-magical seduction. The meanings of colloquial expressions escape me.
- I have charitable empathy and am acutely aware of others' emotions. As a result I feel compelled to help those nearby in unreasonable ways – even legitimate enemies.
- Compulsive behavior consumes me. I have a habit – often a vice – that wastes a good deal of time or money. I must indulge this routinely, if at all possible, and do so any time the opportunity permits.
- I am very prideful and have great difficulty asking for help.
- I believe something delusional that simply is not true. This may cause others to consider me insane. And they may be right!
- Suffering from self-loathing due to this trait, I will run and preserve one's own hide if the going gets tough.
- As a secret in my past, an innocent person is in prison for a crime I committed; moreover, I have little empathy to that fact.
- There is a scandal which prevents me from ever returning home. That kind of trouble seems to follow me around.
- The character suffers from depression and a lack of enjoyment in life. Occasional suicidal thoughts have to be managed.
- I have trouble keeping my true feelings hidden. My sharp tongue often finds trouble.
- My voice is naturally unpleasant or artificial-sounding. This can impact social interactions by the arbitration of the GM.
- I have a weakness for the vices of the city, especially hard drink.
- I would risk too much to uncover a lost bit of knowledge.
- I enjoy and seek out being with others, even at personal cost, but I am unhappy, distracted, perhaps even miserable, when alone.
- I have difficulty controlling my impulses and am prone to lose emotional control in stressful situations.
- I have a phobia that that compels me to keep a certain, minimum distance from a particular item or substance. When too close, I am unable to take actions other than self-preservation until beyond the range of being affected by the phobia.
- Body language betrays my true intentions. When attempting to lie or bluff, my face or stance tends to give the game away.
- I am overly fond of good food and drink. Given the chance, I will be burdened with extra provisions. I would never willingly miss a meal.
- I am greedy, lusting for wealth. I find it difficult to resist when riches are offered – as payment for fair work, gains from adventure, spoils of crime, or just bait.
- I have a guilt complex such that I feel personally responsible for those who play a significant role in my life.

## Individual History

- I suffer from gullibility, believing much of everything heard. I will swallow even the most ridiculous story, if it's told with conviction.
- I am power-hungry and would kill to acquire a title or position of authority.
- I love the vices of the city, especially prostitutes.
- Jealousy consumes me, which causes me to react poorly toward those who seem smarter, more attractive, or better off. This leads to a general resistance of plans proposed by a "rival." Further I hate it if another is in the limelight.
- I am such an egomaniac that I believe I am far more powerful, intelligent, or competent than in reality. I could be either boastful or just quietly determined.
- I may have serious trust issues, even to a point where it is believed that everyone is plotting that person. I never rely on anyone except old friends... and even those have to be questioned from time to time.
- I may have a bit of pyromania, enjoying watching fires and setting fires too.
- I am truly uncomfortable around strangers and tends to be quiet even among friends. This may have an impact on social interactions.
- I have a weakness for the vices of the city, especially gambling.
- I need to win arguments, which overshadows friendships and harmony.
- I am highly submissive, having no initiative and becoming confused and ineffectual without a "master" to give orders.
- I am rather pigheaded, always wanting my own way. This makes me generally difficult to get along with.
- I am a trickster who craves the excitement of outwitting dangerous foes. This is not ordinary practical joking. Playing simple tricks on innocent or harmless folk is no fun at all – it has to be perilous!

## Equiping The Character

We shape our tools, and then our tools shape us.

Once having created a character, equipment is needed. There is a standard set of equipment, but this does not include armor and weaponry. Below are the different types of defensive and offensive equipment needed in the game. A character should be permitted at least light armor and a light weapon. However, the GM may allow a starting allowance to purchase items. A fair number would be around 400 bits, but this could be adjusted by the GM based on history, background and inheritance.

Enchanted Realms encourages a maintenance-fee system of personal economy. This will be explained later, but it is essentially the idea that money is spent to ensure one has the standard items and weapons, armor and such are kept in top condition, repaired when needed. This works out to an average cost which is subtracted monthly. It may not be perfect, but it's close enough and much easier than counting pennies.

### Armor

In an adventuring world, there are different cultures, each with their own innovations. The creation of armor is no exception. However, with armor, there is a little more to things than just crafting a protective suit.

Lifesong is a key element to Enchanted Realms. All living beings, even undead beings, have a lifesong which defines what they are. It is a simple concept with many, many layers to it. One of those layers is how inanimate objects integrate with a person when being worn and carried. Specific to armors, these items are not merely coverings to prevent physical harm but also have an interaction with one's lifesong. Typically, this merely means that one is able to use an Agility modifier (from zero to five) to adjust the AC. However, this does not work quite as intuitively as commonly thought for most RPG games.

Rather than an armor being supple or bulky to determine how well one can move in it, the construction and crafting of armor - yes even non-magical armor - becomes part of the the wearer's lifesong. As such, the materials used, its shape, its bulk and density, along with its metaphysical form and purpose, all integrate with the wearer to create effects that are greater than the sum of the parts. Again, this is for non-magical armors. It can become more complicated and unique when augmenting magic into the equation. But as a baseline, this means that different armors may have different properties, making them able to be slept in without issue, enhanced due to the wearer's Agility score -- or perhaps due to the wearer's Faith. Yes, some armors, because they are prepared by the Church, in the Church and for the Church, integrate with the wearer's lifesong to enhance protection based on Faith. This is due to the intrinsic trueform of the robe integrating with one's lifesong. Likewise, when Agility is the affected stat, the armor, still non-magical, has a slight animation to it as a "symbiotic" process of this lifesong interaction. The character's high Agility essence from his or her lifesong transfers into the inanimate object, allowing it to react and respond connaturally to an attack. Different materials may also cause different modifications when wearing armor.

Additionally, certain armors integration into the lifesong can create conflict with one's ability to perform other skills optimally. Due to the material of a type of armor, its trueform, etc., Things potentially interfered with are the skills of *archery*, sorcery and skills that affect *stealth*. However, social interactions can also be impacted due to one's armor. When wearing certain armors, those skills and interactions will occur under the rules of being at disadvantage. However, very strong characters may be able to overcome that disadvantage to wear the armor as without this penalty. If certain sub-attributes are high enough in combination, then the disadvantage rule can be ignored. The number of combined values will be noted as part of the armor when such a penalty applies to the type of armor.

### Calculation

To be clear, Armor Class (AC) is the numerical value that must be met in an attack roll to strike an enemy and inflict damage. The base AC is 10; thus, if someone is wearing normal clothing or even naked for that matter, that being's Armor component is 10.

The calculation of AC comes from four components: armor base, attribute modifier, shield component and the "other" category. When something modifies a value in one of the components, only the best value is used; then all the numbers are summed up to determine the total AC.

If a character is wearing armor that is the new armor base; however, some armors adjust slightly against different damage types. If a shield is employed, then an additional +2 is added. Atop that value, any modifiers might be added; however, that is dependent on the type of armor worn. This is an important detail, as someone without armor doesn't gain a modifier bonus unless some other item or spell allows for it. This means a normally clothed person has an AC of 10, even if that character's Agility score is 12. This is due to how the lifesong works and interacts with inanimate objects. Finally, if there are any protective magics from enchantments to the armor or magical spells, those bonuses are added as well. However, as stated above, if more than two magical effects are in play, they are not cumulative; only the greater of the values can be added.

## Equipping The Character

In other RPGs, armor will have bulk, like light or heavy; however, here each piece of armor has a few properties that are used instead of that concept. Clearly, all armors have weight and calculate into the [encumbrance](#) rules. When a character carries too much weight, penalties will occur - mostly movement and delays to initiative. Armor will likely be the heaviest item kept on one's person. The Roll20 character sheets will automatically calculate encumbrance and offer warnings if moving too much in a single action.

Further, each armor type will have a sub-attribute that can modify the AC. If there is nothing listed in a table or item description, then no modifier is permitted. Most often, this sub-attribute will be Agility, but some materials and craftings will allow a different value to be used to modify AC.

Additionally, there are details of how long it takes to don the armor. Lighter, more supple armor can be put on and buckled up in around 30 seconds, while something detailed with multiple pieces, such as plate mail could take up to 5 minutes. This is important especially for a priest who might consider selecting the *assemble armor* incantation. Another aspect is how long an armor can be worn before penalties occur. This is listed in hours, but a character's Resilience score can add an additional hour per point. Thus, leather armor can be worn for 168 hours (one week) before penalties set in. However, when worn by someone with a 6 Resilience, the armor can be worn up to 174 hours before the penalties occur. On the other end, plate mail has a standard of 6 hours; thus, that same character can wear it for 14 hours before worrying about penalties.

The penalties once going beyond the allotted time when wearing armor occur during rests. This is referenced as an "insomnia phase." A short rest will not allow any Body points to be recovered as the initial penalty. Long rests will recover 2 points below the normal amount of Body-point recovery, and max-health acts one point lower than normal. As subsequent long rests are taken, that max health value lowers by another point until reaching the half-way point. Even if taking the armor off, the "insomnia phase" persists until max-health is restored. Each long rest out of armor will restore one point towards max-health and recovery will be normal. However, if wearing armor during an "insomnia phase," no recovery will happen on the next long rest.

As a final note, any person can wear any type of armor; however, encumbrance might prevent weaker characters from being able to move once putting it on.

## Shields

Likewise, anyone can carry a shield unless employing a weapon with a [heavy](#), [reach](#) or [ammo-use](#) tag. If using one of those weapons, then adding a shield in a fight is simply unworkable. Moreover, to employ one without a skill and gain the +2 bonus to AC, the weapon used must be tagged as a [light](#) weapon. Otherwise, no bonus is granted. However, the *shield-use* skill will remove the [light](#) weapon restriction.

Also, putting a shield to the ready in the first round of combat suffers a penalty of 10 feet from movement that round. It does not require an action, but it does reduce distance that can be traversed in that first round. Subsequent rounds suffer no penalty unless the state of the shield's equipped status changes. Dropping the shield costs nothing, but putting it back to the ready would cost movement again. All this said, the skill of *shield-use* neutralizes these penalties, making it to be brought to the ready without any movement modifiers.

One other thing to consider is that a shield is a reasonably weighted object. Thus, like a chair, it could be picked up and used to strike someone. If doing this, then it is considered an improvised weapon and no bonuses would be granted for holding it -- even if one has *shield-use* as a skill. Only until *shield-blitz* is obtained do options exist for using it offensively while retaining some defensive value.

## Helmets

Helmets come in various shapes and sizes; plus, they are made from various materials. There is no skill needed to wear a helmet, but some have Strength requirements. No helmet offers bonuses to one's AC; however, they do protect against certain types of effects -- most commonly assistance from becoming stunned. Head coverings sometimes have difficulties too. If a victim wearing any helmet must save to prevent a deaf or blind [restriction](#), then said save will suffer a -1 penalty. Additionally, if a victim wearing any helmet suffers the nauseated restriction, then the effect will last for one round longer than normal.

Leather caps grant minimal protection. These will grant +1 to saves against stunning so long as the effect comes from a physical strike rather than mind-affecting magic. The bronze galea is another style of helmet. These grant +3 to saves against physical stunning, but suffer a -1 to any Perception checks while wearing. The galea is the only helmet that does not suffer the -1 penalty against deafness. Finally, the iron or steel bascinet helmet grants +6 to saves against physical stun attacks, but is penalized by -2 to Perception checks.

## Temperature

Temperature is one other factor that may affect one's decision of what type of armor to wear, especially if traveling in extreme climates. The details can be found under the [Climate Extremes](#) subsection.

## Equipping The Character

### Disadvantage

Finally, it should be understood what disadvantages of certain armors means. For example, padded armor comes with a disadvantage on stealth actions. This means if a character wearing padded armor is attempting to use his or her *stealth*, normally 4d6 are rolled to establish the perception DC. However, in padded armor, the character would roll one less die or 3d6. For the untrained person, it drops the roll to a highly unlikely success by only rolling a single d6. For social interactions, the dice of bartering or interrogation are rolled as two sets of d20s (or d12s) as a feat or competition, taking the lesser of the two as the valid roll. For archery, this is the same as attacking at disadvantage, losing 1d20 or using the lesser of two sets, depending on the number of dice used. Sorcery, however, is a bit special. Though rare, whenever an axiom has damage dice rolled that do not require a to hit or offer the victims a save, then the lessening of by one die occurs. However, if the target is the one making the save (*charm, ignis fatuus, lightning bolt* etc.), then the target rolls the saves at advantage instead. This means two d20s are rolled, taking the higher of the two. Lastly, for the many axioms that do not have a die roll involved (*detect magic, glamour mouth, veil* etc ), then the sorcerer must make a Judgment feat (DC:10) for the effect to birth the spell. If the feat fails, the spell points are still consumed.

### Craftsman Armor

Craftsman armors are less common and often require more time and cost to create than the more common armors listed above. Some of these require special materials, additional skills, and some require fabrication rituals. Craftsman armors often have subtle benefits but sometimes have downsides to them. These often have less of a profit for the armorer or might have a lesser demand; therefore, they are not as easy to find, often requiring a request to be made. Armors considered to be craftsman armors are colored maroon in the list below. Special fabrication requirements will be explained in the individual descriptions.

Armor	AC Adjustments	AC Modifier	Market	Social <sup>(a)</sup>	Archery <sup>(b)</sup>	Stealth <sup>(c)</sup>	Sorcery <sup>(d)</sup>	Weight	Don	Wearable
<b>Archbishop Robe</b>	11 Cold: +1; Blunt: +2	Faith Mod	750☉	9				6 lb	1 action	168 hrs
<b>Bishop Robe</b>	11 Blunt, Fire: +1	Faith Mod	250☉	7				6 lb	1 action	168 hrs
<b>Goluka</b>	11 Blunt, Cold: +1	Muse Mod	500☉					9 lb	3 actions	Infinite
Leather	11 Piercing: -1	Agil Mod	65☉					10 lb	3 actions	168 hrs
Padded	11 Fire: -1, Lightn: +1	Resil Mod	35☉			7		8 lb	6 actions	144 hrs
<b>Brigandine Armor</b>	12 Edged: +1	None	205☉				9	15 lb	5 actions	96 hrs
Studded Leather	12 Blunt: +1	Agil Mod	150☉					13 lb	3 actions	120 hrs
<b>Elfin Hauberk</b>	13 Edged: +1	Muse Mod	3900☉					12 lb	3 actions	72 hrs
Heavy-Padded	13 Piercing: +1; Lightn: +1	Resil Mod	150☉			8		12 lb	8 actions	60 hrs
<b>Iron-Skin Leather</b>	13 None	Agil Mod	1200☉					12 lb	3 actions	168 hrs
Jack of Plates	13 None	None	30☉	12			7	18 lb	8 actions	72 hrs
Chain Shirt	14 Edged: +2	None	225☉				10	20 lb	9 actions	48 hrs
<b>Lamellar</b>	14 Piercing: +1	None	380☉				5	35 lb	12 actions	36 hrs
Breastplate	15 Edged, Piercing: +1	None	385☉				12	30 lb	8 actions	48 hrs
<b>Dark Ring</b>	15 Blunt, Cold: +1	None	1200☉			9	12	30 lb	10 actions	72 hrs
<b>Dwarven Scale</b>	15 Blunt, Edged: +1	None	575☉			10	14	50 lb	15 actions	36 hrs
Ring Mail	15 Edged: +1	None	300☉			9	12	40 lb	10 actions	24 hrs
<b>Brigandine Chain</b>	16 None	None	485☉		9		15	40 lb	12 actions	24 hrs
Chain Mail	16 Edged: +2	None	420☉			12	15	55 lb	18 actions	18 hrs
Splint Mail	17 Blunt, Piercing: +1	None	515☉		10	14	16	60 lb	24 actions	12 hrs
Plate Mail	18 Edged, Fire: +2	None	600☉		11	16	16	65 lb	30 actions	6 hrs

(a) Social interactions are made at disadvantage unless a character has a combined score of **Muse** and **Judgment** of the number noted or higher

## Equipping The Character

in the table.

(b) Any roll involving *archery* or a weapon that would be used with it is made at disadvantage unless a character has a combined score of **Agility** and **Strength** of the number noted or higher in the table.

(c) Stealth rolls, normally 4d6, are rolled at disadvantage, meaning the loss of a d6. This penalty is removed once a character has a combined score of **Agility** and **Will** of the number or higher.

(d) Sorcery axioms are cast at disadvantage when wearing such an armor unless the character has a value of **Resilience** and **Logic** equal to the number noted in the table or higher.

Other Items	AC Adjustments	Modifier	Requirement	Weight	Note
<i>Shield donning requires 1 action if it is not readied</i>					
Shield	+2	None		6 lb	
Shield, Stonewood	+3	None		3 lb	Rare Item
<i>Helmets donning or removing requires 1 action; -1 vs dead, blind; extended nauseated effect</i>					
Leather Cap	n/a	None		2 lb	+1 vs Stun
Galea	n/a	None	Strength 2	3 lb	+3 vs Stun; -1 Perception check; no deaf penalty
Bascinet	n/a	None	Strength 3	4 lb	+6 vs Stun; -2 Perception check

**Archbishop Robe** This protection is the same as an enhanced version of the bishop robe with the exception that it is made with darkleaf rather than leather. Due to this, the flame-retarding oils are not effective, causing this version to lose that protection; however, its defense against blunt damage is much better. Further, there is a small maintenance cost to manage the metal lining in the robe because the stitching does need routine repair. This suit is often reserved for the higher ranking church officials; thus, without above average **Muse** and **Judgment** scores, persons interacting with the wearer of the robe may be treated with skepticism. As with the risks of wearing its lesser form in public while not being of the proper church rank, this too carries the possibility of charges of blasphemy from the church for impersonating a saint. Creating this specialty robe requires *green stitching* as well as a ritual of it being made on holy ground.

**Bishop Robe** While this item can be acquired on the black markets, it is typically reserved for members of the clergy. It is a leather robe, offering a standard AC 11. However, it has spaced columns of lamellae from bone or metal sewn into the lining. This offers AC 12 against blunt strikes. Further, it is treated to be AC 12 against fire as well. Those who wear this publicly and are not part of the church run the risk of social problems and possible anathematism. It is a craftsman armor requiring that it be created on holy ground to gain the modifiers to AC from **Faith**.

**Goluka Armor** Made from darkleaf, "goluka" armor offers +1 to AC against blunt and cold damage, meaning a typical "leather" suit made from "goluka" would be AC 11, but AC 12 against blunt and cold damage. However, the true benefit to this armor is there is no maintenance cost for an armor made from this material because so long as the coverings made from this plant receive a little sunshine and water routinely. When this occurs, the covering repairs itself. This does not mean it is indestructible, but normal wear and tear will not destroy it. However, if the armor is devoid of moisture for over three months, it will wither and become useless. Lastly, when wearing darkleaf armor, an additional +1 to body is gained during a short rest, which makes this material highly sought after. *Green stitching* is a needed skill in addition to *leatherworking* to create this special item.

**Leather Armor** is made from leather. The armor pieces covering the shoulders and chest were often boiled in oil to make them stiffer. The rest of the armor was softer and more flexible. When worn, this armor grants the possibility of a bonus to the AC from a character's **Agility** modifier.

**Padded Armor** consists of quilted layers of wool and linen, wrapped in an animal hide. While light in weight, it is a bit bulky. This does add a little insulation against lightning damage, but unfortunately exposed to fire. When attempting to take any stealthy action, such as sneaking undetected or picking the pocket of another, the wearer is at disadvantage for the action, until obtaining higher attributes. The **Resilience** modifier is used when calculating attribute bonuses for this armor. A mere *tailoring* skill is all that is required to craft padded armor.

**Brigandine Armor** A brigandine is a garment made of canvas and leather, lined internally with small oblong steel plates riveted to the fabric. It does offer slightly better protection than studded leather due to the AC 13 against edged weapons; however, its maintenance cost is much greater. Also it creates penalties for sorcery. This has caused the brigandine to become more of a decorative and ceremonial armor, one that marks position and station rather than a functional suit in which combat happens. This also contributes to why the jack of plates has social issues associated with it, as it is an obvious dishevelment of the brigandine. As it is typically an armor reserved for lower officers, it is not widely available in the market. However, any craftsman with *leatherworking* can craft a suit. The iron plates of the armor prevent any AC modifiers from attributes.

**Studded Leather** has many parts of it boiled to harden them. The arm and shoulder sections typically remain softer leather but reinforced with numerous close-set rivets and spikes. The **Agility** modifier is combined when wearing this armor.

**The Elfin Hauberk** is made from the rare feywood and scarcely found in the open market. When the wooden chains are formed into a shirt, they are treated to harden like stone while maintaining the light buoyancy of wood. The elves are stingy with these armors and tend to craft them for recognition rather than profit; nonetheless, a few items do make their way to black markets. A craftsman forging such a masterpiece would require *armor-forging* as a skill to create a shirt.

**Heavy-Padded Armor** is the same design as padded but uses a heavy-hide instead. It is also bulky, sturdier version. Hides from thicker creatures like a crocodile or mantichore are needed to produce this armor, but the only skill needed is *tailoring*.

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**Iron-Skin Leather** Creatures such as a basilisk, a chimera, a wyverns or even hatchling dragons, if found, can be fashioned into an iron-skin leather which offers AC 13 when crafted into a suit of armor. Due to the rare nature of the leather, no attribute modifier can be added to this craft work. The only skill required is *exotic-hides* to make the armor; however, *skinning* is needed to remove and treat the hide to be used.

A Jack of Plates is a type of armor made up of small iron plates sewn between layers of felt and canvas. These are often crudely made by patching together pieces, possibly including parts from four or five other armors. Pelts and hides of societies lacking quality tools or materials also fall into this classification. Anyone wearing a jack of plates is almost always seen at the lower end of society or possibly a criminal. As a result, any [social interactions](#), such as *bartering* or *interrogation*, are performed at disadvantage as the wearer is not taken seriously. It is also likely that GMs will have city guards and other police harass those wearing a jack of plates. Whenever a crime has occurred, someone wearing this will be seen as one of the "usual suspects," causing a significant amount of time to interrupt whatever that character's business in town might be. The metal added to a jack of plates ruins any possible AC attribute modification.

A Chain Shirt, sometimes called a hauberk, covers only the torso, leaving the arms and legs free. Typical this armor has a cloth layer underneath to prevent chafing and bruising. Due to its weight hanging from the shoulders, it does become uncomfortable, is minorly cumbersome, and interferes with sorcery due to how it connects with the wearer's lifesong. A chain shirt does not prevent magical casting, but it does create a disadvantage on any sorcery axiom cast if the attributes of the character are not high enough. The metallic nature interferes with the opportunity to use an attribute modifier.

**Lamellar Armor** Lamellar is a sturdy armor similar to the breastplate but with small rectangular plates, scales or iron, punched and laced into horizontal rows on the exterior, worn over a heavy cloth undergarment. Often this armor extends down to a skirting to protect the legs as well. This armor also comes with a higher maintenance cost, making it a less popular style for the mercenary types, but it is available in many places, especially war-torn areas. Moreover, richer, more-successful adventuring types tend to be fond of it. It is considered a craftsman for these reasons, but the armorer need only *armoring* to create the basic iron version. This armor does not allow attribute modification to the AC.

A Breastplate covers the wearer's front and back with a metal cuirass and includes a galea helmet and greaves. The weight of the armor includes these additional pieces, as such the head protection applies if this armor is listed alone in one's inventory. A light suit of leather beneath the breastplate helps to protect the limbs. Nonetheless, it does create a disadvantage for any sorcery cast when wearing. No bonuses for an attribute are gained from this armor.

**Dark Ring** This is a darkleaf or "goluka-base" with ringmail methods added onto it. Because of the material, it can be worn for longer periods of time than armors of its same weight and protection. However, metal is very difficult to bind into darkleaf, which makes the time to create this armor longer and its cost significantly higher. Also, the secrets of *armor-forging* must be known to create it. Like all goluka, this armor must be watered and allowed to have sunshine. A number of ruined suits forgotten in a closet, combined with the expert craftsmanship to make, allows for few to be on the open market.

**Dwarven Scale** Rarely found to fit anyone other than of the terrac species, this fashioning is a variant of ringmail, using disks, which are merely rings dipped in molten metal to get a more-solid coating, woven in a spaced pattern similar to a lamellar armor but woven internally to the armor itself. The purpose for its creation was to protect against cleaving weapons; however, its downside is that it doesn't offer the same protection from piercing arrows and other attacks. A dwarven-style helmet equivalent to the galea is part of this armor; thus, the adjustments for such are also included when donned. Dwarves often repair their own armor; thus, the higher maintenance is less of a deterrent to them.

**Ring Mail** is based on leather armor with large, weighted rings attached and woven to it. Its rings help to reinforce the base against axe or sword strikes. It is inferior to other full body suits; however, it is much cheaper. Contrariwise, ring mail comes with disadvantages for actions of stealth and sorcery; not to mention it be worn barely over a day before penalties occur.

**Brigandine Chain** This combines a form of brigandine that is worn over and fashioned into a hauberk. It has a high maintenance fee and some increased time for forging; however, many find the benefits worth the additional expense, especially without having to invest into the skills for wearing heavier armor. However, despite being lighter than some, it cannot be slept in but perhaps one night before penalties are inflicted. An *armoring* skill is required to craft this style.

**Chain Mail** is a form of armor made of interlocking metal rings. Clothing worn underneath prevents irritation and chafing. It is often used as a base for splint and plate armor. Due to its bulk, weight and form, wearing chain mail will cause the wearer to be at disadvantage for sorcery and stealth actions. A chain head covering is part of this armor, which acts as a leather cap. Other helmets can be worn at the same time, but only the stronger of the two helmets have its adjustments used.

Made up of several vertical strips of metal, **Splint Mail** is worn over cloth padding with the joints interwoven with chainmail. It is one of the most restrictive armors in respect to range of motion, and as a result anyone wearing it suffers disadvantage not only for *sorcery* and stealth but also when firing a weapon of *archery*. A galea helmet is included with this suit or armor; thus, protection against stunning effects are assumed with this armor, as are the helmet penalties.

**Plate Mail** consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, and a bascinet-helmet. Buckles and straps distribute the weight over the body. Due to its bulk, actions of archery, sorcery and stealth are performed at disadvantage.

## Equipping The Character

### Materials

Before continuing on to the weapons list, an important note to make is that everything listed in the armors above and the weapons below assume that materials are basic ones. This means for metal, iron is assumed. For leather, cow hide, horse hide or perhaps camel hide is the material used. Exceptions are listed in the description for armors like goluka or iron-skin leather, but otherwise, those basic materials are what would be used when the material is excluded.

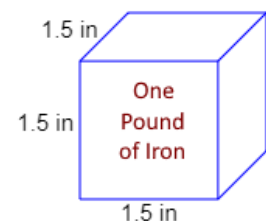
The reason this is important pertains to the lifesong integrates with objects worn and carried. Remember, an object, especially armor or a weapon, has several components to it consisting of shape, material and trueform. As such, the material used to create armor and weapons become very important when crafting them.

Let's discuss steel for a moment. It is a higher quality metal than iron. It is created through a special process of adding charcoal to iron while smelting at a higher temperature that results in a stronger alloy. To forge with steel, a metal-worker must have the *enhanced metals* skill; thus, not just any blacksmith can create steel objects. However, when creating an armor from steel rather than iron, the base armor component of the protective suit increases by one point. So, that chain shirt made from steel instead of iron goes from AC 14 to AC 15. Of course, you will find the purchase price increasing as well. Likewise, when looking at weapons, one made from steel rather than iron gains +1 to hit on all its d20s. In the end, this is a simple example of how material can alter the properties and value of an object.

Another example is silver. Weapons are not forged from pure silver. That would be inefficient in cost, especially when compared to other mythical ores. However, a silver weapon can be produced by a weaponsmith who also has the *enhanced metals* skill. This allows the smith to coat an ordinary iron weapon with a plating of silver. While this process does not add to the chances to hit or wound a creature, it will inflict harm to many monsters that are resistant or immune to ordinary metals, such as iron or even steel.

By this point, someone reading this has considered silver-plating a steel weapon to gain the best of both methods. Unfortunately, the physics and chemistry of the fantasy world is not like that of earth. As such, the silvering process does not work on steel objects. To forge a weapon that can strike special creatures, like lycanthropes and demons, one must find a metalworker who can forge with *enchanted metals*.

However, even non-magical metals can have some special properties. There are several other materials that could become important to a character in the fantasy world. Copper is a precious metal; on the low end, but coins are minted in copper. Tin and zinc are other important metals, even though they are not thought of much as their use for armor and weapons are limited. However, tin mixed with copper creates bronze, while zinc mixed with copper creates brass. This is important as bronze has been shown to block magical sensors and x-ray vision. The GM can give more details if it becomes relevant. Further, brass has been known to protect against certain forms of psychic attacks. The point is even normal, non-magical metals have special properties that can be harnessed.



Further, one should remember metals have different properties, density, malleability, etc. Thus, a pound of iron does not fill the same volume as a pound of steel, gold or myhril. Below is a chart to compare a 1.5 x 1.5 x 1.5 cube of various metals, as that is the base of one pound of iron. This is important for magical effects like the dwarven *transmute metal* incantation.

Metal	Dimensions	Weight	Ratio	Detects as Magic	Known Properties
Stone	1.5 x 1.5 x 1.5	10 oz	60%	No	-1 Bonus, +1 to Initiative
Cold Iron	1.5 x 1.5 x 1.5	1 pound	100%	No	+1 to Damage against Fey
Iron	1.5 x 1.5 x 1.5	1 pound	100%	No	None
Steel	1.5 x 1.5 x 1.5	14 oz	90%	No	+1 Bonus, Strikes as Normal
Electrum	1.5 x 1.5 x 1.5	14 oz	88%	Yes	+1 Bonus, Strikes as Silver
Orichalcum	1.5 x 1.5 x 1.5	11 oz	70%	Yes	+1 Bonus, +1 to Init, Strikes as Magical
Meteore	1.5 x 1.5 x 1.5	1 pound, 8 oz	150%	Yes	+2 Bonus, Strikes as Magical
Scarletite	1.5 x 1.5 x 1.5	1 pound	100%	Yes	+2 Bonus; potential fire properties
Myhril Alloys	1.5 x 1.5 x 1.5	9 to 12 ounces	Varies by alloy	Yes	+2 or better, +1 to Init

One of the things that makes these rarer, higher-quality metals sought after is not just the bonuses to weapons and armor, but they also allow special enhancements. For example, orichalcum permits Agility modifiers to be used in heavier armors constructed with this ore. Thus, those metal armors which normally receive no AC modifiers can use Agility when made from orichalcum. Meteore is



## Equipping The Character

a door-kicker's dream metal for armor, as it uses Strength modifiers to adjust the wearer's AC.

## Weapons

Any item can be wielded in combat; however, as explained in the combat-skills section previously, those without fighting skills will have a difficult time in battle. However, if the dice score a hit, then damage is inflicted against the opponent's body score. All weapons inflict 1 point of damage per hit. If 3d20 are rolled and only 1 is successful, the 1 point of damage is imposed; however, if all three dice are hits, then 3 points of damage are inflicted.

In addition to the success of the d20 dice rolls used, based on the combination of skills used in an attack, the specific weapon used may add additional damage by weight. Light weapons add no damage, medium-sized weapons add 1 extra point, and heavy weapons inflict an extra 2 points of damage. However, no range weapon ever gains damage from the weapon used.

Moreover, each weapon will have a series of properties. These different properties can make a difference in the effectiveness and benefits of using different weapons. Many weapons will carry multiple properties, which means they may be very advantageous over others. Likewise, certain properties which are typically applied alone can offer powerful value as well. It is a balancing process of risks, rewards and circumstances for which a character must choose when selecting his or her weapon of choice.

As stated elsewhere, weapons gain to hit and damage modifiers based on either Strength or Agility or sometimes the choice of the wielder. These are also factors of how effective a weapon may be for a specific character. Further, there will be references to a "crit" in some of these descriptions. All of these items will be explained in detail in the [Combat Detailed](#) section.

One further consideration is the type of damage a particular weapon inflicts, as well as the fighting style to wield the weapon effectively. Often these are the same, such as the mace, which is used in a bludgeoning fashion and delivers blunt damage. To advance one's fighting skill with the mace the *style: bludgeoning* skill is selected. However, a weapon like the bastard sword delivers edged damage; however, to fight with it, the slashing style is not used. Strategically this is important as various armors may offer better protection against different types of damage.

### Ammo-Use

Weapons that use ammo inflict damage from the ammo rather than the weapon itself. Due to the need to use both hands for employing such a weapon, shields cannot be wielded while using such a weapon.

These weapons are normally used as a one-handed weapon; however, they are able to be wielded with two hands. When using two-hands, the weight damage increases to 2 points rather than 1. Further, when used two-handed, they gain the effects similar to a heavy weapon in that these weapons can place an opponent without a shield at

### Clout

disadvantage on a raw score of 18 or higher. However, unlike a true heavy weapon, inflicting disadvantage with a weapon of clout can only occur when successfully hitting the opponent (and of course used two-handed). The *heavy blow* skill can be used with a clout weapon, but only when wielded with two hands. Lastly, there is a downside to weapons with a clout property in that these weapons suffer a -1 to initiative rolls when used one-handed and -2 with wielded with two. For creatures of small sizes, refer to the race for any restrictions.

### Flung

Normally when a melee combatant is engaged and attacking within 5 feet, range attacks are at disadvantage.

However, weapons with a flung property can be thrown against any target without being at disadvantage for direct-melee engagement. This does not remove disadvantage for other reasons, such as being poisoned, etc.

Weapons which have this property always require two hands. Further, beings smaller than a medium Size Category simply lack the physique to be able to balance and wield heavy weapons. When employing one, using a shield simultaneously is not possible; however, heavy weapons offer many other benefits. When facing an opponent who does not carry a shield, including an opposing wielder of a heavy weapon, there is a chance to put the victim under disadvantage. When any raw die roll in the attack with a heavy weapon is naturally 18 or higher, even if a hit is not scored, the opponent is at disadvantage until the end of his or her next turn in the combat; this can include attacks, competitions and even spell-casting. Heavy weapons can be used with *spinning moves* to cause disadvantage against multiple opponents if the dice are high enough. However, if the victim is using a shield as part of his or her defense, the creature is protected from this effect. Further, this asset is only gained against opponents up to one size-category higher than the wielder. Certain monsters may also be immune to the disadvantage penalty of being engaged by a heavy weapon. The final downside to heavy weapons is they suffer a -2 on all initiative rolls.

### Heavy

### Light

A light weapon is small and easy to handle. Only light weapons can be used in conjunction with a shield without also having the *shield use* skill.

## Equipping The Character

Mechanical weapons must be loaded, which means they can never be used to split dice against multiple targets

**Mechanical** with skills like *targeting* nor can initiative adjustments be used from Agility modifiers, skills or magic. Further, *strength bow* cannot be used with mechanical devices. However, mechanical weapons gain an extra +1 to each d20 attack die used.

### Melee

Any weapon having melee as a property is used to attack a target within 5 feet of the wielder, which is one hex on a battle map. The weapon always remains in possession of the wielder when using it as a melee weapon.

The parry property is applied to weapons that have weight, speed or shaft strength to be used to block incoming blows. This is measured whenever such a weapon is the primary weapon and the wielder has acquired the *parry* combat skill, which grants a bonus +1 to AC against melee attacks. If fighting *two-handed* and both weapons are capable of parry, the total bonus of +1 is still the most that is gained.

### Parry

### Range

Weapons with the range property are those hurled or launch projectiles at an opponent; these weapons or their ammo will leave the possession of the wielder when used. These weapons will also have details of range, measured in feet, listed as normal and maximum. When attacking beyond the normal range, all attacks are at disadvantage.

Any melee weapons with the reach property allow targets to be attacked in melee at 10 feet (2 hexes) rather than 5 feet. However, this extension only occurs when the wielder of the weapon possesses and is currently using the *style: pole-arms* skill. Further, the rules of being “engaged in melee” to throw disadvantage onto an opponent using a range weapon is also extended to this 10-foot (2 hexes) distance when using a weapon of reach with the proper style skill. Many weapons of reach offer several special attacks, especially with advanced skills. Most such weapons require two hands to employ; however, there are exceptions. Unless stated differently, reach weapons deliver piercing damage.

### Reach

This property applies to range weapons that fire projectiles such as bows and crossbows. Weapons with this property are allowed to be used with the *style: archery* skill to gain the extra d20. These weapons also are affected by the disadvantage of some armors. Further, when engaged in melee within 5 feet, using such a weapon will be at disadvantage.

### Style-A

### Style-B

This property refers to weapons that can be used with the *style: bludgeoning* skill to gain the extra d20 on attacks. These weapons deliver blunt damage in the event a monster has resistance or a variance in AC.

This denotation means the weapon is a cleaver and must be used with the *style: cleaving* skill to gain an extra d20 when attacking. These instruments are edged weapons that deliver with the force associated with bludgeoning weapons; thus, it can deliver either blunt or edged damage, depending on which defense is easier to hit. No extra damage is inflicted but if one type is resisted or immune against, the other would still deliver; skeletons suffer normal damage from cleavers for example, while they are resistant to swords but not bludgeoning weapons. The same is true if there is a variance in the target AC.

### Style-C

A weapon marked as style-h is permitted to be hurled at an opponent, meaning it can be used with the *style: hurling* skill. Often these weapons can be used in both melee and range attacks. Detailed in the combat section, there can be occasion where both can occur in the same round. Conversely, one could be at disadvantage when hurling weapons amid melee unless the flung property is also associated with the weapon.

### Style-H

Style-P weapons are pole-arms and therefore can be used with the fighting style skill *style: pole-arms* to gain the benefits from that style, which is usually reach unless otherwise stated in the weapon description. If having reach, and being wielded with the *style: pole-arms* skill, then the *impalement* reaction can be used -- unless such a weapon explicitly denies it in the description.

### Style-P

### Style-S

This property refers to slashing weapons with a cutting edge, such as daggers and swords. These weapons deliver edged/slashing damage and can be used with the *style: slashing* skill to gain an extra d20 on attacks.

### Style-X

Weapons with this property are permitted to be used with the skill *style: specialty*. If a weapon does not have this property, then benefits of that skill are not applicable.

### Unique

When a unique property is applied, the weapon will have special rules governing its use. The details of the weapon itself should be consulted.

## Equipping The Character

A quick note about trade-in price for both weapons and armor (listed in the market section): only well-maintained and functional items will be accepted by merchants and smiths as a trade-in. Rusty items found in caves, monster-weapons and most typical items found during adventuring are mostly worthless. There will be the occasional ones, a weapon from a duel, etc., which may be worth an attempt of barter.

Finally, it is vital to acknowledge how range weapons work, specifically those without the flung property. As stated above, someone armed with a range weapon and a combatant engages then within 5 feet, then range attacks are at disadvantage. To be perfectly clear, if the entity using a range weapon, one without the flung property such as a bow or crossbow, then even if moving a short distance backwards (one or two hexes) from the target, the attack will still be at disadvantage because the archer begin his or her action while being engaged at the close distance. The archer could move a greater distance to remove the disadvantage; however, doing so would give those engaged the chance to perform a flee-attack. Lastly, a wielder of a pole-arm attacking with reach beyond 5 feet would not inflict disadvantage to the range-using combatant.

Weapon	Properties	Damage Type	Weight	Dmg	Hands	Encumbrance
Axe	Melee; Range (15/40); Flung; Style-C; Style-H	Blunt/Edged	1	1	1	2 lbs
Bastard Sword	Melee; Heavy; Parry; Style-B	Edged	2	2	2	6 lbs
Battle Axe	Melee; Clout; Style-C	Blunt/Edged	1 (2)	1	1	4 lbs
Blackjack (sap)	Melee; Light; Style-X; Unique	Blunt	0	1	1	1 lb
Bolas	Range (15/40); Style-H; Unique	None	0	1	1	1 lb
Chalikar	Melee; Range (25/60); Light; Flung; Style-H; Unique	Edged	0	1	1	1 lb
Crossbow	Range (80/120); Ammo-Use; Mechanical; Style-A	Piercing	0	2	2	9 lbs
Dagger	Melee; Range (20/50); Light; Style-H; Style-S	Varies	0	1	1	1 lb
Flail	Melee; Clout; Parry; Style-B	Blunt	1 (2)	1	1	3 lbs
Garrote	Melee; Unique	Asphyxiation	n/a	2	1	1 oz
Glaive	Melee; Heavy; Parry; Reach; Style-P	Piercing	2	2	2	6 lbs
Gladius	Melee; Parry; Style-S	Edged	1	1	1	3 lbs
Gnomish Slinger	Range (40/40); Ammo-Use; Mechanical; Style-H; Unique	Blunt	0	2	1	1 lb
Great Axe	Melee; Heavy; Parry; Style-C	Blunt/Edged	2	2	2	7 lbs
Halberd	Melee; Heavy; Parry; Reach; Style-P; Unique	Piercing	2	2	2	6 lbs
Hammer	Melee; Range (20/60); Flung; Style-B; Style-H	Blunt	1	1	1	2 lbs
Hand Crossbow	Range (50/80); Ammo-Use; Mechanical; Style-A	Piercing	0	1	1	3 lbs
Jossal	Range (15); Flung; Style-H; Unique	Blunt/Edged	Varies	2	1	3 lbs
Long Bow	Range (120/300); Ammo-Use; Style-A;	Piercing	0	2	2	2 lbs
Longsword	Melee; Clout; Parry; Style-S	Edged	1 (2)	1	1	4 lbs
Mace	Melee; Light; Style-B	Blunt	0	1	1	3 lbs
Net	Melee; Flung; Unique	None	n/a	1	1	½ lb
Ranseur	Melee; Parry; Reach; Style-P; Unique	Piercing	1	2	2	5 lbs
Sai	Melee; Light; Style-X; Unique	Piercing	0	1	1	1 lb
Shuriken	Range (25/75); Light; Style-H	Edged	0	1	1	¼ lb
Sling	Melee; Range (30/90); Ammo-Use; Style-H; Unique	Blunt	0	2	1	2 oz
Spear, Long	Melee; Parry; Reach; Style-P;	Piercing	2	2	2	8 lbs
Spear, Short	Melee; Range (20/80); Parry; Reach; Style-H; Style-P	Piercing	1	1	1	3 lbs
Spiked Chain	Melee; Style-X; Unique	Varies	1	1	1	3½ lbs
Staff, Full	Melee; Parry; Reach; Style-P	Blunt	1	2	2	5 lbs
Staff, Quarter	Melee; Parry; Style-B	Blunt	1	2	2	3 lbs
Trident	Melee; Parry; Style-P; Unique	Piercing	1	1	1	4 lbs
Ula	Melee; Range (20/60); Style-H; Style-P	Blunt	1	1	1	3 lbs
Vidonoir	Melee; Style-C; Style-S; Unique	Varies	1	1	1	3½ lbs
War Maul	Melee; Heavy; Parry; Style-B	Blunt	2	2	2	10 lbs
Whip	Melee; Unique	None	0	1	1	2 lbs

**Axe:** An axe is a wedge fashioned to the end of a handle. The wedge may be either double or single-bladed. It is also small enough to be wielded one-handed with *style: cleaving*, and with the *style: hurling* skill, it can be hurled up to 15 feet and beyond that up to 40 feet at disadvantage. Further, a thrown axe does not suffer from the wielder being at disadvantage even when engaged directly in melee because of its flung property. As a style-c weapon, it strikes the easier of blunt or edged defense when used in melee. When hurled, it inflicts piercing damage, but also new ones must be grabbed from the stash when more than 4 are thrown.

**Bastard Sword:** Any large sword with a blade 48 inches or longer is classified as a bastard sword. It requires two hands to wield, meaning no shields can be employed while using one. However, an edged weapon of this size is essentially a bludgeoning weapon with a slashing edge for delivering damage. Thus, this is actually a style-b weapon; it is just its damage type is not blunt. The *parry* skill can also be used with the bastard sword. While it is a heavy weapon and able to put opponents at disadvantage, it is a slower weapon to wield and inflicts -2 to one's initiative score. Moreover, on any raw 18 or higher, the victim must make an Agility preservation save (DC:8) or suffer the loss of 10 feet of movement as a maim restriction.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"various","inner":{"command":"heavy"},{"command":"mained","save":"AgilityDC8","movement":10}}
```

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**Battle Axe:** This is a style-c weapon larger than a throwable axe. It may have one blade or have double-sided edges, being between 24 and 36 inches in total length. To employ with a shield, the wielder must have shield-use. However, as a clout the weapon, it can be swung two-handed to gain properties similar to heavy. Due to the battle axe being a bit cumbersome, it cannot be used to parry or to rebuff. Also, this weapon suffers a -1 penalty to initiative, whether employed with one hand and -2 using two.

Roll20 API Weapon Special Condition: (if 2-handed):  
anyRaw>=18;{"command":"heavy"}

**Blackjack:** This is sometimes referred to as a sap. It is a small, concealable and weighted weapon, usually filled with lead powder, molded lead clay or lead shot. When fighting with it in conventional melee, it is not very effective, as it is an exception for allowing Strength bonus to add to the dice of damage. However, it is slightly beneficial as it will ignore the bonuses from the defender's parry skill; however, a shield gains all its AC value. It is most effective when it can be used as a sneak attack. If the sneak attack is successful (or the attacker has backstab) then in addition to the damage, it produces a stunning effect. If successfully landing even one die attack, then the victim must make a Resilience preservation save (DC base 13 plus the attacker's Strength modifier) or become stunned until the end of the victim's next turn, effectively losing that action. All the time prior, attacks against the victim are made at advantage. If acquiring the style: specialty skill for this weapon, then an extra d20 is gained on attack, but a blackjack can never be part of a two-handed technique. One final bonus of this weapon is it gains a +1 to initiative.

Roll20 API Weapon Special Condition:  
onHit;{"command":"stunned","save":"ResilienceDC13","AdjustDC":"strength"}

**Bolas:** Bolas are a type of throwing weapon made of weights on the ends of interconnected cords, used to capture others by entangling their legs. Attacking with bola is performed by rolling the appropriate d20s against the AC of the opponent. Agility modifiers add to the change to hit, but the weapons themselves do not inflict damage. However, if any die in the attack successfully hits, then an Agility competition occurs between the hurler and the victim with the the bolas granting +1 to the attacker. If the victim wins, the bolas struck the target but not effectively enough to wrap it up; however, if the attacker wins the competition, then the victim is under a restrained restriction until spending an action to unravel the bolas. During the turn to unravel them, movement is not permitted even after freeing oneself; however, if another used an action to free the victim, then the victim would have movement and an action on the next turn. Only three bolas can be carried on a person at a time.

Roll20 API Weapon Special Condition:  
onHit;agilityCompetition;{"command":"n-markers","tags":[{"tag":"restrained","parameter":"true"}]}

**Chalika:** This is a less common hurling weapon but with some unique characteristics. It is a metal circle with an edge on the outer side which can be thrown up to 25 feet with normal accuracy and up to 60 feet at disadvantage. However, a unique feature of the chalika is its ability to be worn as a necklace, slipping it over one's head. When worn this way, it adds +1 to AC specifically against garrote attacks. Only one can be worn or carried at a time. It is also possible to fight hand-to-hand with one, but if doing so, only melee fighting counts towards an attack. Not even style: specialty can be used to enhance fighting with this weapon in melee.

**Crossbow:** The crossbow is a mechanical bow with a trigger. The bolts can only be fired in a liner trajectory. Shots up to 80 feet are rolled normally; however, above that up to 120 feet, attacks are at disadvantage. Beyond 120 feet, the crossbow becomes ineffective. Due to its mechanics, the maintenance cost of a crossbow is greater; however, it does gain +1 to hit. The mechanical device is also not able to take advantage of increased initiative bonuses. Unlike its smaller version, a crossbow cannot withstand the strain of being pre-cocked, which does permit initiative bonuses for the first shot. Lastly, only 12 bolts can be carried in an encounter before needing to retrieve more from a cache.

Roll20 API Weapon Special Condition:  
anyRaw>=19;{"command":"immured"}

**Dagger:** Any blade under eighteen inches is a dagger and is a light weapon. Knives, dirks and poignards are all classified as daggers. These arms are some of the most versatile weapons one can wield. One can be used in melee, typically using the style: slashing method of fighting; however, there are other melee options explained below. A combatant can also choose to use it at range, hurling it to strike a target within 20 feet; between 20 and 50 feet the throw is at disadvantage. As a style-s weapon, the dagger can increase its d20 dice in attacks by picking up compatible skills, which will inflict edged damage. However, if using it as a range weapon, it inflicts piercing damage. When hurling daggers, six is the limit before needing to retrieve more from an off-body supply. One other method of attack with the dagger is the hilt-bash. This strikes with the bottom of the dagger, similar to a blackjack, to inflict blunt damage. However, it cannot be used with style: bludgeoning to gain extra d20s on the attack, but on a successful one-d20 strike it will stun the victim until the start of its next turn if failing a Resilience preservation save (DC:5). If stunned, all attacks against the victim are at advantage. Finally, if employed underwater, the dagger suffers no penalties for use as a style-s weapon; however, like many range weapons underwater, it cannot be hurled. Lastly, a dagger does not have enough bulk and is not designed in a way that it can effectively be used with rebuff; however, riposte may be able to be employed with a dagger, as explained in the riposte skill.

**Flail:** Many of the cudgels are very much the same. What is the difference between a hammer, a mace and a flail? For a flail, the main distinction is that it has more mass and is not considered a light weapon. Typically there is a chain, strap (or multitude thereof) that joins the handle to the balled-weapon. This could be spiked or Bludgeoning cube. A cat-on-nine-tails would be considered a flail. Further, a flail can be used two-handed as a heavy weapon under the rules of the clout properties, it suffers a -1 penalty to initiative when used with one hand but suffers -2 when two hands are used. Finally, on a "natural 20" (whether crit or not) it might

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stun an opponent. When struck so, the victim must make a successful Resilience [preservation save](#) (DC:8) or be stunned until the start of its next turn, during which time all attacks upon the victim are made at advantage.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"stunned","save":"ResilienceDC8"}
```

**Glaive:** The category of glaive is basically any pole-arm longer than seven feet, but is it also classified as a [heavy](#) weapon and requires two hands. These weapons cannot be hurled as spears can. However, as a melee weapon and used with *style: pole-arms*, its [reach](#) can strike an opponent two hexes away (10 feet); this can be accomplished even with another occupant (friend or foe) in the hex in between. When wielding this weapon with an active [reach](#) due to styled fighting, the *impalement* reaction becomes available. As all glaives are [heavy](#), shields are not an option. Glaives also suffer a -2 penalty to initiative.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Garrote:** The garrote can only be used on someone of equal or smaller Size Category - and only while the victim is under one of the following restrictions: blind, frightened (if fear source is in sight), incapacitated, paralyzed, prone (without ground-fighting), stunned or unconscious. The only other time a garrote can be used is whenever a [sneak attack](#) is possible. Further, the wielder cannot be untrained; there is no attacking with a garrote from disadvantage. To apply the garrote, the attacker rolls a single d20, as nothing more than *melee fighting* can be used. There is no advancement, even by the *style: specialty* skill. However, if performed with a sneak attack, the extra d20s are rolled to determine a successful hit. If any attack roll strikes the necessary AC, then the garrote is applied, the victim is restrained and [grappled](#) without a competition, and is immediately in a state of [asphyxiation](#), suffering 1 point of Body damage at the end of each of the victim's combat turn. If the victim is able to free itself on its first action, then no damage is inflicted. However, if still garroted after that point, then the victim also suffers a degree of exhaustion from the experience. If surviving, exhaustion recovers at a rate of one degree for each ten minutes that pass.

**Gladius:** This is a shorter sword being roughly 24 to 30 inches in length. This edged weapon carries enough weight to be a medium-sized weapon for damage purposes, as it is neither [light](#) nor [heavy](#). Further, it can be employed with *parry* and *rebuff*, but it does not have the size or hilt length to be wielded two-handed, yet its hilt is too long to be used for bashing. Even if it is not a crit, when rolling a "natural 20" on an attack with a gladius, there is a chance to maim the opponent, who must roll an [Agility preservation save](#) (DC:6) or suffer the loss of 5 feet of movement as a maim restriction until healed. No matter how many "20s" are rolled, the victim only has to roll the single save. Subsequent "natural 20s" can inflict cumulative movement penalties.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"maimed","save":"AgilityDC6","movement":5}
```

**Gnomish Slinger:** This is a peculiar weapon of gnomish engineering, that looks somewhat like an 18-inch spike with three mechanical vanes that appear like the dart's fletching. While it is not a weapon that can be quickly used, it can become very effective. It requires one full round of preparation, this is not exactly loading but rather positioning the ammo into a location in the mechanism so that it is able to be triggered. The action in the following round is used to lob the device up to 40 feet away. This is not an attack but rather a placement and it must strike soft ground to activate. Once establishing its location, the device will activate and the three arms begin to spin and will continue to spin for the following 12 rounds. On the third round, it will gain its own initiative for attack. Inside the mechanics is an engineered optical sensor that can locate the nearest movement within 15 feet. On its initiative, it will locate the closest target within 15 feet and fire a sling stone on a d20 but has a +1 to hit bonus for being a mechanical device. It will inflict 1 point of blunt damage on a successful hit against the AC. It cannot distinguish friend from foe and will target the closest one. If two or more are equidistant then one is selected at random. If no target is within range, the device will not fire its ammo and wait until its next action. Once three sling bullets have been exhausted, the spinning motion ceases. Additionally, the device can become destroyed or dysfunctional if 6 points of damage is inflicted to it. Lastly, like other thrown weapons and devices, there is a limited number that can be carried at one time without having to use an action to gather more; for these slingers, that number is two.

**Great Axe:** Another [heavy](#) weapon, the great axe is a larger form of the axe; therefore, it cannot be hurled. As a [heavy](#) weapon, it requires two hands to employ, which means no shield can be paired with it. It is a cumbersome weapon, suffering a -2 penalty for initiative. However, since it is a cleaver (or a *style-c*) weapon, it strikes the easier to harm between blunt and edged defenses.>

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Halberd:** This is a variant of the glaive; thus, two hands are required and it has all the properties of a [heavy](#) weapon. However, due to its design, the halberd is limited to targets 10 feet away. This means it is an inoperable weapon unless the wielder has the *style: pole-arms* skill to activate the [reach](#) property. The downside is if striking an adjacent hex (5-feet away) then the attack is at disadvantage. This means if starting one's turn in an adjacent hex (5-feet away) from the melee target, the attack would be at disadvantage even if backing up one hex. This could be overcome by moving at least 20 feet away and then returning to strike; however, this would also give the option for a flee attack to be made. Further, it cannot be used for an *impalement* reaction due to its weighted design. However, it does have a different benefit. On any successful hit against an opponent, it has a chance to drag that opponent to the ground as prone. To clarify, multiple successful d20s only yield a single chance to knock the opponent prone. This becomes a Strength [competition save](#) between the two with the weapon-wielder gaining a +2 on the competition roll. Because this weapon is [heavy](#), rolling 18 or higher on the attack dice can force an opponent into disadvantage; if then in addition the

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opponent is knocked prone and uses a reaction to stand-up, the original disadvantage effect still remains.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"heavy"}
```

**Hammer:** To the previous question, how is a hammer not like a mace? Visually they are a bit different, but functionally if the cudgel can be used as a range weapon, it is a hammer. Thus, even a club which has been balanced and designed to be hurled is technically a hammer, but a club not balanced for throwing would be a mace. However, one other distinction is a hammer can be wielded one-handed, making the length of its handle less than 24 inches. Hammers have a two item limit when thrown before requiring an action to gather two more from a reserve. Finally, hammers do not have a chance to stun on high rolls as does the mace.

**Hand Crossbow:** The hand crossbow is a smaller version of the crossbow which can be fired with a single hand. Like the larger one, the bolts can only be fired in a liner trajectory. Shots up to 50 feet can be made normally, then up to 80 feet at disadvantage before it becomes ineffective. Besides the limited range, the biggest weakness to this weapon is its reloading, which is cumbersome, requires two hands and a complete round's action to restore ammo. This means it can only be fired every other round and no action other than reloading can be performed in between. However, when firing it a shield may be employed, but not in the interim round. Remember there is a 10-foot movement penalty for dropping and picking up an item. Because of this inconvenience, this weapon is often used as a first action weapon of use, then discarded for a different attack. Bolts can be placed and cocked into the hand crossbow in advance. The duration of this preloading is considered safe up to a half-hour per dice used is skills for the attack; 30 minutes for just *ranged fighting*, an hour if having *style: archery*, and so on. If leaving it cocked for longer than this, it will misfire on any "natural 1" rolled for that first attack. However, if used preloaded, then initiative bonuses are used in the first shot; however, beyond that, the mechanical device is cannot have initiative bonuses calculated. The weapon does gain +1 to hit nonetheless. Like its larger cousin, only 12 bolts can be carried in an encounter before needing to retrieve more from a cache.

Roll20 API Weapon Special Condition:

```
anyRaw>=20;{"command":"immured"}
```

**Jossal:** Nearly three millennia ago, while the dwarves were still using stone weapons and bronze-working had only began, there was a terrac forging process known as stone-smelting. This was a process using volcanic pits of basalt. The dwarves would add granite into the pits, then using carved drains from the pits allow the igneous run-off to cool to become cut and carved into hammers and stone-axes. While this soon led to the kiln, cast iron and the smelting of metals, this early forged rock had superior qualities to sedimentary rock used in earlier weapons, specifically for axes as it "held an edge" better.

While this forging process was abandoned years ago, the gnome engineers have recaptured this lost art using nickel-cobalt casts to forge the smelted stone. This manufactured rock is called *granalt* by the gnomes, but it has quickly become called "gnomite" by those outside of the culture. This material can be used to produce stone weapons that have the same quality, weight and damage and standard iron ones. Being the process is more expensive, no one but the gnomes have adopted this stone-kiln process. However, there is one specialized weapon where *granalt* is required.

This is the jossal (pronounced with "y" sound). At first, the jossal appears similar to the spiked chain; however, it has a much longer rope attached. Further, the rope material is specialized as well, made of a silk-hemp weave, which is affixed to a large metallic central ball-bearing, around which the stone wheel-shaped blade spins. The jossal is expensive, has maintenance concerns and considered by most not to be worth the hassle. However, gnomish engineer-fighters have started using it in greater demand.

It is technically a ranged weapon, but it has the flung property meaning it can be used in close proximity like a melee weapon. Despite this, it is thrown like a lasso and somewhat side-armed, using *ranged fighting* and extending out to its 15-foot length. Because of this whirling and reeling back in, the weapon suffers a -1 delay to initiative. It also requires two hands to employ. However, due to the spinning stone, the weapon inflicts damage like a style-c weapon. As with all ranged weapons, it gains bonuses to hit from Agility; however, proficiency with the weapon grants it special weight damage, even though ranged weapon usually are not permitted this bonus. If the wielder is skilled with *style: hurling* then in addition to the extra d20 die used, the weapon will gain 1 point of weight damage. Should the wielder have *weapon forte* in the jossal, then it acts as heavy weapon-size, granting 2 points of additional damage.

The downside of this weapon is its maintenance cost, which is a standard 12 bits monthly. This covers axle grease and re-strengthening of the rope. Even still, there is still a chance of temporary damage to the jossal. If striking with a "natural 1" (unless having the *chance* skill), the weapon must roll an immediate survival save. If scoring a second "natural 1" the rope breaks, requiring eight-hours to repair. Someone with an *engineering* skill can repair it in two hours. In either case, this counts as active time -- it cannot be repaired while performing other tasks, even traveling.

Roll20 API Weapon Special Condition:

```
anyRaw=1;d20=1;{"command":"word","specialWord":"Broken"}
```

**Long Bow:** Bows are wonderful weapons. The archery weapon has a base range of 120 feet outdoors and 60 feet indoors. Shots outdoors above 120 feet up to 300 are at disadvantage, while those indoors between 60 and 120 feet are at disadvantage. Lastly, it has ammo-use, and 24 arrows are the most that can be fired in an encounter before retrieving another quiver.

Roll20 API Weapon Special Condition:

```
anyRaw>=19;{"command":"immured"}
```

**Longsword:** This is a sword between 24 and 48 inches. It could be curved or straight, single or double-edged. To employ with a shield, the wielder must have *shield-use*, but the shield could be dropped and the weapon used as a two-handed one, gaining the properties of as heavy weapon under the clout property. The longsword suffers a -1 penalty to initiative when wielded one-handed

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and -2 if employed with two. If any or many dice in an attack are “natural 20s” then there is a chance to maim the opponent. The victim must roll an Agility [preservation save](#) (DC:7) or suffer the maim restriction with a penalty of 5 feet of movement. Subsequent “natural 20s” can inflict cumulative movement penalties. Lastly, a longsword can be used with the *parry* skill regardless how it is held, and it can be used with *riposte* so long as it is wielded one-handed.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"maimed","save":"AgilityDC7","movement":5}
```

**Mace:** As stated above, the Style-B mace is like a hammer except it cannot be hurled. When used with the *style: bludgeoning* skill, it can gain an extra d20 on attack rolls. The weapon requires one hand, but further, it may stun an opponent on a “natural 20” (whether crit or not). In such a case, the victim must make a successful Resilience [preservation save](#) (DC:7) or be stunned until the start of its next turn, during which time all attacks upon the victim are made at advantage.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"stunned","save":"ResilienceDC7"}
```

**Net:** To wield a net, either *melee fighting* or *ranged fighting* can be used; however, no other skills can aid to give extra dice for an attack. A net will effectively place its victim under a restrained restriction on a successful hit. It can be used against Size Categories from small to large, but tiny creatures can escape and those even bigger are effectively immune to nets. Formless and incorporeal creatures are also immune. Something caught by a net can use its action to make a DC:10 Strength [feat check](#) to free itself, or a non-captured creature can use its action to free a victim on a successful DC:8 Agility feat check. Dealing any edged damage to the net (treated as AC 10) will also free the creature without harming it; however, this will destroy the net. Finally, the net can be used defensively when having the *cloak defense* skill.

**Ranseur:** This is a special pole-arm was designed to dismount riders; however, it can also deliver piercing damage to adjacent opponents or those 10 feet away when coupled with the *style: pole-arms* skill. The dismounting feat cannot be used by just anyone; the wielder must have *weapon forte* specific to the ranseur to use the dismount action. When doing so, only 1d20 is rolled, but on a successful hit, it will force a rider to make a Strength [preservation save](#) (DC:12) to remain in the saddle. Otherwise, the victim is dismounted, sent to the ground and prone. This save is not a reaction but automatically granted to the mounted rider. In all other cases, the ranseur can be used as its properties designate and as a pole-arm, allowing the *impalement* reaction once the [reach](#) property becomes effective.

**Sai:** A sai is a customized weapon designed for *weapon lock*. However, none the normal fighting style skills can enhance attacks with it; therefore, it *style: specialty* is required before one can use it with *weapon forte*. If acquiring the *style: specialty skill* for the sai, no extra d20 is granted to the die pool; however, an extra die is granted for *weapon forte*. Further, despite having the [light](#) property, the sai is an exception to the rule and can be used the *weapon lock* skill to catch an opponent’s weapon. The sai gains a +4 bonus on each d20 used in the attack when declaring an attempt either to lock an opponent’s weapon or to disarm the victim with *weapon disarm*. Also, if used underwater, the sai suffers no penalties. Finally, the sai is similar to the dagger in that it is not designed in a way to be used with *rebuff* but can use *riposte* like a dagger, as explained in the *riposte* skill.

**Shuriken:** The [range](#) weapon, shuriken, is a throwing star with a better range than most hurled weapons. These can be thrown up to 25 feet as a normal attack and over that up to 75 feet at disadvantage. Lastly, up to 12 shuriken can be thrown in an encounter before needing to grab another supply.

**Slings:** These can be used as melee weapons by placing ammo in the pouch and swinging it like a club, giving it a similar attack to a blackjack; however, only *melee fighting* can be used for calculating the dice for attack, and there is no stun option with the sling. Without a *melee fighting* skill, the attack is at disadvantage. When striking in melee, it will deliver blunt damage; however, no ammo will be lost, obviously. When used with [ammo-use](#) at [range](#), ten stones can be loaded without having to retrieve more from another location.

**Spear:** This weapon comes in two varieties, the long spear and the short spear. Gaining *weapon forte* in the spear grants extra dice to both forms in melee, but *style: hurling* would still be required to gain the bonuses when throwing the short spear.

The long spear is from eight to twelve feet long and cannot be hurled; it is sometimes called a pike. However, the benefit of the long spear is not only its [heavy](#) property but also its special [reach](#), which can extend not only to 10 feet but also up to 15 feet (or three hexes) away. Due to its extreme length, it cannot be used in an *impalement* maneuver nor can it strike opponents in adjacent locations; however, unlike the halberd, the long spear can be wielded against opponents 10 feet away even with only the *melee fighting* skill.

The short spear is a pole from four to seven feet long with a piercing point on it. Spears are fought effectively in melee while the *style: pole-arms* skill. The distinction for a short spear is that it can be hurled up to 20 feet as a normal attack whether inside or outside; however, a disadvantaged throw can be made up to 80 feet if launched as a linear throw, but outdoors its maximum range is 120 feet. When coupled with the *shield-use* skill, short spears can be used with a shield, as these weapons have a special exception to the [reach](#) property norms. While short spears make a fine thrown weapon, only four at a time can be carried without the loss of an action to gather more.

Roll20 API Weapon Special Condition, long spear:

```
onHit;{"command":"heavy"}
```

**Spiked Chain:** The covers a great number of weapon names: the chainwhip, ball and chain, rope dart, and kusarigama. While each

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of those is a bit different, they all function as the same type of weapon. These are chains of about three to four feet in length with a heavier instrument at the striking end or perhaps both ends. Based on the type of object on the ends determines the type of damage delivered: either blunt or piercing. Further, due to this weapon's exotic design, one must have *melee fighting* to use it for its feats; otherwise, the untrained user simply uses the chain portions to pummel an adversary with blunt damage. To properly employ the spiked chain, the user whirls it at the side, then strikes with the momentum. Like the sai, none the normal style skills can enhance attacks with it; therefore, it usually only inflicts 1d20 in combat. However, a *style: specialty* skill can be taken to increase to gain +2 to hit of that single d20 attack. This further allows *weapon forte* for the spiked chain to deliver 2d20 with the +2 bonus for each die. Also, when wielding it and using the defense action, it adds +2 to the shield AC, which is stackable atop using a shield with it. Of course *shield-use* is required to employ a shield with the spiked chain. It may also be used with *rebuff* and *riposte* but only in the interim of turns of the defense action. Lastly, this exotic weapon allows for critical hits on scores of "natural 20s" even when only a single die is rolled.

Roll20 API Weapon Special Condition:

```
anyRaw=20;{"command":"crit"}
```

**Staff:** A staff is a blunt pole that is spun and thrust with two hands to strike an opponent. There are two forms of a staff: a full staff and the quarter-staff. If acquiring *weapon forte* in the staff, either version can be used to gain the extra die but only if the required style skill for the fighting technique has been acquired. In other words, a character can have *melee fighting*, *style: bludgeoning* and *weapon forte: staff* but not have the *style: pole-arms* skill. This would mean one would attack with 3d20 using a quarter-staff, but only 1d20 with the long staff.

The long staff is one over seven feet in length. It is typically used like a pole-arm but delivers blunt damage instead. This means when combined with the *style: pole-arms* skill the wielder can strike enemies two hexes away. Additionally, if the *reach* requirements are met, it can be set for charge similar to an *impalement* reaction; however, such a maneuver inflicts only normal damage but also acts as a chance to knock the charging opponent prone as a tripping competition between the two combatants.

The quarter-staff is shorter, from four to six feet in length. It also delivers blunt damage; however, when wielding the quarter-staff, it must use the *style: bludgeoning* to gain any increase in attack dice. Also, the quarter-staff does not have *reach* and can only strike opponents in adjacent hexes (5 feet away). As a final note, either type of staff is capable of using the *parry* skill while wielding.

**Trident:** This weapon is similar to a short spear only even slightly shorter; moreover, it is made entirely from metal with a different shape of piercing head. Due to these details, it can be used with a shield, assuming *shield-use* is known. Also, it does not have the *reach* to be used to gain the extended range in melee from *style: pole-arms*; however, if taking the style skill, this meets the requirement to learn *weapon lock* or to advance to *weapon forte* in the trident to make a 2d20 attack. Additionally, it is too bulky to be thrown effectively unless underwater. When used underwater, it suffers no underwater penalties and does act as a *style-h* weapon with a normal range of 30 feet and maximum range of 60 feet. In either land or water, the trident gains a +2 bonus when used with *weapon lock* and *weapon disarm*. This +2 bonus is complementary and counted above the normal dice bonus explained in skill descriptions.

**Ula:** This is shorter polearm designed specifically by halflings. As small creatures are unable to use *heavy* weapons or those with *reach*, this weapon is considered an improvised weapon for creatures that are not in the small category. However, in all other ways it is used like a *pole-arms*, but it has a rounded or blocked head to deliver blunt damage rather than piercing. Like a normal spear, it can be hurled up to 20 feet as a normal attack whether inside or outside and thrown at disadvantage up to 60 feet if launched as a linear throw. Outdoors it can be lobbed, making its maximum range 90 feet. When coupled with the *shield-use* skill, the ula can be used with a shield. While ulas make a fine thrown weapon, only four at a time can be carried without the loss of an action to gather more. Lastly, the *impalement* reaction can be used once skilled in *style: pole-arms*; however, it will act in a special manner. First, it inflicts the normal amount of attack damage, but it triggers a tripping competition against the attacker. Next, as it does not have *reach*, this reaction occurs at five feet rather than ten feet away. This means the timing of the actions is special as well. The attack and the *impalement* reaction occur simultaneously; neither can be prevented or altered by death, being knocked prone or other special damage that alter the rolling of the action or reaction. Halflings' *chance* skill would obviously still be permitted. However at the end of both calculations, any changes, damage, restrictions or death would apply. Thus, if the tripping portion of *impalement* is successful, the penalty for being prone is not calculated into the attack but does occur as a result.

**Vidonoir:** Pronounced VEE-doh-NOH-ir, this orcish weapon is idiomatically translated to "tooth blade." First, outside of orcish communities, wielding one, even carrying one, creates the same social disadvantages as a jack of plates would. For the aspect of pure combat, this weapon can be employed with multiple fighting styles. When used as an axe, it combines with the *style: cleaving* skill to gain extra dice; however, it does not strike like a typical *style-c* weapon; instead it strikes against the easier between blunt and piercing defenses to inflict piercing damage. Nonetheless, this same weapon can be turned or used with a back-thrashed to use as a slashing weapon, which would gain dice to the attack if combined with the *style: slashing* skill. The skill *weapon forte* can be taken for the weapon, but it could only be used with three dice if all the requirements were met for the style used.



Roll20 API Weapon Special Condition, slashing method:

```
anyRaw=20;{"command":"maimed","save":"AgilityDC5","movement":5}
```

**War Maul:** The war maul is a *heavy* form of hammer with a longer handle. It requires two hands to wield. Due to the *heavy* property, a raw 18 or higher normally places an unshielded opponent at disadvantage, but further for the war maul if that roll successfully strikes the target, then the victim must also roll a Resilience *preservation save* (DC base of 8 plus the attacker's Strength modifier) or become stunned, during which time attacks against the victim are at advantage. The victim recovers from the



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stun restriction on start of its next turn but still suffers from being at disadvantage until the end of its turn. This works in conjunction with *heavy blow*, if acquired, to affect even opponents with shields.

Roll20 API Weapon Special Condition:

```
anyRaw>=18;{"command":"various","inner":{"command":"heavy"},{"command":"stunned","save":"ResilienceDC8","AdjustDC":"strength"}}
```

**Whip:** The whip is a specialized weapon, which does not inflict lethal damage, but offers a lot of special benefits. First, it requires a *melee fighting* skill to operate; otherwise, it is ineffective when used as an improvised weapon. By its design, it has a natural reach of 10 feet (not requiring a skill to extend) and does inflict edged damage; however, this damage does not inflict body points but instead inflicts pain. Further, a whip does not have the tensile strength to penetrate armor; therefore, even the pain-effects cannot be inflicted to a target wearing medium or heavy armor (or monsters with an armor component of its AC is 13 or higher). This pain-effect offers the potential to place a target into a *frightened* restriction until the end of the victim's next turn. When a whip successfully strikes non-immune target, the victim makes a Will *preservation save* (DC:9) or becomes *frightened* due to pain. As a second attack option, the whip offers a tripping option against an opponent up to ten feet away (2 hexes). This requires a success hit against the target's AC and can affect any target regardless of its armor type. The rules of *pushing* govern tripping, and the whip offers a +3 bonus on the competition. This can be very effective when using a flee-attack reaction especially due to the whip's natural reach, allowing those who break from 2 hexes away to be subject to such a reaction. A whip can also be used as a make-shift garrote; however, attacking with it as such suffers a -3 to hit on the attack. Finally, with other advanced skills, the whip can perform even more feats, but it would require a *style: specialty* skill to use such maneuvers as *weapon lock*. The *style: specialty* skill does not add an extra d20 and neither does *weapon forte*. This weapon only ever has 1d20 in its die pool. The whip cannot be used for *parry* or *rebuff*.

## Weapon Special Conditions

Certain weapons have the potential to inflict other effects other than just damage. These are detailed below:

**Crit:** This weapon is an exception to the normal crit rules. It can strike a critical hit even if fewer than 2d20 are used or if acting as a range weapon.

**Heavy:** Due to the weight of the weapon, this condition will place the victim under disadvantage if the score is significant.

**Immured:** This is not exactly the weapon but rather the ammo typically used. When firing arrows or bolts from a bow or crossbow, the damage is initially lower than most melee damage; however, such ammo does have a peculiar specialty that can affect creatures made of flesh. Whenever a raw score is high enough, the projectile doesn't merely graze the target's shoulder or plink a small cut through the armor; instead, the missile lodges itself deep into the target's flesh. This does not deliver any immediate additional damage, but it does create a risk when being extracted. If the "arrow" is pulled out, the victim must perform a Resilience save (DC:8). If the fail saves, the victim bleeds instantly for an additional d3 points. Upon a successful save, the bleeding is only 1 point. Magical removal or extracted by someone with either the skills *medical zoology* or *stitch and wrap*, then the save is assumed to be automatically made. This save is required for each embedded arrow. Should the victim ignore the lodged missile (or magically healed prior to removal), then this will develop a potential infection of *earth rot*. Each additional missile ignored increases the disease's severity roll by +10.

**Maimed:** Weapons with a chance of maiming will reduce the movement rate of its victim should the required save fail.

**Restrained:** Weapons such as bolas have a chance place the victim under the *restrained* condition.

**Stunned:** Weapons with a stunning effect allow the victim to make a specific save against the attack. Certain helmets usually aid towards this save. However, if failing the save, the victim is placed under the *stunned* restriction until the end of its next turn, which further means it will lost the action and movement of that turn.

## Weapon-Usage Matrix

	Melee Weapons and Combining Skills									
	No Skill	Melee Fighting	Style: Specialty	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
Improvised	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	✓	○	○	○
Blackjack <sup>(S)</sup>	d20 <sup>(D)</sup>	1d20	2d20	3d20	n/a	n/a	✓	○	○	○
Chalikar	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	✓	○	○	○
Garrote	n/a	1d20	n/a	n/a	n/a	n/a	○	○	○	○
Net	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	⚔	○	○	○
Sai	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	✓	○	○	⚔
Sling	d20 <sup>(D)</sup>	1d20	n/a	n/a	n/a	n/a	⚔	○	○	○
Spiked Chain	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	⚔	○	○	○
Whip	n/a	1d20	1d20	1d20	Mastery	n/a	⚔	○	○	○
	No Skill	Melee Fighting	Style: Bludgeoning	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	

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<b>Bastard Sword<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	n/a	+d20	⊗	✓	✓	⊗
<b>Flail<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	✓	✓	✓
<b>Hammer</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Mace<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Quarter-staff</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	n/a	⊗	✓	✓	✓
<b>War Maul<sup>(S)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Axe</b>										
	No Skill	Melee Fighting	Style: Cleaving	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	✓	✓
<b>Battle Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	⊗	✓	⊗
<b>Great Axe</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Vidonoir</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	⊗	✓	⊗
<b>Halberd</b>										
	No Skill	Melee Fighting	Style: Pole-arms	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Halberd</b>	n/a	n/a	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)</sup></b>	n/a	<b>+d20</b>	⊗	✓	✓	⊗
<b>Ranseur</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)(T)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Long Spear</b>	n/a	1d20(10ft)	<b>1d20(15ft)</b>	<b>2d20(15ft)</b>	n/a	n/a	⊗	✓	✓	✓
<b>Short Spear</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(I)</sup></b>	<b>2d20(10ft)<sup>(I)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Long Staff</b>	d20 <sup>(D)</sup>	1d20	<b>1d20(10ft)<sup>(P)</sup></b>	<b>2d20(10ft)<sup>(P)</sup></b>	n/a	n/a	⊗	✓	✓	✓
<b>Trident</b>	d20 <sup>(D)</sup>	1d20	1d20	2d20	n/a	n/a	⊗	✓	✓	✓
<b>Ula</b>	d20 <sup>(D)</sup>	1d20	<b>1d20<sup>(P)</sup></b>	<b>2d20<sup>(P)</sup></b>	n/a	n/a	⊗	⊗	✓	⊗
<b>Dagger</b>										
	No Skill	Melee Fighting	Style: Slashing	Weapon Forte	2-Handed	Heavy Blow	Shield Parry	Rebuff	Riposte	
<b>Dagger</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	✓	⊗	⊗	⊕
<b>Gladius<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	✓	✓	⊗
<b>Longsword<sup>(M)</sup></b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	<b>+d20<sup>(C)</sup></b>	⊗	✓	✓	✓
<b>Vidonoir</b>	d20 <sup>(D)</sup>	1d20	<b>2d20</b>	<b>+d20</b>	<b>+d20</b>	n/a	⊗	⊗	✓	⊗

Range Weapons and Combining Skills											
	No Skill	Ranged Fighting	Style: Archery	Weapon Forte	Focused Shot	Marksmanship	Strength	Bow	Shield	Curved Shot	Targeting
<b>Crossbow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	n/a	⊗	⊗	⊗	⊗
<b>Hand Crossbow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	n/a	✓	⊗	⊗	⊗
<b>Long Bow</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	-d20	+d20	⊗	⊗	✓	✓
<b>Axe</b>											
	No Skill	Melee Fighting	Style: Hurling	Weapon Forte	Focused Shot	Flung	Ricochet	Shield		Targeting	
<b>Axe</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	⊗		✓	✓
<b>Bolas<sup>(R)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓
<b>Dagger</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	✓		✓	✓
<b>Chalikaar</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	✓		✓	✓
<b>Gnomish Slinger</b>	n/a	1d20	n/a	n/a	n/a	⊗	⊗	⊗		⊗	⊗
<b>Hammer</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	✓	⊗		✓	✓
<b>Jossal</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	✓	⊗	⊗		✓	✓
<b>Net<sup>(R)</sup></b>	d20 <sup>(D)</sup>	1d20	2d20	n/a	n/a	✓	⊗	⊗		⊗	⊗
<b>Shuriken</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	✓		✓	✓
<b>Sling</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	✓	⊗		✓	✓
<b>Short Spear</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓
<b>Ula</b>	d20 <sup>(D)</sup>	1d20	2d20	+d20	+d20	⊗	⊗	⊗		✓	✓

- (C) weapon of clout
- (D) at disadvantage
- (I) impalement
- (M) maim potential
- (P) might knock prone
- (R) chance to restrain
- (S) stun potential
- (T) dismount potential
- ✓ allowed
- ⊗ prohibited
- ⊗ with skill
- ⊕ special conditions
- red font indicates potential crits

## Using Skills

### Rapid Rules:

- Skills are required to perform actions.
- Compatible skills allow for an increase in dice when performing actions.
- A maximum of 5 dice from skills can be placed in a die pool for an action.
- When successfully performing feats, encounters, story plots, etc, a player is rewarded with points of Karma.
- New skills are gained by spending acquired Karma.
- Karma may also be spent in a one-time scenario to gain advantage.

The more skills combined to address a problem, the better the chance for a better result.



When more skills are gained that work in conjunction, then all applicable skills can be used for the action. Thus, if two skills can apply, then 2d20 are rolled rather than just one die. The adjustment modifiers apply the same to each separate die roll, comparing each separate total against the DC. This means there can be multiple successes to an action. When multiple successes occur, this means that many effects are applied. In the case of combat for example and two skills are successfully rolled, then the attacker inflicts damage twice against the opponent. Other skills may have specific details for what occurs when multiple dice are used.

As skills increase and combine, more dice can be used on an attempted action. However, regardless of applicable skills, there is a maximum of 5 skills that can be applied on any single skill event roll. Some skills may allow bonus dice, and there is also the case of advantage gaining an extra die; therefore, the rule-of-5 applies only to skills, not the number of dice rolled. Additional dice can be gained by crits, magic and advantages.

Not every action that can be taken requires a skill. “Can my character hold her breath without a skill?” Well, of course. There is a fuzzy line in some cases between whether an action is possible or not. Riding a horse in a general direction can be performed without a skill but fighting atop of one would require a skill. Following tracks in fresh snow would not require a skill; however, following the path from broken twigs in a forest would. If a skill is explicitly listed in this manual and no explanation for unskilled actions equal to it, then one should assume that action cannot be done without it. Lock-Picking would be an example. Other skills enhance one’s chances of success by granting extra dice and having an advantage for success (or multiple successes).

The high level summary of this skill system from the perspective of game-play is a character wants to acquire skills that can be used together and wants to use as many skills as possible in conjunction towards a single goal. In the chart below are a few examples of how combined skills work more efficiently than a single skill by itself.

Fighting	Opening a Lock	Forging Armor	Brewing a Concoction
<b>Melee Fighting</b>	<b>Lock-Picking</b>	<b>Armoring</b>	<b>Brewing</b>
Attack with 1d20	Attempt to pick lock	Can create bronze and iron armor	Create ales, mead and liqueurs
<b>+ Fighting Style</b>	<b>+ Locksmith</b>	<b>+ Enhanced Metal</b>	<b>+ Distillery</b>
attack with 2d20	gain +3 bonus on attempt	create steel armor	brew stronger spirits
		<b>+ Enchanted Metal</b>	<b>+ Homeopathy</b>
		create armor orichalcum or mythril	and very minor alchemy create healing salves

Before listing out all the skills in detail, there are a few other items to address.

## Karma

### Reward for actions and choices; pathway to advancement

When embarking on the adventures of the story, as results occur based on the relative success, then the GM will award advancement points, called Karma. There are a few different ways to dole out karma, but the allocation is essentially at the discretion of the GM. A few examples would be if there were a pivotal challenge to the story that needs to be overcome and one of the player characters is successful in the skill-actions to prevail. Another might be defeating a monster preventing the group from entering somewhere. Yet another could be completing the goal, big or small.

Amount is based on the difficulty of the challenge for a single encounter. The GM may save these up until a story-point is reached before giving the award; however, each small scenario should be evaluated. The GM might keep track by individual and give different amounts; after all, what is tough for one character might have been barely a threat to another. Likewise, the GM might average the challenge as a group effort and award everyone the same. Again, that is a GM choice.

## Using Skills

Based on the difficulty, the following list is the game recommendation; however, this is not meant to imply there is a karma award anytime a DC is required:

Difficulty		Karma Awarded
Simple	DC 5	10 points
Easy	DC 8	20 points
Challenging	DC 14	40 points
Difficult	DC 20	70 points
Extreme	DC 25	100 points
Impossible	DC 30	150 points

As a bonus, some GMs will award role-playing karma points at the end of a session to encourage playing in character and keeping consistent. This is where the personality traits can be used for potential bonus awards. Also, character development does happen in a story; thus, the traits could change after significant events of the story. When a player chooses to have the character have growth, it should be noted on the character sheet and shared with the GM.

One other use of karma is to gain a one-time advantage for a specific scenario. When taking an action, but not a reaction, a player may sacrifice (spend) 10 points of awarded and unused karma to gain advantage on that action. See [Advantage and Disadvantage](#) below. This can be performed as many times as the player chooses and can afford.

## Acquiring Skills

### Using either karma or training

When acquiring enough karma points, a player can choose to “purchase” new skills. This is how a character develops and becomes more powerful. Those “prices” are listed with the skills, but as a general rule, simple ones are around 100 karma. As mentioned previously, sub-attribute scores can also be increased. Karma is used to perform this. Each boost is made one-point at a time and cost 100 points per point of what the new ability score will become. Thus, moving from a 3 to a 4 costs 400 karma.

Not just anyone or anything is able to advance in this way. Certain races, the playable ones, have lifespans which have a makeup and composition that allows the storage of energies of vigor, psychic and mystical natures. This stored energies within a beings lifespan is what grants the being a skill. As acquired karma is traded for this injected bio-energy, one might think of it similar to the download in the movie *The Matrix*. However, the transference is not quite so instantaneous. The quickest obtained skills require a long rest before they are able to be used. Some skills, such as difficult axioms, may require several days and even a mentor coach the recipient through the magical theorem. New axioms are be learned in about one day per point cost.

A GM or group of players may want to add a bit of ritual flavor to powering up, perhaps like *Highlander* but more reverent. Perhaps fighting skills require a few hours of honing the new skill through some sort of solo kata. Maybe priests have to be on holy ground before obtaining the new powers or invocations from their enhanced faith. Dodging, climbing or other skills of Agility might require an action or feat before the new skill can be used. However, these ideas will be based on world-building, culture and imagination rather than any actual game rule. It is more up to the group of players who run a story together.

Requiring something, at least a small amount of time, can add to the flavor of the game, but these should not be extreme as the cost has come from karma. Recommendations will be listed in the skill description.

## Game Mechanics

### Rapid Rules:

- Sub-attribute modifiers exist starting a score of 4.
- Saves are a method of determining an outcome of a potentially undesired effect happening to the character from an external influence.
  - *Preservation save*: something outside the physical mechanics attacks a character; rolled on a d20, add sub-attribute score. Other influences, such as magic, can also be added.
  - *Feat save*: use of an innate ability to overcome a challenge where skills do not apply; rolled on a d20, add sub-attribute modifier. Since this is purely a measure of the character's natural response, no other influences factor in for this result.
  - *Competition save*: two or more parties fighting in conflict for a single effect; rolled on a d12, add sub-attribute modifier. Other influences, such as terrain, can also be added.
- Difficulty Challenge (DC) is the numerical representation of what must be overcome in a save.
- Perception is mechanic of deciding whether something is noticed or not.
- Group Feats are rare but used to test success for the entire group.
- Advantage and Disadvantage are the gaining or removal of dice from a feat action to increase or lessen the odds or potential.
- When rolling a d20, a "raw 20" is always a success, while a "raw 1" is always a failure.

All of this begs the question: how do all these numbers work to determine what happens in the game? The answer is dice are used to determine the outcome of attempted use of skills. Since nothing is absolute, statistics are used to determine the chance of success and failure. Most often this is performed by rolling 20-sided dice (d20); however, other dice are occasionally used.

For those math majors reading this, the system is not purely exponential. As mentioned in the Using Skills section above, the more skills applicable, the better the odds. In this case, it means more dice are used, usually one die per usable skill. Each die can have its own success or failure, meaning the results are not merely hit or miss but rather a gradient scale.

Let's dive into some details that will help clarify how this works.

### Modifiers

#### How to manage the extraordinary

As stated before, there will be times the entire score of a sub-attribute will be used and there are times it will require its modifier. Starting at a score of 4, a +1 modifier is gained. For each 2 points beyond that, another +1 is given when specified. This will always be calculated by the maximum regardless of current injury. However, there is an upper limit of +5 for modifiers from sub-attribute scores.

Score	Bonus
0 - 3	no modifier
4 - 5	+1
6 - 7	+2
8 - 9	+3
10 - 11	+4
12+	+5

Modifiers can be gained from three categories: attributes, skills, and other. Other usually means magic but it is a catch-all for anything that is not a attribute or skill. Size is the most common exception as monsters of large size gain modifier bonuses in the "other" category. The modifiers from each category are not stackable but are able to be negated when positive and negative values both apply. There are two concepts here. First, if more than one skill is used and the first gives a +1 modifier while another gives a +2 modifier, then only best can be applied – in this case one might assume it would be +3, but only +2 should apply. As the other concept, if there are negatives from a skill as some sort of offset of another benefit while another applicable skill grants a bonus, then these would be combined for a mutual offset. For example, if one skill caused a -1 penalty modifier while a simultaneous skill granted a +2, then the modifier would be +1.

Further, the application above only applies to each category. A sub-attribute might grant +1, while a skill grants +2 and a magical effect grants another +1. In this case the total modifier to the roll would be +4. Granted it could work the same way if the character were under a curse of some sort – sub-attribute +1, skill +2, curse -2 would yield a total of a +1 modifier.

### Saves

## Avoiding bad things happening

There are times when skills don't apply and raw attribute value is used to determine a binary outcome; either it worked or not. The cases of multiple hits, multiple failures do not apply for saves.

These occur in three separate circumstances: preservations, feats and contests. All three use the same game mechanic by presenting a difficulty class (DC) to overcome. For preservation and feat saves, a d20 is rolled. For the preservation save, the whole value of the sub-attribute score is added to the d20 roll. Further, any skill bonuses and other (magical bonuses) are added to the roll. That summed value is compared against the DC, and if equal or better than the DC, it is successful; otherwise, it fails.

For feats (checks), only sub-attribute modifiers are added. No bonuses from magic rings or the like are included unless the item explicitly states it. The sum is compared to the DC for success.

However, for a competition save, the saves are made on a d12. Then only the sub-attribute modifier value is used, plus those skill and other bonuses for comparison.

A preservation save occurs when something outside the physical mechanics of combat attacks a character or monster. An example might be a charm spell attempting to put the victim to sleep. Being poisoned is another case where a preservation save would be used. Even an area-of-affect damage spell like fireball would call for a preservation save. The DC will be explicitly noted in the attacking effect.

A feat save (sometimes called a check) occurs when a character or monster uses its innate abilities to overcome a challenge, where skills are not necessary or simply do not apply. This must also be a success-fail event. An example might be breaking down a door or recalling an obscure but important memory. The DC is determined by the challenge and presented by the GM.

Finally, competition saves are when two or more creatures are trying to accomplish the same thing. In this case, the DC is determined by the save score of the others who are in direct opposition. An example might be if a loose dagger is on the floor and two persons want to get it, or when someone is holding shut a door while a monster is trying to break through. It is rare for more than two participants to be in a contest, but it could happen. Whichever contestant has the highest total score wins the action, such as gaining the knife or holding the door in the examples above. If, however, the result is a tie, then circumstance remains as it was, and the struggle continues (assuming all parties continue to struggle). Therefore, the knife would still be free, or the door in a mostly closed state.

As for actions in combat that result in a competition, there are a few seemingly minor details; however, they become very important to game-play and strategy. To pick up an item that is loose on the ground, free on a table or some other similar circumstance, there is a 10 feet movement restriction imposed for picking it up. Also, while not requiring an action, one must still have an action available to pick said item up. This merely means when it is a character's turn, the item should be grabbed before taking an action rather than after, which also means an action causing an item to become loose or free cannot be instantly snatched up by the provoking character. However, the provoking character could walk to the item and occupy its space, effectively controlling that area, even though he or she cannot yet quite grab it.

At this point, any other characters in the area, who still have an action remaining for that round, could freely go get that item with the movement penalty reduced, and still have his or her action available. However, if the space of the item is controlled by another person and the item is still loose, then an action must be used to grab the loose item. Because the space is controlled by another, there would have to be a competition to see whether the attempt to grab the item worked. The sub-attribute to use would depend on the aggressor's method of getting the item. If he charged pushing on the occupier of the space, then the GM would likely call for a Strength competition. If the aggressor performed a running slide and snatched it quickly before the occupier could respond, then the GM would probably have it be an Agility competition.

### TAKE NOTE:

Preservation Save  $d20 + \text{subattribute score} + \text{other}$

Feat (Check) Save  $d20 + \text{subattribute modifier}$

Competition Save  $d12 + \text{subattribute modifier} + \text{other}$

## Perception

### Hey, what's that?

Determining whether something is noticed or not is the mechanism of Perception. Yes, the sub-attribute. This is used for non-

## Game Mechanics

obvious circumstances. If a boulder is in the road, no one has to make a Perception check to know it is there. However, if a stealthy follower is trailing the group, then it would be needed.

Also, most Perception checks are performed in secret by the GM when it becomes pertinent. However, a player might ask to actively scan the area for anything unusual. The roll again should be made in secret by the GM, but a +2 bonus would be used on the roll. Also, keep in mind, there are skills which train up a character's awareness.

As a game mechanic, this is nothing more than a Perception feat save against the DC of the thing to be noticed. For things that do not generate their own DC from skills or magic, a base DC used is 14. Conditions only apply if they are applicable. For example, mist would not be a factor for the friends cantrip.

Event	Base DC
Natural Creature Camouflage	Per Description
Magical Concealment	Per Description
Naturally Obscured	14
Skilled Stealth Hiding	4d6 + Agility
Unskilled Hiding	2d6 + Judgment Mod

Condition	DC Modifier
Darkness	+3
Dim Light	+1
Invisible Target	+6
Mist or Fog	+2
Slow-paced target(s)	+2
Three or more Targets	-2
Tiny Target (Size: 1))	+2

If the Perception check is used at the start of combat, due to an ambush, then those caught unaware are at disadvantage in the first round of combat. For Perception checks in a state of being asleep, refer to [Restrictions in Combat](#).

## Group Feats

### Individuals helping the whole.

These are rare, but it is when the entire group succeeds or fails. An example might be avoiding quicksand. Even if one person gets caught by a failed save, the others could still help or have skills that quasi-translate to rendering assistance to others. To test this, every member of the group rolls the save against the DC. If over half the group (two of three, six of ten, etc.) are successful, then the entire group is able succeed against the hazard.

## Advantage

### Circumstances outside one's control.

There are skills, magical effects and environmental circumstances which gives a character or monster an advantage on an action. Likewise, the converse can occur where one is at disadvantage. When this happens for skill actions, unless stated otherwise, a being with advantage is granted an extra die for the roll. The default for disadvantage removes a die. Should the applicable dice fall to zero because of disadvantage, then two dice are rolled using the worse score of the two. When die pools are involved, the extra die goes to each die pool.

However, in cases of physical combat, melee or range attacks, then there is another bonus or penalty. If at advantage when successfully striking an opponent, then an additional advantage crit is added, which means an additional 1 to 3 points of damage. This bonus or penalty of damage applies only to the primary attack. This crit is "non-exploding" so it cannot generate another crit. When at disadvantage, a "negative crit" applies, meaning 1 to 3 points are removed from the damage. If zero or a negative number occurs, then the attack acts as a miss, not allowing any other special powers or properties to transfer to the victim, such as *infusion of ice*. These special crits can only apply if one of the attack dice from one of the die pools successfully hit the target. Finally, on the damage component, it is applied by target, not by strike, meaning if multiple targets can be attacked at advantage, then those separate targets could each be inflicted with bonus damage. These details will become more clear in [The Attack](#) section of [Combat Mechanics](#).

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For other scenarios, where damage is not a component and an extra die for advantage has no meaning, such as on a save, then two d20s are rolled, taking the better of the two scores. Two dice are also used for disadvantage, again using the worst of the two scores. Of course, remember [competition saves](#) use d12s rather than d20s. This is the same when casting *fire dart* and many other axioms. While it would be rare, if a caster is at advantage and the effect does not force a save, a single success assessment, such as for the axiom *appropriation*, then the effect would be as if it had been cast with the next degree of oversiphoning for an axiom - or as costing one point less of Spirit if an invocation. For spells at disadvantage with no save or usable dice, then the caster must make an appropriate save as if having his or her concentration broken (DC:14) to successfully birth the magic.

Advantages and disadvantages do not stack. If a creature has gained two advantages from multiple effects, that creature is still only "at advantage" and rolls one extra die, not an extra for each condition. The same is true for multiple disadvantages. However, if the circumstances and effects are such that a creature gains both advantage and disadvantage, then neither apply and the normal amount of dice are rolled. This is true even if multiple disadvantages apply while only one advantage occurs - and vice versa.

When having advantage or disadvantage along with another circumstance, such as a halfling's *chance* skill, which allows a re-roll, then only one die may be re-rolled. If both dice could be re-rolled, the player chooses one. As an example, if the halfling has advantage and rolls a 12 and a 1, then chance skill would allow the 1 to be re-rolled.

## Raw Dice

### Mathematical fairness.

There will be times that a character or monster mathematically cannot succeed or perhaps cannot fail. However, in the spirit of fairness and the recognition of dumb luck, the raw scores of 1 and 20 have special meaning. Regardless of the math, if a 20 is rolled on the die, it is considered a success. Conversely, any time score of 1 is rolled, it will be a failure. The *chance* skill, however, allows the first roll of a 1 to be re-rolled.



### Combat Mechanics

#### Rapid Rules:

- Combat is not just hack-n-slash with numbers.
- A round is a ten-second block of combat where each player, NPC and monster are permitted a turn.
- Initiative is the numeric representation of the turn order.
- When one has a turn in combat, he, she or it takes an action.
- A reaction is an extra optional action permitted under special circumstances caused by an outside event.
- Movement is how far one can travel on the battle map during a turn.
- When two or more people want to do the same thing, the rules of a competition resolves it.
- When attacking another on the battlefield, there are simple math rules to calculate the success of combat actions.

### Resolving conflict through violence!

Let's be honest, resolving fights can be a significant part of a role-playing game. Understanding the mechanics is significant. Therefore, this high-level overview is placed here in the manual before going into the long lists of skills a character can learn. This way, it may help one choose those skills when advancing.

No weapons or equipment are detailed here. Those are listed later, but understand they can have an impact on combat, but the purpose of this section is not to detail everything that can occur in a combat - a more detailed section for that is listed later - but rather give a general understanding of how it works.

However, one of the important factors of combat in Enchanted Realms is it has been designed to use strategy, battle locations, movement, holding ground and calculated retreats. The idea is not just to see whose stat block can wield or withstand the best numbers. "Tougher" characters and monsters always have the better odds, but the idea developed here is to permit the player to have numerous methods to customize the advancement of one's own character and not be defined by a linear class system. Rules for *swarming*, weapons that effect movement, armors that are superior against the opponents' weapons, skills that enhance the use of particular fighting techniques -- all of those variables make a difference in the outcome of the fight and define what "tougher" means. Combat strategy offers the lesser-skilled combatant to overcome the stronger one if recognizing how to take advantage of the situation. And that's the premise of combat in this system: better numbers aren't necessarily the dominant factor.

### Theater of the Mind

Each opponent takes a turn, moves, performs an action, blah, blah, blah... This can easily be seen as a boring game of chess from reading that description. What is described here are the mechanics of combat for playing the game to allow for that strategy component mentioned above. However, what is really happening is far more fluid. During the ten seconds of a round where ten entities all take their turns, all of them are moving and acting virtually simultaneously. The attack isn't a single strike that happens on the sixth second of the round. Instead that fighter has swung his battle axe two maybe three times during that time, but there is really only one that lands well -- or perhaps imagine it as all of them hit but a little less effectively. That *party* skill isn't blocking a single incoming swing, it is thwarting several steps and thrusts, making the character just a little harder to hit. The point is while the tokens on the battle map move in staccato, the imagining of the fantasy fight is vastly different. Thinking of it in this fashion helps to remove the potential monotony.

### Rounds

The term "round" is in reference to a specific duration of time in a fight. A round represents a ten-second block of the combat. It is also the game mechanism to determine the results of each combatant's actions in that time frame. It also is the game mechanism for resetting the combatants' reaction availability. During a round of combat, each player, monster and NPC involved is granted a "turn" within the round. Upon each creature's turn, he, she or it can take an action and use movement. The timing of one's turn is determined by the initiative roll.

### Initiative

During the ten seconds of a round, everyone is acting simultaneously. As one person does something, it impacts the viability of another's actions. Should a monster be running one way, will a PC be able to catch up to attack? Who got the jump on whom? All these questions are answered by determining initiative.

Initiative is merely a word to determine when each member of the battlefield gets to take one's turn. From a game perspective, it is the order of effects that occur. However, players should not think this process as a truly-accurate portrayal of the combat in a stop-

## Combat Mechanics

action method but rather merely as a game mechanic. Resolving conflict by the mechanics may appear like a chess game, but in the theater of the mind, players should imagine all the efforts happening simultaneously - just some effects resolve quicker than others.

If someone's turn happens first by initiative, making another's intention less desirable, then that's just the incalculable nuances of combat playing out in the game mechanic. Conversely, someone acting later in the round might gain strategic advantage from examining the changes of the battlefield. That too is just the breaks of happenstance.

To determine the order of action, every participant rolls a d10, then adds any modifiers from Agility, skills or magical effects, then adjusts for weapon modifications. Unlike some other fantasy games, initiative rolls occur every round so the exact order cannot be known from round to round; this helps avoid meta-gaming.

The creature or character with the highest number takes the turn for the round first. Then each lower number is processed in descending order. If two creatures tie on the initiative score, then roll off on a d20 with the highest score being the winner. If ties continue to happen, keep rolling until the result is determined.

**Initiative = d10 + AgilityMod + Other Modifiers**

## Surprise

Not every encounter give equal opportunity to respond. This would be in cases of sleeping persons, being caught in an ambush or someone breaks parlay to attack. When the GM determines that surprise is involved, then there is an opportunity of a "surprise" round; however, how this works is not purely one side against the other but rather all individuals on the battlefield.

When an event or an entity's action that creates combat, that episode occurs prior to any round. This could be an act of passion that no one expects or it could be a planned part of an ambush; however, that cast axiom or shot fired is resolved and calculated separate before starting the initial round of battle. Obviously, the one took the action is automatically aware. All others must make a Perception check to have an action in the immediate round. Depending on one's state and restrictions will impact the difficulty, which is by default DC:14.

Those who had foreknowledge the trigger would happen are allowed to roll the Perception at advantage with the base being only DC:10. While rare, even those prepared can be caught off guard or distracted at the wrong moment. All others who have no restrictions use the DC:14 default, with of course only one d20. Finally, there are special circumstances that must be managed. These are usually detailed by the restriction type. For example, for someone who is asleep, he or she would suffer -3 (or DC:17) on the check but would only be allowed a die roll if the event had noise, heat or smell.

Those who are aware, can take an action that first round; while those who failed the Perception check are considered surprised. This restriction does not mean the combatant is at disadvantage as no action can occur, but it merely means that combatant is not prepared to take an action quite yet. This could be one knows something is happening but cannot spot the threat to make an offensive action. This could mean one's sword is unexpectedly stuck in its scabbard. Perhaps the combatant runs to do something, then gets distracted, changes his mind, goes to do a different action and becomes ineffective for the first round. In game terms, surprised beings do not take an action and cannot use movement during the first round.

While surprised targets are not at advantage to be attacked; however, they are potential targets for a [sneak attack](#). The failed Perception check for surprise does not act as the first check of the sneak attack; when attempting to sneak attack a surprised victim, another check is made to see whether they are aware of that specific individual, which can vary greatly based on skills and magic. If aware, no sneak attack. If unaware, then see the details in the [combat detailed subsection](#).

The following round (the second round), those who were in surprise can now interact normally. Of course, those who remained asleep would still be asleep but allowed another Perception check to wake. Of course, those wakened must make a second check to determine the state of surprise.

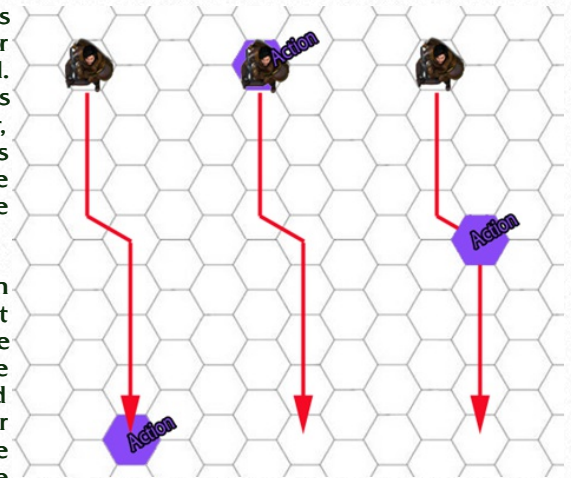
## Combat Mechanics

Circumstance	DC
Part of plan	10 at advantage
Default	14
Asleep	17 to wake second roll: 14 for surprise
Asphyxiating	14 at disadvantage
Blind	17
Deaf	17
Drowsy	17
Frightened	18
Nauseated	16
Paralyzed	19
Poisoned	14 at disadvantage
Shaken	13
Stunned	19
Underwater	14 at disadvantage

## Actions

When it is a character's or monster's turn, the announcement of what to do is stated. Then the being moves on the map and takes an action. The character or monster decides whether to move and then act or the other way around. Additionally, movement can be broken up so that part of the distance is moved, then an action taken, followed by the rest of the movement. Further, not all the movement distance has to be used. It is important to note there is no "holding an action" to be used later without having special skills. If the character or monster decides to hold position (or even move some) but take no action, then that is set for the round.

One may recall when discussing initiative, that all the actions of all those in combat are occurring simultaneously. It is because intent and prior gambit which one is already committed towards the action to be taken why the "holding an action" cannot occur by default. This moment is merely the opportunity to take the chosen action. However, one should not be confused by the strategic benefits, game-wise, of a later initiative, as this allows a player to be more aware of the happenings on the battlefield to choose a more strategic action. All this means is the character made a better gamble of choice with this intent prior to the initiative score value.



Speaking and gesturing to other characters is permitted, but only on one's turn. These should be brief utterances or expressions that can be conveyed in under 10 seconds. There are skills and magic which may override this rule.

Typically, this is move and attack, cast a spell, use some item, or render aid to a wounded ally. However, actions might include unusual deeds such as "grab the idol from the pedestal" or "crank down the drawbridge." These non-hostile actions do offer the potential of a contest. Should any other character or monster intend to take the same action that would result in a contest, then the player (or NPC) would announce that intent. The GM will decide if the distance permits interference. Despite a later initiative, those who intend to take the same action, assuming movement is available, will enter a contest to "grab the idol" or "open/close the door" which will be decided as the final determination of the round. However, those details will be explained later.

All actions fall into one of the following categories, which will be detailed later:

- Attack
- Skill-Use
- Item-Use
- Defending
- At-The-Ready

*An action must be taken at the time of one's turn. There is no generic method for holding an action until later; however, there are skills that permit this special delay.*

As a reminder, the distance a character or monster is permitted to move on one's turn is listed on the character sheet and possibly modified by armor. When using a map, each hex is five feet.

## Reactions

## Combat Mechanics

Certain skills, magical effects or circumstances permit a character or monster to have a reaction. This is an instant response to an event of some sort, which can occur on someone else's turn. However, using a reaction is not required, but only one reaction can be used during a single round of combat.

The reaction is processed as an immediate response to the event, even if that is in the middle of another combatant's turn. In some cases, a reaction's effect may occur before the action. The reaction is announced, calculated and handled, then play continues from where it was interrupted.

A few examples of reactions are listed below:

**Counterspell:** when a sorcerer in range casts an axiom, a reaction may be used to disrupt it.

**Dismount:** when a walking mount is incapacitated, the rider may use a reaction to land on his feet.

**Dodge skill:** when being struck, a reaction may be used to attempt to dodge the damage.

**Flee attack:** when an enemy moves through adjacent space and reaction attack may be permitted.

**Impalement:** a reaction maneuver used against a charging opponent, provided skills and weapons are used.

**Standing up:** when knocked prone and having enough movement remaining for the round, standing back up can be performed as a reaction. However, the victim remains prone until to first of the lower number of initiative. Thus, if knocked down in 5, using a reaction, the character remains prone through all combat actions in 5 and is not back on his or her feet until the first result of 4s.

## Movement

Movement on the battlemat occurs on a character's turn when their initiative order comes up. Remember, everyone is actually moving at once, but this merely allows the results of the movement to be determined and the choices made as a result of what was occurring at the time.

As a base, a character or monster can move up to the number of feet listed on one's character sheet. Any penalties due to armor or encumbrance are subtracted from the racial movement. This adjusted value is called the character's "normal movement." While this is primarily a measure of how far a character can move on his or her turn; however, there are many conditions, skills, magical effects and environment can alter the exact results.

When using a map, each hex represents 5 feet. Therefore, if a character can move 50 feet in a round, then during his or her turn 10 hexes can be traversed. This is true when the terrain is smooth, such as wood floors, open plains and worked stone. However, movement costs more when traversing difficult terrain, like stalagmites, thicket-covered forests, or a treacherous staircase -- every foot of movement in difficult terrain costs two feet. This means each hex of difficult terrain moved into cost 10 feet instead of 5 feet.

Another condition is when someone is prone and must crawl. Crawling also adds an extra foot to movement cost as well. Thus, for each hex crawled, it also costs 10 feet of movement. However, if crawling through difficult terrain, then it is cumulative; therefore, moving one hex would cost 15 feet. There are more detail about crawling and being prone in the [Knocked Down](#) details below.

There are several scenarios where movement is penalized. Below is a list of many conditions:

Condition	Penalty
Mounting/dismounting horse/lizard steed	50% of Normal Movement in Feet
Mounting/dismounting gryphon-sized or larger creature	100% of Normal Movement
Pick up item from ground	-10 feet Movement
Ready shield without <i>shield-use</i>	-10 feet Movement
Standing up from prone	50% of Normal Movement in Feet
Unsheath/switch weapon	-10 feet Movement

Further, when a magical effect or restriction is placed on a creature, unless otherwise stated, what is altered is the "normal movement." Therefore, when *quick step* is used, the affected being has its "normal movement" increase by 10 feet. If under the bound restriction, the that being's "normal movement" is halved. If struck by a ghoul, the victim has its "normal movement" reduced by 25 feet. The reason this matters is to ensure not miscalculating the effect of armor when combined with additional conditions. Also, it might matter for determining whether that final hex can be traversed or not because there is no question about rounding. Either one has the movement remaining or the next hex cannot be entered.

Movement is also important for establishing position and controlling that space. The size category of a being determines how large of an area that falls under that being's control. However, for these examples a human will be used, who occupies and controls one hex (or five feet).

Why this is important is answered by asking what does occupying and controlling that hex do? The short answer means this space is protected by the occupant and items in that area cannot be touched or manipulated without the space-owner's permission. That said, there are conditions where permission is implied, and there are other cases where a challenge can supercede that permission.

Implied permission happens most of the time or people would not be able to walk down a busy street. Therefore, the general rule is

## Combat Mechanics

permission is only assumed to be denied to hostile creatures. Allies and other non-hostiles can walk through someone's space as if it were difficult terrain, but they may pass through it. Hostile creatures, however, can only access the space controlled by that person's permission or by forcing a challenge of some sort. Of course, those nimble halflings are special exceptions to the norm.

## Competitions

Whether it is running through someone's occupied space or two combatants trying to hold a door closed, the way to resolve it is the same a [competiton save](#).

To resolve the movement example above, if the human in this example were standing over a knife but didn't have an action remaining; therefore, being unable to pick it up -- then another person who had an action available could attempt to grab the knife. However, to do so, that other person would have to enter the hex controlled by the human. This would mean the item could not be picked up freely and doing so would have to be an action itself. Now as a result of that action invading another's controlled space and being against the occupier's will, an explanation of how the knife would be gained would need to be given. Depending on that description, the GM would call for either competition save against either Strength or Agility. If the grabber won the d12 challenge then, he ran by, grabbed the knife and moved to wherever he chose to end his movement; albeit at the risk of a flee-attack reaction. However, if the occupier won the competition, then the invader ran by, missed the knife (perhaps covered by the occupier's foot), and then continued on -- also at the risk of a flee attack.

In the following round, both of the persons have an action available meaning. If both still insist upon grabbing the knife, then the order of initiative will determine what happens. If the occupier of the space over the knife has the first initiative, he or she could grab the knife as an action with the movement penalty; this is because he or she is the occupier of the space over the knife. However, if the other person has the earlier initiative, then he may again declare he would be making an attempt to grab the knife. In this case, both person's would be forced to use his action to resolve the competition, which would happen on the turn of the one occupying the space.

## The Attack

As stated previously, one of the most common actions in combat is to attack. When first starting, this will seem simple: a target is selected, the d20 is rolled to determine whether or not the victim is effectively hit or not. However, breaking it down to the detailed mechanics, even when it is overly simple, will help to understand how to calculate things when skills grant many options in an attack, some of which can appear complicated. But bear with this whole section and the clarity of how simple the mechanics actually are will be revealed.

At this point, the different methods of attacks should be explained -- not just in mechanics but in the game philosophy. There are essentially three methods: melee, range and savage. Melee is the use of some type of martial weapon with which to strike an opponent at a close proximity. Range is using throwing or launching an object at an enemy usually at a distance farther than the opponent can instantly strike back. Finally, savage attacks are things like a wolf bite, a harpy's claws, the punch of a pugilist, or any body weapon attack.



This is where game balance comes into play to ensure that the options are not improperly favoring a particular method. Statistics and test play has allowed the equity of risk/reward to establish slight differences between these methods. Melee and savage are quite close with small differences between them, more limited by progression and damage potential, but that also gets balanced back by so many monsters making multi-attacks. Using range weapons comes with a lower risk of being hurt on average. Thus, there are some design in the mechanics to make up for that, and this is shaped not out of realism but rather game balance. By no means does this mean attacking at range is pointless; instead the strategy of the methods of attack vary with circumstances better for each in different ways.

All of this in mind, range attacks by default cannot crit, which will be explained later. Further, the damage from ranged weapons is lower on average compared to that of melee or savage with similar skills. On the flip side, range weapons often can inflict post-battle damage for removal. Another benefit is that ranged weapons gain better chances to hit larger targets. Please remember that "hitting" an opponent means scoring an effective strike that inflicts damage not merely making physical contact. All of this has been explained to demonstrate how different methods have their pros and cons.

To determine for an attack is how many die pools to be used. There can be up to three starting die pools: one for the primary hand, one for the off hand, and one for a savage die pool. One must have appropriate skills to use each die pool. If the skills have not been obtained or an inapplicable, then that die pool cannot be used. Because early characters do not yet have the skills, typically the only available die pool to use is the primary hand.

It may help to think of a "die pool" as a single strike. The words are often used interchangeably. Moreover, once getting to the mechanics of rolling the dice, that is precisely what the die pool is - a single strike against a single target. That is not to say that one will not have many die pools to roll -- and yes, it is possible to have more than just the initial three, but more on that later.

Using this concept of die pools, the combat system builds up, becoming more effective and more powerful by using multiple skills. These skills can combine to increase the number of dice to place into a strike. Further, some skills enhance the bonuses to hit for all

## Combat Mechanics

the dice in that single die pool. Even more, some skills open up the option to use another “hand” to create a second, maybe a third, die pool that can be used simultaneously in the attack action.

Now to the mechanics; once determining the number of die pools, which is typically only one, and then determining the number of d20s in the die pools, the next player operation is to roll the dice. Modifiers from sub-attribute bonuses are added to each separate d20 in the die pool based on the type of attack. Further, if magic or special weapons are being used that offer bonuses, then those too would tally into the totals. The strike is not necessarily a binary hit or miss, but rather a gradient of success. Each d20 in the die pool whose total score is equal or greater than the opponent’s armor class value will inflict a point of damage. Another number that adds into the strike’s damage is the weight of the weapon, which is from 0 to 2 additional points; see [Weapons](#). Finally, the attacker’s Strength or Agility bonus is a part of the damage. However, those sub-attribute bonuses are not cumulative per strike but rather count only once against an individual target. In a typical attack, where only one or two d20s are rolled against one target, it all seems like it simply adds together; however, that detail is important when skill reach a point where more than one target can be hit or more than one die pool is used against the same target.

Let’s apply this to an example of an adversary using *melee fighting*. In this case, a die pool for the primary hand would be used and only one d20 would be in that pool. The character would roll that single d20 to see if it is effective against the victim’s AC. Adjustments on the die roll would come from Strength since it is a melee attack. If the total score hits, the attack would inflict 1 point of damage, plus the weapon’s weight value and the character’s Strength modifier. Let’s assume the weapon is a long sword (weight:+1) and the attacker has a Strength score of 2, which offers no bonus. The total damage inflicted would be 2 points of edged damage against the opponent’s Body score.

However, if that same character gains the *style: slashing* skill, then the primary hand die pool would have 2d20 in it. Still assuming the long sword is used but now the fighter has a Strength score of 4, now each d20 is roll from the die pool. These two dice act as a single strike. Based on the results, up to 2 points of damage could be inflicted. The weight of the longsword would add an additional point, plus Strength now adds +1 as well, meaning the total damage would range from 3 to 4 points. Of course, remember that if both d20s missed the target, none of the bonuses would count and the attack would be a complete miss.

A few final notes. For weight of a weapon, unless stated otherwise, range weapons do not have a weight component. As for melee, light weapons have a zero weight value; thus, no further damage is granted with them. A medium weight weapon has a value of +1. A heavy weapon adds +2 to the total damage. Again, weight-damage is listed by weapon later in the manual.

Another part of the attack formula is the size of the attacker. This will rarely matter for the player character, but it is not unreasonable that he or she might be affected by a *stature* axiom. Large creatures gain +1 to hit on all the dice in all their die pools. Huge creatures gain +2 to hit. Giant gain +3, and colossal gain +4.

As stated before, range weapons are more effective against larger targets. There is no difference for creatures who are medium-sized or smaller. However, firing a bow against a large creature grants a +1 bonus on all the d20s of the to-hit roll. Against huge sized targets, ranges gains a +2 bonus for all d20s. The bonus is +3 when firing upon a giant-sized opponent. Lastly, anything colossal offers a +4 to hit on all d20s rolled.

## THE MATH:

Melee: each d20 + Strength Score + Other vs AC if successful: (1 per die-hit) + Strength Modifier + Weapon

Range: each d20 + Agility Score + TargetSize + Other vs AC if successful: (1 per die-hit) + Agility Modifier

Most attacks will be a single strike against one opponent. However, as stated above additional skills create the options to use two or more die pools, or even divide an existing die pool into smaller, separate die pools. In these cases different targets might be struck or perhaps the same target could be struck by multiple die pools. This type of attack is referred to as “multi-strike.” Skills that grant such opportunities are *spinning moves* and *shield blitz*. When performing a “multi-strike”, it is important to calculate each attack separately because weight-damage is counted per strike, but Strength or Agility modifiers only once per target. Also, each separate strike is subject to any potential resistance. More details about those complexities can be found in the section below.

## Advanced Attacks

As stated previously, most attacks will be a single strike against one opponent. For this, one just determines the number dice in the primary hand die pool, then rolls, counts the hits, adds the weapon-weight, and factors either Strength or Agility bonuses. However, when a “multi-strike” attack happens, those strikes have to be more carefully calculated.

Let’s return to those starting die pools to understand how they are used. Beginning with the basics of anatomy which apply to all playable races, a character has a primary-hand attack and an off-hand. Each of these could potentially be used as a die pool; however, the off-hand can only be used when certain skills are obtained, and even then those skill likely have specific limitations. However, that primary-hand die pool is almost always available for an attack action. Granted, if a weapon requires two hands, such as heavy weapons do, then the off-hand is employed to deliver the primary attack. While sounding self-evident, this is why a shield cannot be used with such weapons. If the primary-hand weapon only needs one hand, then the off-hand could use a shield. An example of an advanced skill that allows the off-hand to have an attack die pool would be *shield-blitz*. Another possibility is the *two-handed fighting* skill, in which each hand becomes capable of



## Combat Mechanics

acting as a primary-hand strike separately. In the description of each combat skill, it will be designated what “hands” are applicable for that skill and how dice pools are to be calculated.



Of course, not every creature is built with only two hands to apply to attacks. Lizardfolk are a perfect example, as they have a bludgeoning tail that can be used as a *savage form* strike. As per the description of *savage form*, such attacks are their own die pool and by default can be the only die pool used. Therefore, if someone or some creature were to have two different appendage-types used in *savage form*, then the primary hand die pool would not be allowed to be used with either the primary hand or the off-hand, unless specifically stated in the creature's description of physiology or obtaining a skill that overrides the general rule of *savage form*. Further, unless the appendage specifically states details about prehensile use, it could not act as an off-hand appendage. This is why a lizardfolk cannot wield a shield with its tail.

Of course, as skills increase and one's attack abilities improve, the use of various skills working together starts to take on a bit of strategy for the enhancement of the character. As such, a clear understanding of the concept of “style” is important because die pools must be filled from skills using the same method and technique. This is why that lizardfolk who used *transmogrify* to gain an extra horn strike while wielding a sword in one hand and a mace in the other does not get four strikes. No, that lizardfolk has to choose how he or she will attack, either using the *savage form*, the sword as a primary-hand slashing strike, or bludgeon with the mace as the primary. Those are three different methods of attack; the player must choose only one.

Is it possible to put different styles in one die pool? No! However, certain skills allow additional die pools to be used at the same time in an attack action. For example, *shield-blitz* and *whip-blitz* allow an off-hand die pool to be used in the same attack action with the primary-hand strike.

Also, there is a difference between a “multi-strike” and “multiple targets.” The number of die pools used in an attack is what defines the term “multi-strike,” while “multiple targets” is a term to indicate more than one target can potentially be struck in the attack. A “multi-strike” that does not support “multiple targets” means two (or more) die pools can be used, but they will strike against only one combatant. One simple skill that demonstrates a “multiple targets” is the *berserker* skill, which divides the primary hand die into several die pools equal to the number of dice in the original. Then each of those new die pools, which only have 1d20 each, must be used against different, non-repeated targets.

When calculating an attack, including “multi-strike” and/or “multiple targets,” here are the fundamental rules that apply:

1. Only one die pool can be used in an action unless having skills that permit otherwise.
2. Skills that allow additional die pools can only be used simultaneously if the description explicitly states it is allowed.
3. There are three starting types of die pools: primary hand, off-hand, and savage.
4. Each die pool is calculated separately and is called a “strike.”
5. Damage from the weight of a weapon is calculated for each strike.
6. Damage from either Strength or Agility bonuses is calculated per target, regardless of the number of strikes against it.
7. Skills which grant additional d20s to a die pool can only be applied if the “style” of the strike matches.
8. If a skill grants more than one d20 for a die pool, such as *dual knifing*, then all the dice from that skill must be applied to the same strike.
9. Skills can be applied different die pools simultaneously unless the skill that creates or extends the additional die pool explicitly prohibits it; e.g. two-handed fighting.
10. Special maneuvers, like *silk sleeve*, *treachery*, *weapon lock* and *disarm*, can only be performed by the primary hand, unless explicitly stated the other die pools can act as a primary hand.
11. No more than 5d20 from skills can be applied to a single strike. Dice for advantage and for sneak attacks do not count towards this limit.
12. Explicit descriptions can override these rules.

This is the bigger point for understanding how a strike, “multi-strike” and a different number of targets really work. Each strike is a die pool that is aimed at a target. That die pool is rolled against that specific target, which may have a different AC than the other targets in the action. That target might have a higher AC against the damage-type being used. It's even possible that target is resistant, immune or vulnerable to that damage-type. Therefore, those individual strikes (die pools) must be evaluated differently as well as understanding how to apply all the modifiers properly. It is detailed, but the base rules are consistent. Further, there is an API for Roll20 that manages all the variables for you.

## Combat Detailed

“Good design is like a refrigerator—when it works, no one notices, but when it doesn’t, it sure stinks.” –Irene Au

The general concepts of combat have been given in the [Combat Mechanics](#) section; however, there are many details that may need more explanation. Therefore, this section is designed to address the specifics as well as those peculiar, less common scenarios. Because of this, one might want to skip this detailed section and review the skills, then come back and read this.

This explanation was given in the mechanics above, but as this section details combat, it bears repeating. To ensure it is always possible for the unskilled to score a hit, despite the math – and conversely, the greatly skilled to occasionally miss, two raw numbers have special characteristics on an attack roll. If the raw die score is 20 (natural 20) or is 1 (fumble), then the math and modifiers do not matter. A “natural 20” always scores a hit, and a “fumble” is always a miss. However, that is the extent of the rule; by purely rolling one of these numbers in no way indicates a “critical” or “special” hit, nor does it imply the dropping of one’s weapon. Those things are possible, but not purely based on the raw die roll itself.

### The Action

As discussed in the [Combat Mechanics](#) section, every action of one’s turn falls into one category: an attack, a skill, an item, defending, or being at-the-ready. Below are the details of how each of these work.

### The Attack

As stated in its own [subsection](#), the attack is using a weapon to inflict harm on a foe. This is performed by rolling the appropriate number of d20s and comparing the results against the opponent’s Armor Class. Damage is calculated by counting the number of successful d20s that hit. If any hit, then add in the appropriate Strength or Agility modifier and the weight of the weapon, if applicable.

Of course, when splitting the dice from an attack when performing a multiple-attack on separate targets, then calculating the results must be performed by attack. For example, when using *spinning moves* with 2d20, it can attack two separate targets; however, only 1d20 is used for each. In this case, if the first is hit, then 1 point of damage happens for the die, then Strength modifier and the weapon. A like amount of damage would be inflicted against the second target if it were also hit.

There are also cases where the same target is struck by two separate attacks. *Shield-Blitz* would be one of those cases. Here the first weapon attack would be calculated and damage doled out to the foe; then, the shield attack would be rolled and damage calculated. The same type of calculation would be used for *two-handed fighting*. Basically, if there are two weapons on a single target -- or more than one target, then those conditions are considered an individual attack.

However, not all attacks are weapon-based. There is a whole method of *grappling* that can be used. *Martial arts* can often be used in conjunction with those. With the proper set of skills, a martial artist can strike with his hand as a weapon, then get a separate attack as a grappling maneuver. These types of attacks and what can happen are extensive enough that the entire [Grappling](#) section is devoted to it.

### Skill-Use

Most often, casting a sorcery axiom or a priestly incantation is what happens for an action that falls into skill-use. However, other skills that apply could be used here; for example, an engineer might use his or her action to create a make-shift sword. Perhaps a field medic performs *wound care* during the combat.

### Item-Use

Activating an item, usually magical, or drinking a potion is an action of item-use. The description of the item should detail the usage; however, when activating an item, this is a complete action other than movement, unless the item description states an exception to the general rule.

### Defending



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Another option that can be performed during a combat round is standing in defense. This occurs on the characters at the time of the character's action and lasts until the initiative of his or her next turn. It further removes all reactions for both rounds. If a reaction has already been performed by the character's action of defense, then this is not an option for this round.

However, for that sacrifice and actively taken a defensive stance, all attacks (melee, range and even magic) are at disadvantage, provided it is possible for the character can see the incoming attacks. Further, any saves made during a defensive duration are at advantage.

## At The Ready

While it was stated above that actions cannot be held until later, there is a very similar concept that can be performed called being at the ready. What this means is using one's action to prepare a self-defined reaction. This trigger must be specific and cannot be a relatively obvious condition. However, what is not valid is using this type of action as way to hold a normal action until a more opportune moment<sup>\*</sup>. Thus, "after the monster attacks again, I will fire my bow" is not a valid trigger. Valid triggers would be "if someone steps out of this corridor, then I will attack" or "if the creature approaches within 20 feet of me, I'll run away."

The way to distinguish a valid trigger from an invalid one is likely defined by the word "if" rather than words like "when" or "after." Therefore, "after Bob takes his attack on the monster, I'll fire my bow" is invalid -- but the trigger "if the monster drops Bob, then I'll fire my bow" would be valid. As they are very similar, the invalid one is based on known or highly expected occurrences, while the other is based on a condition that could happen but lacks a high sense of certainty. The GM will be the arbiter of a valid trigger when there is ambiguity.

The trigger remains in play until the start of the character's next initiative turn the following round. If the trigger does occur, then the action declared is taken near-immediately after the trigger - even if it is in the middle of the other entity's action. There is some gray area here the GM may interpret for timing - such as someone stepping out of the corridor; the action might happen at the end of the movement of stepping out rather than in the exact for hex. However, if the trigger never happens until the character's next turn, then that action/reaction is lost.

<sup>\*</sup> The only way to hold an action is to have special skills or magical items which would allow this.

## Other Elements of the Turn

While options of an action, listed above, are the bulk of one's turn, there are a few other elements that occur on one's turn in the combat round. There is movement, and there is communication.

Movement is fairly simple as a method of feet able to be traversed during one's turn. Of course, terrain, skills, conditions and magic can all affect that value, but the concept is fairly straight forward. More information can be found in the [Movement Details](#) subsection below.

As for communication, there has not been much stated other than a small blurb in the [Combat Mechanics](#) section. However, that blurb bears repeating: "Speaking and gesturing to other characters is permitted, but only on one's turn. These should be brief utterances or expressions that can be conveyed in under 10 seconds." This requires a bit of discipline of the players and likely some enforcement by the GM. The difficulty occurs due to the playing out of combat consuming far more time than actually passes during the character's awareness of time. This means ideas and strategies are going to be had during that additional time. This is fine as it reflects a hero's uncanny odds of acting optimally in a story. However, sharing information that character's could not receive in the passing game time falls into the category of meta-gaming -- something most players and GMs do not really want in the game. In this case, it is easy to creep in.

That is the premise of why the low-communication rule exists and why sharing at the table should be limited to "in-character" statements. Further, there are magic items, spells and skills that will allow more communication to be shared. Some spells are written around these rules for determining the type and amount of information that can be gained. If this base rule is ignored, it will imbalance the advantages of many other aspects of the game. This is why players should resist sharing too much during the combat portions of the game and try to adhere to this idea. If it becomes difficult, then perhaps that player should acquire a few of those communication skills.

## Physical Damage

Body damage can be inflicted from any of several categories: alchemical, blunt, cold, edged, fire, lightning, necrotic, piercing, poison and smite. This is noted as different effects can provide resistance, immunity or vulnerability against a specific category of damage. If something is resistant, then any damage delivered from a single attack is halved, round down. Therefore, 1-point attacks are ineffective. At the other end, if something is vulnerable, then it suffers twice the damage against that category. If something is resistant and momentarily enchanted to be vulnerable, then these cancel each other, making the damage normal. If something gains resistance or vulnerability from multiple sources, then it is the same as if it were in that state only once.

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### Critical Hits

As stated above, a “natural 20” does not indicate a critical hit by itself. However, with certain skills, some equipment and under special circumstances, a hit can be considered critical. The specifics of how this occurs is usually explained in the description of the skill or effect, but most often when using *bludgeoning*, *cleaving*, *pole-arms* or *slashing*, a natural 20 is a crit. However, when attacking at disadvantage, no attack hits will become critical hits. Further, by default, ranged weapons cannot crit.

Regardless of how it comes about, the result of a critical hit is always the same: the wielder gains an immediate d20 attack. This additional roll is not from skills but rather an award; therefore, it can exceed the 5d20 limit. If multiple crits occur from the original attack roll, only one d20 is granted; however, a crit roll can produce another crit roll on its roll of another raw 20. This perpetual explosion of crits is unlimited.

The damage inflicted by a crit is based on a d3 rather than a single point of damage. To clarify, each crit that strikes successfully will add d3 to the total damage of the strike. However, the damage modifiers from a weapon and strength modifiers are added to the total attack not any specific die, which includes not applying to the crit dice.

As a straight rule, this is simple to follow; however, there is a hierarchy that needs to be established for the edge-cases that can come from a critical hit. First, it is important to remember, that a reaction occurs *after* an attack, unless the reaction description specifies differently. That said, all damage from an attack and all its potential crits are determined before a *dodge*, *rebuff*, *vengeance* axiom, etc.

However, *dodge* and similar skills reduce damage beg the question: what if that is the “natural 20?” The simple answer is that “Natural 20s” are a statistical exemption that allows mathematically impossible successes. *Dodge* and similar skills cannot be used against a “natural 20”. Simple and straight forward. That includes all the damage produced beyond if that strike were a crit.

The only way there could be an exception to this is if the description of a hypothetical magic item explicitly declares that a number becomes a “natural 20”. Similarly, although rare, there could be a magical item, such as a *girdle of wound-closure*, which has the magical property to protect against critical damage. The magic of such an item is specifically designed to negate a critical hit; therefore, the point from the original hit would still occur, but the critical points from the extra roll(s) could be dodged in theory; although it is unlikely to every come up.

Perhaps the most important rule to always remember is that of attacking at disadvantage. *Whenever a character is at disadvantage and makes an attack, any “natural 20” scored cannot become a crit unless there is specific rule that overrides this general die-rolling guideline.*

### Throwing Items

Items like globes of acid splash, molotov cocktails, and vials of holy water are somewhat routinely thrown at enemy targets. How does that work in a system that uses weapon styles? And doesn't it say in [Combat Skills](#) that “those without a trained combat skill have no dice to roll for an attack?”, so how does that work?

Let's address these one at a time. The trained combat is discussing thrown items that are themselves weapons and can inflict physical damage on their own merit. Items like acid and holy water do not inflict damage because of the force and skill to strike with the “pointy end” or something. They inflict damage because of special properties they possess which when coming in contact of the recipient creates an effect. As such, these items are permitted a d20 for nearly anyone, so long as the one hurling has the physiology to throw the item. For example khaasta would not. If the raw score of the d20 strikes the opponent's AC, then the throw was successful enough to activate the effect in the description of the item.

However, skilled persons can throw “any item” better than untrained. Therefore, a person with *ranged fighting* is permitted to add an extra d20 to the roll. This does not adjust the damage of the affect in anyway. In fact, it is akin to rolling a single d20 at advantage in such that should either die score a hit, the effect happens. Further, if a person has *hurling* as a skill, then 3d20 is rolled, but likewise, it is only for the determination of contact with the opponent's AC.

There are a few thrown items that do not follow the rules above. These are ones that create an area of effect, even if that area is only one hex, effecting only one target. This uses the “close-enough” guideline, which means the thrower gets in into the area desired, then the effect (usually smoke) fills the area and subjected those to some sort of a save.

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Item	Damage	Note
Acid Splash	d4	Alchemical Damage
Bonfire Blend	1	Fire Damage; very ineffective
Explosive Oil	d4	Fire Damage; Combustion
Firebreather's oil	d4	Fire Damage; special attack delivery
Holy Water	d4	Smiting Damage; limited victims
Sleep Smoke	Sleep	Area of Effect
Smoke of Restraint	Grappled	Area of Effect
Thick Smoke	Obscurement	Area of Effect

These combat skills can improve accuracy on even magical effects. For incantations like *guiding bolt* or axioms like *fire dart* where a magical energy is hurled towards an opponent on a d20 and tested against its AC, then many spells will describe how modifiers work. However, if there is no explanation, the default rule for “throwing magic” is the spell provides the d20. Then if the caster has *ranged fighting*, then any Agility bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total Agility score is added in lieu of the bonus. Again, these adjustments do nothing to change the damage or power of an effect.

### Touch-based Effects

There are several invocations and axioms which require touch to deliver the magic against an opponent. Unless specified in the description, these will be reactions after the action of a touch attack. The benefit of using these as a reaction is the action must succeed before expending the Mind or Spirit points. However, that initial action of a touch attack requires one of two options.

The caster must either make a successful hit against the victim's armor class, which does not inflict any damage. The other option is to make a successful grappling attack, see [below](#). However, if using grappling, then the result is merely a successful touch for delivery and the victim is not held in any way. Further, if the touch is unsuccessful, the spell or priestly points are lost with no effect manifesting.

With the proper additional skill, the caster does have a third option to use *sleight of hand* to make contact. There are situational benefits to this technique, as it is possible the touch might go unnoticed. This is performed with a feat (not a preservation save) against a base DC:10, which means it may be easier or more difficult depending on modifiers and the target. However, the only variables that adjust the DC are the victim's Agility modifier and the victim's “Other” component of its AC. Further, if the score is 4 points above the DC, then the delivery is clandestine. Obviously, if the spell effect delivered causes pain, damage or something very noticeable, then the GM would ignore the clandestine factor. As an example, if a caster with a 4 Agility score (modifier +1), uses *sleight of hand* to make contact. The DC of the feat is 10. The target has a 6 Agility score, boosting the DC to 12. Also, the target is wearing a ring of protection which ups the DC to 13. However, these modifiers would be unknown to the caster, who rolls a d20 with a +1 bonus to the die. If scoring 17 or higher, the touch would be unnoticed.

There will be times that touching an ally to produce an effect will be desired. Assuming the ally is willing, which is nearly always the case, then the person touching the other must be standing in an adjacent hex from the recipient or move there before completing the action.

### Grappling

There may be times when grabbing and hold a person in place is a strategic plan. There are no skills that grant extra dice for grabbing other persons or monsters. Only die is used unless advantage or disadvantage apply, but even then, the special attack works like a [competition save](#), comparing body die-rolls from both sides using a d12. For a modifier to the competition, one can choose either Strength or Agility to add the modifier from that sub-attribute. If the grappler wins the competition, then during his or her action, the victim is held by the Grappled Restriction (see [below](#)). Otherwise, the attacker could not maintain the hold. Further, on the victim's turn, he, she, or it can initiate another competition to escape.

After having held the victim until the grappler's following turn the next round, the aggressor may choose to drag the victim along with normal movement; however, one's movement rate is halved when towing another. However, if the victim outweighs the maximum encumbrance of the grappler, then dragging is not possible. If the aggressor is two size categories larger, then movement is not altered. Also, if the aggressor is two sizes larger, that grappler may opt to hurl and slam the victim for its Strength bonus in blunt damage (or appropriate damage for the terrain). In the case of slamming, the victim can be placed into any open adjacent space. Obviously, this maneuver frees the victim from the hold.

Lastly, there are a few modifiers when these wrestling maneuvers happen.

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Condition	Modifier
Grappler has size advantage	+2 per Size Category Difference
Victim has faster movement rate	+1 per 10-foot Difference
Environment is rainy, icy or slick	+3 for the Victim
One or both sides are prone	-5 for prone Competitor
Footwork skill	Cancels prone penalty
Martial arts skill	+2 for either
Takedown skill	Advantage for Grappler
Throttle skill	See skill for details
Unarmed Combat skill	+2 for Grappler
Whip Master skill	See skill for details

To escape from being grappled, a creature uses its action to force another body [save](#) competition on a d12 with the same optional modifiers as above. The exception is if the one trying to escape is bigger, then the bonus is applied to him, her or it - instead of the grappler.

Alternately, inflicting damage upon the holding grappler may force a release. Whenever struck by body damage, the one maintaining the hold must make a Strength feat save against a base DC10, which increases by one points for each point of body damage inflicted. Thus, a 3-point strike requires a DC13 save, which failing causes the release of the grabbed.

## Uncommon Conditions

When grappling, if the defender has a usable *savage form* strike, such as claws or a bite attack, then incidental damage may occur in an attempt to grapple a being or creature. This does not apply if the attacker has *savage form*. However, if such a defender rolls a "raw 8" or higher on competition, then the attacker suffers 1 point of the appropriate damage, claw damage over biting if both apply. If that attack normally has poison or other special weaponry, then it will be delivered (or trigger the save) whenever a "raw 12" is rolled in addition to the point of damage.

To be perfectly clear, if this is the initial grapple, the incidental damage will not require Strength feat save should the attacker win the competition; however, if the defender is attempting to escape, but still loses the competition, then the grappler will require the feat save (DC:11).

Additionally, if the attacker is large enough to perform a slam attack, then there a few caveats. If the grappler is ten feet or taller, then slamming can be thrown into any space up to two hexes away. Moreover, when an attacker is that large, it is possible to slam the victim into another target in range. This will deliver the damage to the victim regardless, but also acts as a hurling attack against the AC of the target, which if it strikes also inflicts the Strength bonus damage, which will always be blunt for the target.

## Shoving and Tripping

Another non-damage option that may be used as an action in combat is pushing the opponent. There are two options for this: shoving or tripping. With either option, the target of the pushing must be no more than one size larger, and it must be within reach. This action is very similar to grappling but it is specifically a Strength [save competition](#) on d12s. If successful for a shove, then the victim is pushed away 5 feet. If successful for tripping, then the victim has fallen prone in place. There are a few modifiers for the competition.

Condition	Modifier
Size advantage	+2 for larger Competitor
Environment is rainy, icy or slick	-3 for the Victim
One or both sides are prone	-5 for prone Competitor
Drive skill	+1 for the Aggressor
Footwork skill	Cancels prone penalty
Martial arts skill	+2 for either
Takedown skill	Advantage for the Aggressor
Unarmed Combat skill	+2 for the Aggressor

## Tackling

There is yet one more untrained wrestling-style option in combat, and this is tackling. In some ways it is like a grapple and a trip combined. With such, the aggressor grabs the opponent while using his own weight and momentum to bring both parties to the ground. However, there can only be one size-category difference between the two to attempt a tackle. If successful, both aggressor and victim end up prone; however, no hold is established. Like a shove, only Strength can be used in the competition, but due to the nature of this attack, the aggressor gains a +2 bonus for success. Further, the delay for either party to use a reaction to stand is 2 counts of initiative rather than 1. On the flip side, if the tackle fails, the aggressor ends up prone alone.

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Certain skills can enhance the ability to tackle, as well as defending against it. The *charging* skill allows the tackler to roll the competition with advantage, assuming a 30-foot run prior to the tackle. *Martial arts* allows for +2 on the competition but only for the defender. However, *unarmed combat* does not offer any bonus for tackling.

Condition	Modifier
Tackler	+2 bonus
Size advantage	+2 for larger Competitor
Environment is rainy, icy or slick	-3 for the Victim
<i>Charging</i> skill	Advantage for Tackler
<i>Martial arts</i> skill	+2 for Defender
<i>Takedown</i> skill	See skill for details
<i>Unarmed Combat</i> skill	No Bonus for either

## Movement Details

If a character has more than one speed, such as a walking speed and a flying speed, and assuming switching modes does not require an action, then one can switch back and forth between speeds during the move. Whenever switching, subtract the distance already moved from the new speed. The result determines how much farther one can move under the new speed. If the result is 0 or less, the new speed cannot be used during the current move.

## Knocked Down

Finding oneself in a prone position happens a lot in an RPG. Creatures are often knocked to the ground or fail to meet the DC required for jumping over some space.

Choosing to drop to prone can be performed at no cost of movement. However, recovering takes more effort and requires half of one's standard movement per round to accomplish. Thus, if a human is in medium armor, his or her current speed would be 40 feet; therefore, 20 feet of that would be spent to stand up. If less than that amount is available, then standing up is not possible until the start of one's next turn. Furthermore, if standing is not possible due to lack of movement remaining, then a reaction to do so cannot be used.

The timing of the stand-up reaction is important to understand. When knocked prone, if having a reaction available and the movement remaining to return to one's feet, then this can be performed. However, there is a minor delay before the character regains his or her feet to remove the *prone* restriction. As the initiative values of the round count down from highest to lowest, then regaining one's feet does not happen until the first result of the next lower initiative. For example, if a character is knocked prone in initiative 7, then he or she remains prone throughout all actions and turns of 7. Should other monsters have a 7 other than the thing that knocked the victim down, then actions against the prone creature are still with whatever benefit or deficit during their actions, even when using a reaction to stand. The character standing up will be out of the *prone* restriction before any actions take place in initiative 6.

If prone and not standing, then movement is only possible by crawling. For every foot crawled, it costs an extra foot in movement. If crawling through rough terrain, then 2 extra feet are lost. Moreover, *dash* and other effects which increase movement through speed cannot be employed while crawling.

Obstacles in the way of movement must be gone around. Exceptions are when a magical effect dictates otherwise, such as being ethereal or the space is occupied by an ally. However, the hex belonging to another is effectively rough terrain. Thus, understanding the space used by creatures of different size categories, shown later, is important to understand.

If riding a mount and it becomes prone or unconscious, then the rider can use a reaction to dismount and land safely. Otherwise, the rider falls prone in a space within 5 feet (one hex) of the fallen mount.

## Sneak Attacks

There are several opportunities for a sneak attack. The general criterion needed to perform a sneak attack is when the victim can be attacked but is not aware of the attacker, such as an ambush or just being awakened. The first strike from an invisible attacker could be an example, depending on many other variables. The victim must have lost track of the one attempting the sneak attack during the previous round or could have never been aware during that time, such as being asleep. The victim is usually permitted a Perception check, and if failing said save, the attack is considered a sneak attack. However, understand this is establishing whether or not the sneak attack is possible. A second Perception check might occur, as explained below.

When making a sneak attack, 2d20 is added to the attack roll. The first d20 is made for being at advantage. The second d20 is for striking a vulnerable and unaware victim. If advantage has been granted for another reason, it cannot be gained twice. Therefore, if the victim is stunned or otherwise already to be attacked at advantage, then only the second d20 is added to the attack. Nonetheless, these extra dice act cumulatively above the normal attack. In other words, if a character has a melee skill, using a

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dagger, performs a sneak attack, then 3d20 are rolled for the attack. Moreover, if enough skills circumstances exist to reach the 5d20 maximum, a sneak attack could still exceed that and permit six or even seven total dice to be used.

If having established a sneak is possible, then range attacks can happen with the extra dice automatically. However, if closing in to strike in melee, even with reach, then the victim is allowed a second Perception check to ensure the strike is successful. If this second Perception check is made by the victim, then only 1d20 is added for advantage, but the second die (the sneak die) for a more accurate and more powerful attack is removed.

Further, when closing in on the victim to perform the sneak attack in melee, movement rate must be slower than normal; thus, the total distance that can be traversed in that round is only half of one's normal rate. Also, the GM will consider how stealth works for defining the DC for the victim's second Perception roll in such as case. If the victim cannot be reached by the end of movement, the target will be permitted yet another Perception check the following round.



Obviously, the primary goal of a sneak attack is to deliver more damage than from an ordinary attack. However, a close second is to incapacitate the victim, especially when trying to remove guards silently. To that end, certain sneak attacks can orchestrate that result. When damage from a single sneak attack or *backstab* inflicts at least (*equal or greater than*) 50% of the victim's total Body maximum value, then the victim must make a Resilience save due to the shock. The DC of the save is a base of 5 plus a point per inflicted point of damage. If the victim fails the save, then the target is under the *incapacitated* restriction for its next d3 actions. Note this is not unconsciousness; thus, recognition of the attacker might be possible, although unlikely.

Lastly, there are restrictions when performing a sneak attack, such as the one performing the sneak attack cannot be at disadvantage either for any reason. Also, weapons used for such an attack must be made either at range or have the light or reach property or specifically noted as being usable in this way. Finally, if closing to strike, one can only move half the normal movement with making a stealthy approach.

## Getting The Drop

During a sneak attack, it is possible to “get the drop” on the opponent. This action can only be taken as a sneak attack; however, it offers an option for intimidation and bluffing rather pure bloodshed. Further, for this to be effective, the victim must be intelligent enough to recognize the threat and have the free will to surrender. “Getting the drop” on a wild animal or zombie is pointless. When the victim is not a valid target, the GM will inform the player to inflict the damage for the sneak attack, barring really bizarre circumstances such as attacking a phantasmal illusion.

When attacking the unaware opponent, the player rolls the dice as an attack but announces that damage will not be inflicted. What this means is the bow-shot is pointed at the back of the target's head or the knife is on the throat, but the actually inflicting of damage is being held. Also, the attacker is free to speak at this point as well, since it is his or her turn. From a game mechanics standpoint, until releasing the dominant position, the character who “got the drop” on the target can inflict all the previously rolled damage automatically on the next action or reaction, plus the reaction can be when anyone else moves to assist or the target resists. This move can be used against leaders to discourage the underlings to fight and often will avoid combat or bring combat to a parley, but it does not always. (Do you feel lucky, punk?)

Not all is lost for the victim, as there is a chance to squirm and fight back since the damage has been delayed. As the next action or reaction, the assailant chooses to inflict the damage, the victim is permitted either Strength or Agility to perform a feat save (DC:20) to suffer only half damage. If the victim has *foul-play*, then that save is rolled at advantage. For each combat round after (or one minute if during non-combat negotiations), the DC drops by one point to a minimum of a DC:14.

Keep in mind that this can become a series of complicated “drops” as a partner might be invisible and then “get the drop” on the original attacker to negotiate the release of the original victim. Also, consider that the player and the GM know how much potential damage the “drop” can inflict, but no other players or NPCs are aware of that meta-gaming detail. Lastly, there will always be special scenarios that are difficult to manage which come from this situation. For example, “getting the drop” on a devil who can *teleport* at will might be able to do so before the reaction can be made. These circumstances will be adjudicated by the GM.

## Shackling

What happens when a character, ally or enemy, is tied up or put in manacles? Are they completely helpless? The short answer is “mostly.” However, the more complex answer is “no.”

When a character is brought to zero body and then revived, when a entity fails a save against the *surrender* incantation, when a being has been grappled and two successful manacle-touch attacks have been made, or other creative possibilities, then the victim placed in a combat restriction of “bound.” Further, if gagging the victim, then this prevents spells from being cast with the exception of those that can be used under the effects of *silence*. It is also not uncommon for a shackled prisoner to be blindfolded or have a hood placed over one's head to add the “blinded” restriction as well.

However, the “bound” restriction only reduces the combat ability and prevents certain weapon use. That said, most creatures under

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a "bound" restriction typically do not have weapons to wield anyway. However, those with *martial arts* or *savage form* do propose special cases. Further, there are options to escape the restriction, which are discussed next.

Shackling an enemy can be done in numerous ways and with different devices. A victim who is restricted as incapacitated, paralyzed, petrified, stunned or unconscious can be "bound" with a single action if having ropes, manacles or the like at the ready. A charmed victim can be "bound" with a single action by the charmer - or with a coordination of efforts, using an action to instruct the victim to allow being tied or shackled, then the following action by who performs the restraints. It is possible to place someone in manacles who is actively fighting, but it is a difficult process. First, the victim must be successfully grappled. While under that restriction, an action per hand to be bound is required. The grappler does not have to be the same one to apply the manacles; however, whoever is applying the manacles must be the same person for all limbs. The exception is shackling a limb, retreating and allowing another to move in to apply subsequent shackling actions. Only after both arms are placed in manacles is the victim considered "bound"; however, the restriction only applies to those limbs. This means a lizardfolk could still attack with its tail without being at disadvantage. Of course, specialized manacles have been created for various races and creatures, but it does require shackling those extra limbs as well. Lastly, binding a fighting victim with rope cannot be performed unless the one doing the tying has the *knots* skill, in which case, the actions are the same as manacles.

Escaping from the shackling is also possible by brute force or skills. If tied by rope, a victim with *knots* can attempt to untie the binding every five minutes as described in the skill. If there is something sharp available to cut the ropes, then this can be attempted every five minutes with a *Agility* feat (DC:18); however, someone with the *knots* skill in addition gains a bonus of +4 to cut free. Also, one with *lock-picking* when placed in manacles could attempt to open them with a -4 penalty for being "bound," but only if having access to picks. The GM might allow substitute objects to act as a pick in certain scenarios and with appropriate penalties.

Using brute force can be determined by the tables in the [Adventuring Section](#). However, standard manacles are iron with 1/4-inch chains.

## Flee Attack

When a creature moves through the adjacent space around someone with a melee weapon at the ready also with an available reaction, then a special attack, known as a "flee attack," may be taken against the enemy by using the reaction. Such an attack would use the primary hand die pool as a single strike. Examples of this circumstance could be due to the combatant breaking from a stance, running through to get to another location, attacking on the run and continuing, merely running through a guarded area, or even an aerial assault and flying back out of range.

However, there are many circumstances that must be evaluated. Mostly the movement rate of the being entering the unsafe area is the chief determinant of how to handle the event. If the movement used in that round is between 20 feet to 70 feet, then this is considered normal combat speed. Moving 15 feet or less is considered cautious speed, while movement rates at 75 feet or greater are called rapid speed. These speeds are only calculated based on the movement used in the current round, even if previous rounds they have traveled faster on a continuous path closing the distance.

When leaving an area at a cautious speed, the creature is assumed to be in a semi-defensive mode and actively guarding against attacks; therefore, no flee attacks can be made against someone moving through adjacent spaces at such a slower rate. Therefore, so long as there are open spaces to use, a combatant could make its normal attack then warily back up 15 feet (or three hexes) where no one could use a reaction for a "flee attack." However, in the same circumstance, if the combatant ran back 30 or 40 feet, this would be an actual fleeing from the melee allowing those able to gain a free attack as a normal attack against that person. There is one caveat to this normal speed exist maneuver, being if the combatant uses its action to be defensive-only, then movement in that round would allow leaving the fray while also preventing the adjacent opponents from attacking. Finally, when moving at a rapid speed, flee-attacks are fair game; however, because of the immense speed of the one moving, only 1d20 is permitted for the "flee attack" which still costs as a reaction.

Special environment attacks or movement should likely be considered rapid speed regardless of the actual movement; however, if coupled with caution defense, the GM might rule it to be cautious speed instead. Circumstance that might apply are low-to-the-ground fly-by breath weapon attacks, some sort of declared simultaneous closing, such as jousting, attacking from the surface of the water and diving back down, or phasing out of stone or earth for a melee strike then moving back into such special protection.

Movement	Rate	Attack
Cautious	5 to 15 feet	None
Normal	20 to 70 feet	Normal
Rapid	75 feet or greater	1d20

Another scenario to consider would be a person blocking a hallway where there is only a small space to get by. When a free space, the person moving can avoid a direct struggle by running by; however, if this is by using an adjacent space, then the blocker can still use a "flee attack" reaction. However, if the one moving must run through the same space, then a strength [competition](#) will occur, using d12s and body modifiers to resolve the conflict. If the blocker wins, the combatant could not get through, but if not, then movement can continue; however, even so, the blocker is still free to use a flee-attack reaction if available.

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### Impalement Maneuver

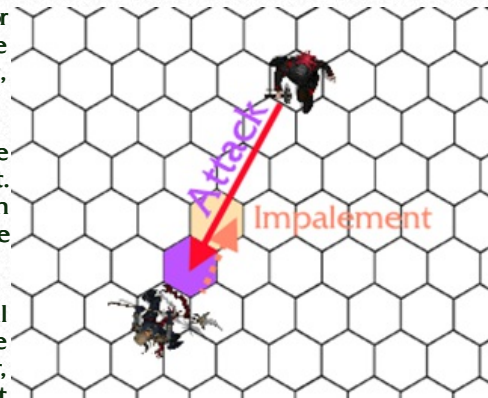
When wielding a polearm and having the *polearms* skill, a special impalement maneuver can be used as a reaction so long as the weapon delivers piercing damage. The *ula* is an exception to the piercing-damage rule; details on that weapon should be read specific to this maneuver.

One might think of it as a preemptive flee attack under precise conditions. If an opponent using a melee style, who also closes from 25 feet or farther in the same turn before making the attack and attacks the owner of the polearm, then the recipient is permitted a reaction known as impalement. To be clear, this is a reaction; the wielder of the polearm is still allowed a normal attack in the same round. To be even clearer, this could never be combined with a sneak attack, as it is a reaction.

This reaction interrupts the action prior to the attacker rolling his or her d20s for attack. It also occurs ten feet (two-hexes) away with all its results happening before the originating attack event. If the reaction damage incapacitates the attacker first, then the initiating attack is nullified.

With the base skills required to perform an impalement maneuver, a total of 3d20 are rolled in the reaction; 1d20 for a polearm attack and 2d20 for the impalement. However, if the pikeman has *weapon forte* in the specific polearm being used, then 4d20 are rolled. Lastly, if this pole is a glaive, then the heavy property will cause disadvantage on a natural 18 to 20.

Because of this maneuver, strategy on approaching defenders with polearms will likely be used. If a pikeman is 45 feet away, the combatant could close that distance and strike in the same round. A daring fighters may still chose to do so; however, other battlers may chose to close only 30 feet, avoiding the range of an impalement reaction, fore go that attack and complete the movement and strike the following round. Likewise, pikemen man chose to backup at a cautious speed, based on the timing of all the initiatives, to reintroduce that space needed to allow for the maneuver.



### Cover

Cover is a physical barrier which can play a factor against ranged attacks by directly aiding the target's AC. There are three variations of cover: half cover, three-quarters and full.

A target with half cover gains +2 to his or her AC as well as Agility preservation saves against area of effect attacks; other sub-attribute saves gain no bonus. The protection used must cover at least half of one's body, such as a low wall, a piece of furniture, a narrow tree trunk, or even another creature's body. In most cases, this does not enact the rule of friendly fire (see below). Of course, the GM could override for abnormal circumstances.

A target with three-quarters cover has +5 added to his or her AC and a like bonus for Agility preservation saves against area of effect attacks; as with the lesser, other sub-attribute saves gain no bonus. Examples might be at a building corner, a large tree trunk, or a portcullis. Due to the target being smaller than normal or only occasionally available, by default if there are others in the vicinity, then the rule of friendly fire happens by default when firing at a target with three-quarters cover.

Finally, full cover protects the target from being aimed upon from range attacks, making the target effectively immune from range attacks. This also means magical range spells which rely on line of sight have no viable target. However, spells that attack the area can be used against a target with complete cover; a *fireblast* would be an example. In such a case, a +5 bonus to Agility preservation saves is granted to the target. Further, a target in full cover may not take an action involving the direction from which the complete cover protects. An example would be a character behind a corner, could drink a potion but not look back around the corner to return fire. Finally, while a target in full cover can't be struck, if firing upon that target anyway, the friendly fire rule would be used.

### Obscurement

The difference between obscurement and cover is where the modifier is placed. Cover adds AC to the target, but obscurement places a penalty on the character taking an action. The action is usually an attack, but in some cases it could be a penalty for another feat, such as Perception. Many spells, *fog of war* for example, have the penalties in the description. However, lighting conditions might be ruled by the GM as a "minus n penalty" for attacks.

### Friendly Fire

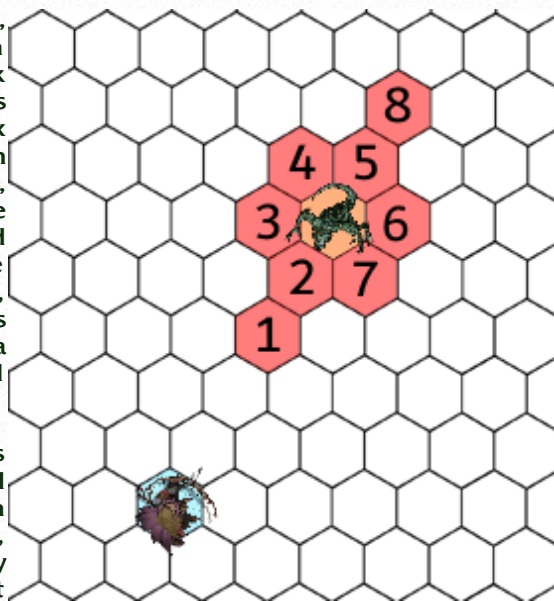
Firing at range into an area where other targets might be struck instead is the definition of friendly fire. Despite the minor misnomer of the term, the rule of friendly fire permits striking unintended opponents and neutral parties as well as allies. A blind shot, when a



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target is known to be in an obscured area but exact visual confirmation is not possible, would be one example of when the friendly fire rule would be used. Other circumstances might include cover, a blind effect on an archer, or fighting an invisible creature.

When friendly fire is used, then the normal modifiers for the condition (blind, invisible, cover, etc) are calculated into the shot. If the attack is a miss, then there is a chance other targets (friendly, neutral or hostile) might be struck instead. The GM will determine the hexes that could be potentially hit. This will be all adjacent hexes surrounding the original target, as well as the hex 10-feet in front and behind the target in direct line of sight. The GM will then count all the other potential targets, assigning them numbers 1 through 8, then add two additional "empty" slots. A random roll on a d10 will be made to determine what other might be "hit." The empty targets (9, 10 and unoccupied hexes) indicate the shot hit nothing. However, if another creature is subject, then the GM compares the same score used against the target, adjusts the raw dice forward by 2 points and checks the new target's AC. It is important to understand "adjust the dice forward" instead of just using a modifier because this means an 18 or 19 on the dice will become a "natural 20" against the alternate target. Also "natural 1" would become a "raw 3."



Lastly, it is important to remember what an attack indicates with range. Unless under an effect or using a skill to "split the dice" then multiple d20s are still firing only a single attack. Thus, all attacks would have to miss the target when firing blind to have a chance to hit an alternate target. However, if this occurs, all the d20s are rolled forward for the comparison and are used against only one new alternate target. If the dice are "split" for any reason, then each target uses the same rule with the set number of dice, which means more than one alternate target could be harmed.

## Weapon Negation

When performing combat between armed combatants, a desire of both sides is to find a way to neutralize the effectiveness of the other side's weaponry. In the hand-to-hand perspective, the skills *weapon lock* and *weapon disarm* are some of the most effective ways to accomplish that goal. *Weapon lock* is a skill that uses a weapon in a way to lock the opponent's weapon from being wielded effectively enough to strike. *Weapon disarm* is a skill that can be used in combination with the previous skill that physically removes the opponent's weapon from his or her grip. While these are simple concepts, there are a lot of scenarios that have to be understood and considered.

With both skills, the attacker rolls a single chance to lock or remove the opponent's weapon. It is important to note no matter how many skills complement these maneuvers, no matter what bonuses are granted for a weapon employed, the success roll is a single d20. Of course, what this means is if there is advantage or disadvantage, then two dice are thrown using the better or worse of the two, depending on the situation.

Once the feat is successful and the attacker has locked the weapon or has disarmed the opponent, there are a few items that must be resolved. First, due to the nature of this special attack, a *rebuff* cannot be used as a defense to block the attack. However, the victim will be allowed the option to use a reaction to prevent the effect which does not require possessing any skill. Obviously, the victim must have a reaction remaining for the round. For a *weapon lock*, the victim is allowed to make a Strength save competition against the attacker as a reaction to pull the weapon free by brute force. However, the attacker is at advantage on the d12 comparison. All modifiers for size and environments are otherwise normal.

The victim of a *weapon disarm* can use a reaction to resist the disarming maneuver. This means the torque applied continues longer, perhaps the attacker strikes part of the forearm instead of gaining an effective fulcrum to pry the weapon free, the victim slips the hilt free but the momentum pulls the attacker's weapon into his face, or yet some other explanation results due to the resistance. The end result of the choice to resist the weapon being disarmed from a rules perspective is the victim is taken a gamble to maintain the hold on the weapon; however, it costs some minor damage and is not guaranteed to work. The inflicted damage is a base of 2 points, but the attacker's weapon size (light, medium or heavy) adds to injury; thus, the resulting cost for resisting is 2 points against light weapons, 3 points for medium and 4 points for heavy. Of course, the damage type will be equivalent to what the weapon delivers in melee. After accepting the Body damage, the victim enters an Agility save competition with the attacker. But as with the lesser skill, the attacker is at advantage on the d12 roll. If the victim wins the competition, then the weapon remains held; if not, then the weapon is thrown some distance away.

Assuming the success of these skill, then the weapon has become pinned or has been disarmed. There are now options for all parties to consider. When a weapon is locked, whether immediately reacted to avoid or not, using future reactions to pull it free with brute force in future rounds would automatically fail and the weapon is held useless. Further, any bonuses, skills or maneuvers from the wielding that weapon in combat are lost. For example, *parry* and the opportunity to *rebuff* or *riposte* are not permitted.

The wielder of the pinned weapon can free his or her weapon; however, there is a cost to do so, which is equal to 2 attack dice. This means if the skills of his or her attack with that weapon add up to 2d20 for an attack, then the next action can be sacrificed in whole

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to free the held weapon. However, if the skills add up to 3d20, then on the next action, 2 dice are sacrificed but a 1d20 attack can still be made. Conversely, if the victim only has *melee fighting* or is unskilled, then this sacrifice of dice becomes spread over two rounds.

Another option to free the weapon is if a third party comes and applies a successful *weapon lock* against the original attacker placing the lock. Even if the reaction to prevent the pinning of that weapon is successful, the first locked weapon is freed.

Rather than trying to use brute strength, the victim could choose to use a reaction to release the pinned weapon. If this was not chosen at the moment of attack, the victim could choose to use a reaction on either the attacks turn or own's own turn to drop the weapon. Obviously, this does not free the weapon, but it would allow switching to a different one on his or her person.

No attempt to free the weapon is required. The victim might be contempt to take other actions that require only one hand, such as drinking a option from a belt pouch or casting a verbal-only spell.

Of course, when the employer of the *weapon lock* has his or her next turn come around, the decision to release the weapon and make a different attack or action is a choice. However, if the opponent's weapon is still pinned when the turn comes around, any action requiring the hands used to wield the weapon must me sacrificed to maintain the hold, but if not employing a two-handed weapon, then drinking a potion or casting a non-gestured spell would also be an option.

Like the victim, the entire time while maintaining the *weapon lock*, that combatant also loses the benefits from *parry* and other skills gained from active use of the primary weapon in combat. However, if the locker has *shield-blitz*, then a d20 of blunt damage can be inflicted - but only against the victim of the pinned weapon.

When *disarming* a victim, the attacker has no restriction after performing the maneuver. That said, the weapon is up for grabs. Part of luck and strategy is the timing of one's action during the round. To pick up a weapon, there is a cost of 10 movement points, but as stated in the *Saves* subsection, while it doesn't require an action, one must still have an action remaining for the round to pick up a free item. This means the attacker could not grab the weapon in the same action he or she disarmed the weapon, but if the victim still has an action, then it could be retrieved; however, understand that decision could make one suseptible to a flee attack.

## Defense Rolls (Variant)

Some playing groups like to feel more in control of their characters' own destinies. Members in the group like to roll dice. Sometimes a GM just has too many monsters to handle. In these cases, this variation of the rules offers some benefits.

When a monster attacks a PC, normally a GM would roll the attack for the monster as a character does. However, a mathematical option is to have the player make a defense roll to avoid the attack instead. The monster's attack has a DC of 21 + all the monsters' modifiers. Next, the player rolls a d20 for all the used attacks from the monster, adding his or her armor class to each of the scores. For each of the adjusted scores the meet or exceed the DC, then the PC has avoided the attack. Failures on the DC indicates a point of body damage. Raw dice scores are just as meaningful in this variant. A natural 20 indicates the PC avoids the hit regardless of the math, while a raw 1 is an absolute hit.

## Restrictions in Combat

When different conditions occur in a combat, it can impact a creature's abilities and actions. Most circumstances are impairments; however, a few might be helpful – even referred to as a restriction. If multiple restrictions exist, then adjustments are not cumulative but the strongest would be in effect.

Restriction	Adjustments
<b>Asleep</b>	<ul style="list-style-type: none"><li>• Can be awakened by an ally as a standard action</li><li>• Awakened when wounded</li><li>• Suffers -3 penalty on Perception checks to wake</li><li>• Cannot attempt Perception checks that rely on sight unless accompanied by a significant change in light</li><li>• If wakened by ally or wounding, a Perception check (DC:14) to determine surprise of current round</li></ul>
<b>Asphyxiating</b>	<ul style="list-style-type: none"><li>• The same as Held Breath<ul style="list-style-type: none"><li>□ No cantrips, axioms or divine powers can be used unless capable of casting in <i>silence</i></li><li>□ All attacks, saves/feats are rolled at disadvantage</li></ul></li><li>• Movement rate becomes equal to crawling</li><li>• Attacks against the asphyxiated creature are made with advantage</li></ul>
<b>Blind</b>	<ul style="list-style-type: none"><li>• Cannot see and automatically fails all saves/feats involving sight</li><li>• Attacks by blinded creature are at disadvantage</li><li>• Attacks against blinded creature are with advantage</li><li>• Surprise Perception checks suffer -3 penalty</li></ul>
<b>Bound</b>	<ul style="list-style-type: none"><li>• Movement normal, unless tied/shackled to an object</li></ul>

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	<ul style="list-style-type: none"><li>•Movement halved if shackled at the feet as well</li><li>•Attacks are at disadvantage and suffer a -5 penalty to hit</li><li>•All Body saves/feats and competitions are made at disadvantage</li><li>•Attacks against bound creature are with advantage</li><li>•No mechanical or ammo weapons can be operated</li></ul>
<b>Charmed</b>	<ul style="list-style-type: none"><li>•Cannot attack the charmer or target with harmful effects</li><li>•Charmer has advantage for any saves/feats involving social interactions with charmed being</li></ul>
<b>Deaf</b>	<ul style="list-style-type: none"><li>•Cannot hear and automatically fails all saves/feats involving hearing</li><li>•Surprise Perception checks suffer -3 penalty</li></ul>
<b>Drowsy</b>	<ul style="list-style-type: none"><li>•Half-awake and inattentive</li><li>•Suffers -2 penalty on all Body, Mind and Spirit saves</li><li>•Suffers -3 penalty on Perception checks (not cumulative with above penalty)</li><li>•Must make Mind or Spirit feat (DC:5) with above penalty or fail spell-casting</li><li>•Must make Spirit feat (DC:10) every 2d10 minutes or fall asleep</li><li>•Otherwise able to act normally</li></ul>
<b>Frightened</b>	<ul style="list-style-type: none"><li>•Has disadvantage on all die rolls when source of fear is in sight or known to be present</li><li>•Cannot willingly move closer to the source of fear</li><li>•Surprise Perception checks suffer -4 penalty</li></ul>
<b>Grappled</b>	<ul style="list-style-type: none"><li>•Movement rate becomes 0</li></ul>
<b>Held Breath</b>	<ul style="list-style-type: none"><li>•No cantrips, axioms or divine powers can be used unless capable of casting in <i>silence</i></li><li>•All attacks, saves/feats are rolled at disadvantage</li></ul>
<b>Incapacitated</b>	<ul style="list-style-type: none"><li>•Cannot take any actions or reactions</li></ul>
<b>Invisible</b>	<ul style="list-style-type: none"><li>•An invisible being cannot be seen by natural sight</li><li>•An invisible being can be located by sound and tracks</li><li>•Attacks against an invisible creature at disadvantage and suffer -3 penalty on all remaining dice used</li></ul>
<b>Maimed</b>	<ul style="list-style-type: none"><li>•Movement rate has been reduced due to wounding (typically due to slashing weapons that reduce 5 feet of movement cumulatively)</li></ul>
<b>Nauseated</b>	<ul style="list-style-type: none"><li>•Movement rate becomes equal to crawling</li><li>•Cannot attack, cast spells, concentrate on spells, or do anything else requiring attention</li><li>•Cannot use reactions</li><li>•Surprise Perception checks suffer -2 penalty</li></ul>
<b>Paralyzed</b>	<ul style="list-style-type: none"><li>•The same as Incapacitated<ul style="list-style-type: none"><li>□Cannot take any actions or reactions</li></ul></li><li>•Cannot move, speak or gesture</li><li>•Automatically fails all saves/feats involving Body attributes</li><li>•Attacks against a paralyzed being are with advantage</li><li>•If suffering a hit from a die pool attack, one of the successful dice is considered to be a critical hit</li><li>•Surprise Perception checks suffer -5 penalty</li></ul>
<b>Petrified</b>	<ul style="list-style-type: none"><li>•The same as Incapacitated<ul style="list-style-type: none"><li>□Cannot take any actions or reactions</li></ul></li><li>•A petrified creature and its non-magical items are alchemically transformed to another substance</li><li>•A petrified creature weighs ten times its original weight</li><li>•Cannot move, speak or gesture</li><li>•Unaware of surroundings</li><li>•Automatically fails all saves/feats involving Body attributes</li><li>•Attacks against petrified creatures are with advantage</li><li>•Only die pools with a critical hits inflict damage, and then only the critical die chain damage</li><li>•A petrified creature is immune to poison, disease, and does not age; however, any poison or disease present are not neutralized</li></ul>
<b>Poisoned</b>	<ul style="list-style-type: none"><li>•At disadvantage for all attacks and saves/feats attempted</li></ul>
<b>Prone</b>	<ul style="list-style-type: none"><li>•Movement limited to crawling</li><li>•Standing up consumes half of normal movement in feet</li><li>•Attacks by prone creature are at disadvantage</li><li>•Attacks against prone are with advantage for melee and at disadvantage for range</li></ul>
<b>Restrained</b>	<ul style="list-style-type: none"><li>•Movement rate becomes 0</li><li>•Attacks by a restrained being are at disadvantage</li><li>•Attacks against a restrained being are with advantage</li><li>•Body preservation saves/feats are at disadvantage</li><li>•Dodge and deflection reactions are not permitted</li></ul>
<b>Shaken</b>	<ul style="list-style-type: none"><li>•A less severe status than frightened</li><li>•Can willingly move closer to the source of fear</li><li>•Suffers -2 penalty on all to hit, saves/feats</li></ul>

## Combat Detailed

### Stunned

- Surprise Perception checks gain +1 bonus
- The same as Incapacitated
  - Cannot take any actions or reactions
- Movement is 0
- Speech is limited to three words between turns
- Automatically fails all saves/feats involving Body attributes
- Attacks against a stunned creature are with advantage
- Surprise Perception checks suffer -5 penalty

### Surprised

- Movement is 0 but speaking on one's turn is permitted
- Cannot take any actions
- Are attacked as normal
- Only reactions of involving self allowed, such as *dodge* or standing up

### Unconscious

- The same as Incapacitated
  - Cannot take any actions or reactions
- Cannot move, speak or gesture
- Unaware of surroundings
- Drops whatever held and falls prone
- Automatically fails all saves/feats involving Body attributes
- Attacks against an unconscious creature are with advantage for melee and at disadvantage for range

### Underwater

- Conditions listen may vary, and it is assumed no magic, no special-physique aspects and no specific-rule exemptions exist
- Untrained movement rate becomes 10
- An underwater creature has fire resistance
- Non-archery ranged weapons are useless
- Archery weapons are limited to linear shots, have range limited, and are at disadvantage
- Melee attacks are at disadvantage unless having a swimming speed of 20 or better
- Surprise Perception checks made at disadvantage, unless adaptation to water exists
- The Held Breath restriction might be used. If so, the worst of attack conditions would apply.
  - No cantrips, axioms or divine powers can be used unless capable of casting in *silence*
  - All attacks, saves/feats are rolled at disadvantage

## Vocational Skills

### Skills of apprenticeship, retirement and in between.

Not all skills are for the adventurer. Other people in the world make a living having an occupation that can be traded for money or other exchanges. These are called vocational skills.

Most skills in this section are generally reserved for NPCs; however, PCs could learn them. However, many have requirements of a forge or workshop. Player character could choose to invest in such, but that urban investment makes active adventuring difficult as such an investment often involves everyday maintenance. This works well when the game setting is an urban one where dealing with thieves and politics is the norm. However, for the traveling type, the PC would have to hire a manager or trusted laborer to control the upkeep. The PC might own the investment but would not be able to use them as most NPCs do. That said, with these skills a PC could assist in his or her shop – or trade labor for price at another’s shop to decrease the time and cost of needed items or services.

Like all skills, these are bought with karma. For a PC to acquire the *agriculture* skill, he or she would cash in 100 points of karma. After a long rest, the PC will have gained this new talent. However, NPCs often don’t have the karma to spend. Thus, there is a method to obtain these vocational skills using time to acquire them instead of purchasing with karma points. These skills can be learned, trained by a mentor or even discovered by self-training.

When using a mentor, a character must spend a like number of days equal to what the karma cost would have been. This training can be spent in half-days up. Thus, with a trainer, a 100-karma-cost skill, like *acting*, would require 100 days of study, practice and honing. If performing in half days, up to 200 days with the trainer is permitted. However, the training using time has to be completed within those 200 days consecutively. At the end of the training, a Muse feat-check is rolled to determine if the skill is gained. The DC for the check is calculated as 2 points for every 50 points of karma expense; thus, the check for that *acting* skill would be against a DC:4. If the roll is successful, then the skill is acquired.

Alternatively, if the time was spent using self-training, it would require double the time of using a mentor; thus, 200 days of self-training would be needed. Up to 400 calendar days would be allowed to complete the self-training. If longer is taken, then the training is lost. Just as with a trainer, this self-method also requires the same Muse feat check. Calculating the DC is also the same. Thus, if the feat roll is successful, then the skill is acquired. If not, then all the training was invaluable, and the skill is not gained.

Being trained or learned with time is limited mostly to these vocational skills. However, there are a few other skills other the ones in this section which can also be trained. Those other skills will be denoted by the ⚡ symbol. The formula for learning is the same unless noted in the skill description.

*The chart is ordered by skill cost, while the descriptions are ordered alphabetically.*

## Vocational Skills

Skill	Cost
Acting	100
Agriculture	100
Animal Breeding	100
Armoring	100
Art: Body Art	100
Art: Ceramics	100
Art: Drawing	100
Art: Interior Decorating	100
Art: Painting	100
Art: Sculpting	100
Bowyer	100
Brewing	100
Carpentry	100
Cold Forging	100
Cooking	100
Farrier	100
Fishing	100
Gardening	100
Glass-Blowing	100
Hunting	100
Knots	100
Lapidary	100
Leatherworking	100
Legal Work	100
Lore: Creatures	100
Lore: Flora	100
Lore: History	100
Masonry	100
Mineralogy	100
Papermaking	100
Religious Studies	100
Sailing	100
Scribing	100
Skinning	100
Tailoring	100
Weaponsmith	100
Woodworking	100
Linguistics	150
Locksmith	150
Lore: Archeology	150
Lore: Biocartology	150
Lore: Creature Specifics	150
Lore: Economics	150
Lore: Geography	150
Lore: Literature	150
Lore: Miasma	150
Lore: Sapientology	150
Lore: Thaumatology	150

Skill	Cost
Lore: Viticulture	150
Management	150
Mathematics	150
Minstrel	150
Architecture	200
Animal Training	200
Distillery	200
Engineering	200
Enhanced Metals	200
Gambling	200
Lore: Occult	200
Lore: Planar	200
Lore: Stone History	200
Mineral Survey	200
Phrenology	200
Art Mastery	250
Exotic Hides	250
Homeopathy	250
Magical Reading	250
Medical Zoology	250
Musician	250
Soothe	250
Stimulate	250
Artifice Discipline	300
Enchanted Metals	300
Magical Research	300
Mago-mathematics	300
Meta-Phrenology	300
Mixtures	300
Poison Treatment	300
Project Bureaucracy	300
Stitch and Wrap	300
Alchemical Analysis	350
Artifice Research	350
Bridge Building	350
Forensics	350
Gear Mechanics	350
Hydraulics	350
Maestro	350
Stone Structures	350
Alchemy	400
Psionics	400
Cold Metallurgy	450
Transmutations	450
Life-Chanting	500
Statics	500
Towers	500

### Architecture

### Mathematics

### Mind 13+

Building a single-story structure does not require a skill; however, larger buildings do require someone in with this skill to be involved. With this skill, wooden buildings up to 60 feet tall (6 stories) for a total of 10,000 square feet can be designed. This could be a rectangular building about 40x40 for each floor or a ziggurat with a 3600 square-foot base floor. However, if the architect also has *engineering* as an additional skill, the structure's height can be increased to 80 feet and a total of 20,000 square feet. The labor time is 1 day per square foot for wood. Thus, a ten-by-ten single story building is 100 labor-days. Because larger area doesn't require the same time and material for support beams and interior walls as it does for an exterior, there are other modifiers as the square footage grows, but these can be determined by the GM when necessary. This skill does not allow for the design of stone or metal structures.

**Karma Attainment:** 1 Week in an urban area

## Vocational Skills

<b>Acting</b>	<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>This skill allows the skilled person to pass oneself off as if he or she were a different person. This bluffing is a base DC:12 plus <b>Judgment</b> bonus for a <b>Perception</b> check for others to recognize the ruse. If costuming is involved from +1 to +3 can be added based on the GMs discretion. Further, someone with <i>acting</i> can mimic voices and creatures, assuming the voice or sound has been studied directly. The chance of someone being fooled by the mimicry is the same as disguising above. Further, this will give a +2 to the roll against the normal DC set by the GM to acquire information by social engineering. It will also add +3 above the skill bonuses of <i>bartering</i> and <i>interrogation</i> if the character has either of those.</p>		
<b>Karma Attainment:</b> Long Rest in a theater or similar		
<b>Agriculture</b>	<b>No Skill Requirement</b>	<b>Judgment 3+</b>
<p>While any laborer can work the land, this skill gives one the knowledge of soil rotation and methods of planting and sowing. An untrained laborer can work one acre of land and produce 1500 meals at harvest. This skill allows a person to supervise up to 25 laborers and up to 25 acres, but it will increase the output of each laborer to 2500 meals. Therefore, the harvest of maximum land and labor can produce over 20,000 vegetarian meals or enough to feed around 60 people a year. Certain machinery can also be able to increase these numbers. Also, the GM could adjust these numbers based on drought or other weather conditions.</p>		
<b>Karma Attainment:</b> Long Rest in a crop field		
<b>Alchemical Analysis</b>	<b>Mixtures</b>	<b>Mind 15+</b>
<p>This skill takes <i>mixtures</i> to the next level, where beyond identification of a potion, the actual formula can be reverse-engineered. Using the same DC, interval rolls and expiration times for creating a batch, the formula can be discovered. Whether successful or not, the sample potion used in the process is destroyed.</p>		
<b>Karma Attainment:</b> 1 Week in a laboratory		
<b>Alchemy</b>	<b>Homeopathy</b>	<b>Logic 5+</b>
<p>This skill allows for the crafting of potions, oils and powders of a supernatural nature. After crafting the ingredients in the appropriate quantities, a d20 against the DC is rolled for each interval. The better of the craftsman's <b>Muse</b> or <b>Logic</b> bonus can be added to these rolls. If score is successful for the interval, then the highest raw die value is tallied against a running total. When the value reaches the success value, then the batch is complete. However, if the success value is not reached prior to the maximum time, then this lot is ruined.</p>		
	<b>Batch-Size</b>	<b>Ingredients</b>
		<b>DC</b>
		<b>Interval</b>
		<b>Success</b>
		<b>Max Time</b>
		<b>Shelf Life</b>
Elixir of Bravery	4 doses	12 Tbsp Frankincense 8 Tbsp Maiden's Heart 6 Tbsp Moly 12 oz Red Mercury
Extinguishing Foam	4 doses	8 Tbsp Maruera 1 gal Ylang-ylang Oil 2 pints Iodine solution
<p><i>Many other formulas are available in a separate document. These recipes are not naturally known from this skill, but must be acquired by apprenticeship, trade, purchase or other means. Recipes cannot be committed to memory and must be stored in writing. DCs may be modified in the future.</i></p>		
<b>Karma Attainment:</b> 2 Weeks in a laboratory		
<b>Animal Breeding</b>	<b>No Skill Requirement</b>	<b>Judgment 3+</b>
<p>This skill is animal husbandry of a specific animal. With this skill, the general feeding and caring for the type of animal can be performed. When an animal becomes sick, someone with this skill can successfully nurse the animal back to health with a <b>Judgment</b> feat (DC:9). This does not mean the animal will die on a failed feat, but merely that the caring made no influence. Breeding methods and selective breeding for stronger stock can be done with this skill; however, the results of that are not determined by a single die roll.</p>		
<b>Karma Attainment:</b> 3 Days in animal habitat		

## Vocational Skills

<b>Animal Training</b>	No Skill Requirement	Will 3+
This skill permits one to train an animal to follow basic commands. It is animal specific.		
<b>Karma Attainment:</b> 3 Days in animal habitat		
<b>Armoring</b>	No Skill Requirement	Strength 3+
This skill permits the fashioning of metal armors. It requires a forge and cannot be performed "on the road."		
<b>Karma Attainment:</b> Long Rest at the forge		
<b>Art Mastery</b>	Art Skill (Specific)	Muse 4+
This allows artistic works of higher quality and value to be created beyond the basic art skill. When <i>art mastery</i> is chosen, it must be specialized to an existing basic art skill. If wishing to enhance a different art skill, this skill would be required to be taken again for that area of expression.		
<b>Karma Attainment:</b> A week of practice in the specific art field		
<b>Art: Body Art</b>	No Skill Requirement	Muse 3+
This skill grants someone the ability of tattooing, piercing, and scarification. It requires a studio and cannot be performed "on the road."		
<b>Karma Attainment:</b> A day of smearing ink over one's body		
<b>Art: Ceramics</b>	No Skill Requirement	Will 3+
This skill allows the creation of various of hard, brittle, nonmetallic, heat-resistant materials made by shaping and then firing or baking them. This will require the use of some sort of kiln or baking oven. Common examples of products are earthenware, porcelain, and brick. These goods are helpful to apothecaries and alchemists. It requires a kiln and cannot be performed "on the road."		
<b>Karma Attainment:</b> 1 Week sitting in mud		
<b>Art: Drawing</b>	No Skill Requirement	Muse 3+
This permits all forms of charcoal, ink, pastel, and pencil work. It requires a studio and cannot be performed "on the road."		
<b>Karma Attainment:</b> Two days eating charcoal		
<b>Art: Interior Decorating</b>	No Skill Requirement	Perception 3+
This skill allows the character to create pleasing building interiors by selecting appropriate paints, fixtures, and furniture. It requires a studio and cannot be performed "on the road."		
<b>Karma Attainment:</b> Two days working puzzles		
<b>Art: Painting</b>	No Skill Requirement	Muse 3+
This grants all forms of painting, whether on paper, canvas, or a wall, and whether with tempera, oil-based paint, or something more exotic (like blood). It requires a studio and cannot be performed "on the road."		
<b>Karma Attainment:</b> Long rest covered by canvas		
<b>Art: Sculpting</b>	No Skill Requirement	Muse 3+
This permits creating three-dimensional art from ivory, stone, or soft metals. It requires a studio and cannot be performed "on the road."		
<b>Karma Attainment:</b> Long rest in a quarry		



## Vocational Skills

Artifice Discipline	Divine Artificing or Arcane Artificing or Enchanted Metal	Muse 4+
<p>This is the skill used to actually craft magical weapons, armors and devices; however, it is specific to a particular discipline of artificing. There are eleven disciplines. This skill can be learned for other disciplines separately, but disciplines marked as opposites cannot be learned once its diametric skill has been obtained. Further, a formula of how to create an item must be known. Like alchemy, formulas are traded, sold, shared, researched and stolen. Additionally, recipes are complex and must be written down. However, once a process is acquired and the necessary consumable materials and the artifice core have been obtained, the crafting can begin. There is a daily DC that must be rolled; bonuses to rolls are based on the prerequisite skill. When successful, that value is added to the running total. If the threshold value is reached before the expiration days for the item, then it is successful. If not, then the item fails. Either way, the consumable materials are destroyed and the artifice core could be. When performing this, the GM will provide additional details specific to the item being crafted.</p>		
<p><b>Discipline</b></p> <ul style="list-style-type: none"> <li>Lawful (Opposite of Chaos)</li> <li>Chaos (Opposite of Lawful)</li> <li>Good (Opposite of Evil)</li> <li>Evil (Opposite of Good)</li> <li>Divination (Opposite of Illusionary)</li> <li>Illusionary (Opposite of Divination)</li> <li>Alchemical</li> <li>Cold (Opposite of Fire)</li> <li>Fire (Opposite of Cold)</li> <li>Lightning</li> <li>Necrotic (Opposite of Smite)</li> <li>Poison</li> <li>Smite (Opposite of Necrotic)</li> </ul>		
<p><b>Karma Attainment:</b> 1 Week in location of artificing origin (church, forge, tower)</p>		
Artifice Research	Artifice Discipline	Mind 16+
<p>This skill offers two benefits. First, it can identify magical items more quickly than the <i>magical research</i> skill and without the need of a library. After only one full day of studying, the researcher rolls against the DC of the item (as described in <i>magical research</i>) with his or her <b>Logic</b> score bonus and an additional +3 bonus from the skill. If successful, the magical properties are known. If unsuccessful, the item can continue to be studied and another roll made the following day. The second benefit is determining the artificing formula by examining a magical device. This only works for items that can come into creation by artificing and not all magical items can. However, if possible, then using the same process as if crafting the object, but substituting weeks for days to accumulate DC rolls towards the threshold, then if successful, the formula will become known. Unlike <i>alchemical analysis</i>, this research does no harm to the device examined.</p>		
<p><b>Karma Attainment:</b> Long Rest in a library or scholarly site</p>		
Bowyer	No Skill Requirement	Agility 3+
<p>This skill conveys to ability to create bows, crossbows, arrows and bolts.</p>		
<p><b>Karma Attainment:</b> Long Rest at archery range or the like</p>		

## Vocational Skills

<b>Brewing</b>		<b>No Skill Requirement</b>	<b>Spirit 10+</b>
<p>This skill allows the creation of beer and mead through fermentation. Brewing ale and other drinks have several components: batch-size, ingredients, DC, interval, success, maximum time and shelf life. After crafting the ingredients in the appropriate quantities, a d20 against the DC is rolled for each interval. If having <i>distillery</i>, <i>homeopathy</i> or <i>alchemy</i>, then additional d20s for each can be added to the roll. If any die is successful for the interval, then the highest raw die value is tallied against a running total. When the value reaches the success value, then the brew is complete. However, if the success value is not reached prior to the maximum time, then this lot is ruined. When brewing several batches at once, the character may choose to roll against each batch, the whole set or in divisions of his or her choice. Lastly, due to routine ingredient handling, one's risk for handling poison is reduced to DC 3 to avoid self-infliction.</p>			
	<b>Batch-Size</b>	<b>Ingredients</b>	<b>DC Interval Success Max Time Shelf Life</b>
Ale, Normal	120-Flagon Barrel	80 lbs Barley	8 Weekly 22 5 weeks 1 year
Ale, Stout	120-Flagon Barrel	120 lbs Barley	9 Weekly 24 5 weeks 1 year
Liqueur, Fruit	30-Flagon Firkin	75 lbs Fruit 5 gal Cheap Rum	10 Weekly 23 6 weeks 3 years
Mead	30-Flagon Firkin	25 lbs Honey	9 Weekly 24 6 weeks 2 years
Wine	60-Flagon Cask	300 lbs Grapes	10 Weekly 25 6 weeks 10 years
<b>Karma Attainment:</b> Long Rest in a bar or brewery			
<b>Bridge Building</b>		<b>Architecture and Engineering</b>	<b>Logic 4+</b>
<p>With this enhanced skill, the engineer can create plans for building simple bridges and aqueducts, upwards to 5000 cubic feet. This is not the actual creation of the bridge, but rather the designing and planning for one. Those with a <i>masonry</i> or <i>carpentry</i> skill can be the laborers to build the structure from the plans. Building time is 1 cubic foot per day per worker. For each worker over the first for a single build increases the time, which is detailed in the Game Masters section.</p>			
<b>Karma Attainment:</b> 1 Week at a bridge			
<b>Carpentry</b>		<b>No Skill Requirement</b>	<b>Perception 3+</b>
<p>The basic skill of constructing simple wood structures.</p>			
<b>Karma Attainment:</b> 1 Week in a wood shop			
<b>Cold Forging</b>		<b>No Skill Requirement</b>	<b>Strength 3+</b>
<p>Cold Forging is the use of either hammering and pounding of wrought iron or chipping and chiseling of stone to shape a product into a weapon or other products. The material result is either "cold iron" or stone. Times to produce are 50% longer than with a kiln, unless one is a dwarf who only take 20% longer than fire-forging.</p>			
<b>Karma Attainment:</b> 2 Weeks in pounding iron and rocks			
<b>Cold Metallurgy</b>		<b>Enchanted Metals</b>	<b>Muse 4+</b>
<p>Can work grow adamantine and other crystalline metals for forging weapons and armor.</p>			
<b>Karma Attainment:</b> 2 Weeks in specific foundry			
<b>Cooking</b>		<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>Cooking is exactly what it sounds like - the ability to cook and prepare food. Cooking uses raw meat and ingredients to prepare a meal. However, this has an advantage for the adventurer on the road to add a bit of variety for any "road kill" that happens.</p>			
<b>Karma Attainment:</b> Long Rest in a kitchen, bakery			

## Vocational Skills

Distillery		Brewing			Perception 3+		
<p>This skill allows the creation of liquors, spirits and minor chemicals. <i>Homeopathy</i> or <i>alchemy</i> can each add d20s to the chance of success rolls; however, as <i>brewing</i> is a requirement, it will not aid with this skill. The better of the head craftsman's <b>Muse</b> or <b>Logic</b> bonus can be added to these rolls.</p>							
	Batch-Size	Ingredients	DC	Interval	Success	Max Time	Shelf Life
Absinthe	30-Flagon Firkin	5 lbs Herbs 5 lbs Sugar	12	Weekly	24	6 weeks	1 year
Acid Splash	1-Flagon (8 uses)	10 lbs Salt 1 pound Copper 1 pint Ethyl Alcohol	13	Daily	25	2 days	3 months
Bonfire Blend	1-Flagon (8 uses)	12 Tbsp Jaffray 1 lb Phosphorus	13	Daily	48	5 days	1 month
Bourbon	60-Flagon Cask	50 lbs Corn 10 lbs Barley	12	Quarterly	60	4 years	20 years
Coma Draught	1-Flagon (8 uses)	8 Tbsp Laishaberries 1 gal Ethyl Alcohol	13	Daily	42	6 days	3 months
Ethyl Alcohol	30-Flagon Firkin	500 lbs Corn	10	Daily	40	10 days	3 years
Rum	60-Flagon Cask	15 lbs Sugar 1 gal Molasses Various Spices	11	Quarterly	60	5 years	20 years
Smelling Salts	1-Flagon (8 uses)	24 Tbsp Venus Flora 1 gal Ethyl Alcohol	10	Daily	35	10 days	1 year
Sun Oil	1-Flagon (8 uses)	8 Tbsp Jaffray 12 eggs 1 gal Ethyl Alcohol	10	Daily	38	6 days	1 year
Whiskey	60-Flagon Cask	40 lbs Rye 15 lbs Barley 5 lbs Corn	11	Quarterly	40	2 years	15 years
<b>Karma Attainment:</b> 1 Week in a brewery or medical lab							
Enchanted Metals		Enhanced Metals			Body 16+		
<p>Can work with special metals for forging weapons and armor. This also acts as a prerequisite for <i>artifice discipline</i>, granting <b>Strength</b> modifiers as a bonus to daily crafting rolls.</p>							
<b>Karma Attainment:</b> 2 days near a kiln							

## Vocational Skills

<b>Engineering</b>	<b>Mathematics</b>	<b>Judgment 4+</b>
<p>This is the basic understanding of mechanics and structures. It allows the building of simple structures. Some routine actions can be performed with a <b>Logic</b> feat save. These are: identifying weak points in walls and structures; calculating large volumes by sight; converting weight and evaluating sturdiness. The DC for these is 9 with the skill; without the skill is a DC18. The GM should give an answer when calculating or evaluating quantitative values even if the roll is failed. A guideline would be to be off 10% per point missed. Other feats as deemed reasonable by the GM can also be made. Additionally, the engineer can create and set simple spring-loaded or weight-shifting traps. In combat, if materials exist, an engineer can create a temporary melee weapon, which acts with the weight and balance of a specified one, allowing any character to use it with full skills rather than as a "improvised weapon." For example, if a combatant in the group has <i>swords</i> in addition to <i>melee fighting</i>, the engineer could fashion a "sword" from a scabbard and broken door handle to act as an actual sword, allowing the combatant to roll 2d20 in an attack, instead of just 1d20 for a random weapon. However, the make-shift sword will break on a score of a 'natural 1" on either die set. Ranged weapons cannot be fashioned this way. The time to create is an action in combat. Lastly, <i>engineering</i> can offer bonuses to the <i>architecture</i> detail under that description.</p>		
<b>Karma Attainment:</b> 1 Week at a scholarly site or similar		
<b>Enhanced Metals</b>	<b>Armoring or Weaponsmith</b>	<b>Body 13+</b>
<p>This allows a lesser metal-working skill to use techniques of silvering and crude carbon-steel. Silvering weapons allows them to get around the damage resistance of some creatures. Silvering weapons add 100 bits to the cost. Steel weapons gain a +1 to hit, but inflicts damage as a normal weapon. They cost an additional 200 bits or three times, whichever is greater. Armors made from crude steel are 1 point higher in armor class. More details can be found in the Game Master section. However, silvering a steel weapon is not a successful technology. It can be done, but the plating falls from the steel quickly, making it a moot method.</p>		
<b>Karma Attainment:</b> 1 Week at specific forge		
<b>Exotic Hides</b>	<b>Leatherworking</b>	<b>Muse 4+</b>
<p>Create leather armor from monster hides.</p>		
<b>Karma Attainment:</b> 1 Week at a tannery		
<b>Farrier</b>	<b>No Skill Requirement</b>	<b>Strength 3+</b>
<p>The farrier skill is that of shoeing horses. This is most often performed on a horse, but it can include a borgaaz, goat and a mule. When shoeing an animal its burden increased by 100 pounds.</p>		
<b>Karma Attainment:</b> Long Rest in a barn or the like		
<b>Fishing</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>
<p>Someone with a <i>fishing</i> skill can fish from the bank with poles, use traps and nets in shallow waters or even troll with larger nets from a boat. Assuming normal populations in the area fished, a person can produce 10 meals per day and double that on <b>Agility</b> feat skills roll (DC:14). If the person also has <i>wilderness lore</i>, then +3 is added to the roll.</p>		
<b>Karma Attainment:</b> Long Rest near a body of water		

## Vocational Skills

### Forensics

Homeopathy and  
Medical Zoology (Any)

Logic 4+

By use of *forensics*, an examiner can conclude with a high degree of accuracy the cause of death of a corpse. If looking at an animal mauling, most persons can deduce this, assuming the body is less than a week old. However, someone with *forensics* can gain the size category and from the bite marks or clawed incisions determine some details about the predator. If the cause of death cannot be determined by external examination, then if a laboratory is available, an autopsy can be performed to test for a toxicology and for magical evidence in the flesh. The chart below is used for a person with this skill via a **Logic** check to discover what occurred. Of course, things that did not happen to the corpse would not be rolled.

Discovery

DC Failure

*Exterior*

Mauling/Weapons	3	Additional injuries post-death, or wounds don't appear severe enough to be a fatality
Size of Attacker	8	Angles of the attack create confusion
Weapon or "Appendage"	10	The wounds are inconsistent, possibly due to post-death issues
Specific Creature	17	This can only be determined if Size and Weapon are known
Burned by Fire	4	Burns obvious but source unknown or whether it is actual cause
Burned by Lightning	7	Burns obvious but source unknown or whether it is actual cause
Burned by Acid	8	Burns obvious but source unknown or whether it is actual cause
Life-Draining, Necrotic or Smite	14	No clear cause of death
Toxin Involved	16	No Suspicion
Dehydration	5	Nothing discerned
Starvation	6	Nothing discerned
Asphyxiation	8	Nothing discerned

*Interior*

Life-Draining, Necrotic or Smite	14	No clear cause of death
Old Age	18	No Suspicion
Heart Failure	14	No Suspicion
Toxin Involved	9	No Suspicion
Dehydration	3	Nothing discerned
Starvation	3	Nothing discerned
Asphyxiation	4	Nothing discerned

*Time:* For each full week of time after death has occurred while no form of preservation has happened, an additional penalty of -1 is included in the **Logic** roll.

**Karma Attainment:** 3 Days drawing sketches of death scenes

## Vocational Skills

<b>Gambling</b>		<b>No Skill Requirement</b>	<b>Judgment 3+</b>
<p>With this skill, one is an expert at risk analysis. This often applies to playing games of chance for money, but it has a wider application as well. Gamblers may appear lucky, but in truth tend to enter into things where the odds tip in their favor. Ironically, this often makes them persons who are not big risk takers and like to be able to know things that others often overlook. This means that the <i>gambling</i> should not be interpreted as some sort of augury. That said, gamblers are very good at reading other people's tell, meaning that the GM should give the gambler a +1 or +2 bonus in social interactions where there is deception occurring, not a typical barter but rather a broken product, for example. Also, when playing games of chance, if the results are determined by a d20, then the gambler should be granted a +1 on his or her roll. Finally, can also make a karma sacrifice for advantage for only 9 points rather than the typical 10.</p>			
<b>Karma Attainment:</b> Long Rest at a casino			
<b>Gardening</b>		<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>This is a small scale agriculture skill combined with a bit of artistry. While this can produce 2 meals per day for a small house, it also adds beauty to an area by landscaping flowers, bushes and trees.</p>			
<b>Karma Attainment:</b> Long Rest in a garden			
<b>Gear Mechanics</b>		<b>Engineering</b>	<b>Logic 4+</b>
<p>The specialty allows the design of machines with mechanical motion. While a cart or wagon could be created without this, <i>gear mechanics</i> would permit the building of drawbridge or portcullis. Even a swinging floor as a mechanical bridge between points could be built with this skill. This skill also permits one to sabotage an existing pulley or gear mechanism to prevent it from normal operation. Sabotage is a specific feat if during combat and requires d3 actions to complete. If applied against a one-time mechanical trap, preventing the trap from triggering is successful on a <b>Logic</b> feat save (DC:11) with the roll being secretly made by the GM. As for the time required to build a structure is 1 day of labor per cubic foot of the design. Thus, a wooden twenty-foot drawbridge would be 200 cubic feet for the bridge and 600 cubic feet for the wall face, making the total 800 labor days. Further, there is a 10% addition to the total labor time for each additional laborer. A team of 20 workers could complete this in 120 days. The details of a work project is explained in the Games Masters section.</p>			
<b>Karma Attainment:</b> 1 Week at a wagon factory, windmill or other type site			
<b>Glass-Blowing</b>		<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>This allows the creation of glasswork. It does require tools and a heat source. This is not directly an artistic skill although it could be. Typically, products made are glassware for the upper class, beakers, flasks and globes. Even crude spectacles could be created from this skill.</p>			
<b>Karma Attainment:</b> Long Rest at glass shop or studio			
<b>Homeopathy</b>		<b>Distillery</b>	<b>Logic 3+</b>
<p>This skill allows for the creation of <i>materia medica</i> from herbs, plants and distilled creations. <i>Alchemy</i> is the only skill which can increase the number of d20s used for success rolls. The better of the head craftsman's <b>Muse</b> or <b>Logic</b> bonus can be added to these rolls.</p>			
	<b>Batch-Size</b>	<b>Ingredients</b>	<b>DC Interval Success Max Time Shelf Life</b>
Healing Salve	6 doses	6 Tbsp Moly 2 gal Olive Oil 1 Lizard Tail	14 Daily 30 6 days 6 months
Lekhan Oil	6 doses	6 Tbsp Belladonna 12 oz Quicksilver 3 Tbsp Iocane Powder Rind of a Sea Sponge	14 Daily 34 7 days 1 month
Subsistence Cube	6 doses	6 Tbsp Pattran 1 oz Red Mercury 2 lbs Sugar	14 Daily 34 7 days 1 month
<b>Karma Attainment:</b> 1 Week in a lab or brewery			

## Vocational Skills

<b>Hunting</b>	<b>No Skill Requirement</b>	<b>Resilience 3+</b>
Of course so sort of weapon, typically bow and arrow, is required for this skill. However, a hunter performs for a week at a time to determine how much food he brings in. At the end of each week, a d20 is rolled. That raw number times 10 is the number of meals from the game he or she got during that week. If the person also has <i>wilderness lore</i> , then another d10 is rolled for the meal calculation.		
<b>Karma Attainment:</b> Long Rest in wilderness		
<b>Hydraulics</b>	<b>Engineering</b>	<b>Perception 4+</b>
Hydraulics allows the creation of pipelines for gas and fluid delivery. Pipelines will either be ground-drains or buried clay-stone tubing. This skill is for design and project oversight, not the building itself, which is performed by laborers. The time to build a pipeline is based on ten-feet in length per day. For each foot of depth required, one addition half-day per ten-foot section is required. Therefore, 500-feet of ground-drain requires 50 days of labor, but 500-foot pipe five feet deep requires 125 days of labor. As with all labor projects, for each worker over one, an extra 10%-time estimate is added; however, due to the nature of leveling and fluid mechanics, only one location can be worked at a time, meaning the project can't be split into different sections to perform simultaneous effort. Again, details for labor projects can be found in the Games Masters section. One additional bonus is if an engineer has both <i>hydraulics</i> and bridge building, then total cubic feet for a bridge or aqueduct project is increased to 10,000 cubic feet.		
<b>Karma Attainment:</b> 1 Week at an Aqueduct, Sewer or similar		
<b>Knots</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
Most tasks involving rope are relatively simple and often do not require a feat; however, without this skill a GM may secretly roll a <b>Strength</b> feat (DC:10) to ensure a knot holds, such as on a grappling hook or binding a captive. However, with this skill which is often taken in conjunction with <i>sailing</i> , it guarantees the knot will hold. Further, this skill allows specialty knots, like slipping ones that slide or loosen by tugging. It further means the skilled character can tie knots one-handed, something not possible without this skill. As such, someone with <i>knots</i> also has the opportunity to untie a secure knot by which the person is being bound. This is significantly slower than being bound but can be attempted each five minutes with success if rolling a <b>Agility</b> feat (DC:16).		
<b>Karma Attainment:</b> Long Rest with length of rope		
<b>Lapidary</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
This is the skill to cut gems, gild metal and create jewelry. It also requires a stationary workshop. A trinket can be produced in a day, but a masterpiece may require a month.		
<b>Karma Attainment:</b> 3 Days with jeweler's tools		
<b>Leatherworking</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>
This skill allows the creation of cloaks, robes and light armor from various skins, fabrics and materials. It requires a workshop.		
<b>Karma Attainment:</b> Long Rest in a tannery		
<b>Legal Work</b>	<b>No Skill Requirement</b>	<b>Judgment 3+</b>
Such a skill allows a character the working understanding of the legal system of a region, kingdom or society. It conveys the ability to make arguments and petitions in a court that will be taken seriously.		
<b>Karma Attainment:</b> 1 Day of Activity in a Court Room		
<b>Life-Chanting</b>	<b>Alchemy and Mago-mathematics</b>	<b>Logic 6+</b>
This skill allows the creation of life via constructs. The details of how to build various forms is available from the GM.		
<b>Karma Attainment:</b> 1 Month in a lab or morgue		

## Vocational Skills

<b>Linguistics</b>	<b>No Skill Requirement</b>	<b>Perception 3+</b>
<p>With <i>linguistics</i>, a person becomes proficient in languages and dialects. Due to an expertise in grammar and etymology, any mortal language can be partly interpreted. For each sentence heard or read, can be translated on a <b>Logic</b> save feat (DC:16). For each language the linguist knows, there is a +1 bonus. However, extraplanar languages, such as abyssal or infernal, cannot be translated. Also, someone with this skill can learn a new language through self-training in only 3 months and 2 months with a mentor.</p>		
<b>Karma Attainment:</b> 1 Week in a library or similar		
<b>Locksmith</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
<p>By the way of locksmithing, one creates standard locks. Further, if used with the <i>lock-picking</i> skill, then one gains a +3 bonus on the roll to open the lock.</p>		
<b>Karma Attainment:</b> 1 Day Activity of assembling lock mechanisms		
<b>Lore: Archeology</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>This is the study of ancient civilizations. An archaeologist is at home with excavations, old potsherds, inscriptions, etc. The skill allows a roll to let one answer questions about ancient history, or identify artifacts and dead languages.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Biocartology</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>This is the study of the lifesong and auras of living things. One understands the energy construct and patterns of a lifesong. With a day of examination, one with this skill might glean information from a pattern created from the <i>symbolize lifesong</i> axiom.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Creature Specifics</b>	<b>Lore: Creatures</b>	<b>Mind 12+</b>
<p>This lore is an expansion of <i>creature lore</i> for a specific taxonomy, such as anthropoid, mutants or undead. Even celestials or fiends could be selected. However, to pick up another classification of monster, another skill would have to be obtained. Nonetheless, for the identification of a creature in that group, the DC is lowered by 2 points (typically DC:10), and two d20 rolls (at advantage) are permitted to check for success.</p>		
<b>Karma Attainment:</b> 3 Days in scholarly site		
<b>Lore: Creatures</b>	<b>No Skill Requirement</b>	<b>Mind 10+</b>
<p>This is a scholarly skill of the general information of animals and monsters. Someone with this skill can identify many creatures on the spot, meaning the attack methods or strategies of the creature would be known, as well as any resistances or special weaponry needed to harm it. This identification is successful on a <b>Judgment</b> feat (DC:12) for the typical creature; however, this is limited to beasts of the native plane of existence. Celestials, fiends or other extraplanar creatures would be require a DC of 20, and even very rare creatures might be modified by the GM to a required 15 or higher.</p>		
<b>Karma Attainment:</b> Long Rest in a scholarly location		
<b>Lore: Economics</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>This is the study of the theory of money, markets, and financial systems. It is mainly an academic skill, but a successful skill roll allows one to predict the economic impact of events in the game world: the assassination of a political figure, the demolition of a foundry, the introduction of a new magical device, etc</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Flora</b>	<b>No Skill Requirement</b>	<b>Mind 10+</b>
<p>This skill allows one to identify all common plants, trees and bushes in the region. If a plant is a monster, magical or outside of the region, then success is made on a <b>Judgment</b> feat save (DC:13) for identification. If there is a truly unique or extraplanar plant encountered, then on a DC:20, the person could have reasonable knowledge from guess work based on similarities to other plants.</p>		
<b>Karma Attainment:</b> Long Rest in the wilderness		



## Vocational Skills

<b>Lore: Geography</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>Geography is the study of the physical properties of a planetary surface and its topography. A physical geographer could answer questions about climate, terrain, and so forth.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: History</b>	<b>No Skill Requirement</b>	<b>Mind 10+</b>
<p>This allows a <b>Judgment</b> feat roll when historical knowledge would allow the character to know something others would not. There is no direct baseline, but story plots should typically have their own DCs defined for historical clues or information. When another creature attempts to remember determined by a feat roll, if historical information or dates are valuable to the recall, then the person with this skill can help by adding +1 to the other being's feat roll.</p>		
<b>Karma Attainment:</b> Long Rest in a library		
<b>Lore: Literature</b>	<b>No Skill Requirement</b>	<b>Judgment 3+</b>
<p>This is the study of the great writings. A student of literature would be knowledgeable in the realms of old poetry, dusty tomes, criticism, etc. This can be useful for finding clues to hidden treasure, sunken lands, ancient secrets, and the like. The work in question must be available in a readable language.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Miasma</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>The study of the spread and origin of disease. This skill can help identify a disease and its origin. It can be increase the odds of success when combined with <i>forensics</i>, medical skills, and <i>mathematics</i>.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Occult</b>	<b>No Skill Requirement</b>	<b>Mind 12+</b>
<p>This is similar to the history skill only it is specific to knowledge of events and persons involved with things of a preternatural state, such as stories of power struggles in Hell between Asmodeus and Belial or the hierarchical ranking of angels in command. The lore does not give specific information about creatures, as that would require a <i>creature lore</i> or <i>creature specifics</i> skill, but it could aid in certain checks based on the determination of the GM. For example, knowing the ranks of angels would not convey any information about the powers of the different angels. However, if having this skill in conjunction with <i>creature specifics</i> about celestials, then knowing how the gate-power of an angel might be allowed two rolls to determine success. Lore can combine additional die rolls for success, at the ruling of the GM. Normally, however, knowledge gained via the <i>occult lore</i> skill would permit a character to roll a d20 against a DC to know information. There is no direct baseline, but varying events should have their own DCs set by the GM.</p>		
<b>Karma Attainment:</b> One week in a library		
<b>Lore: Planar</b>	<b>Religious Studies</b>	<b>Muse 3+</b>
<p>Cosmology is the study of the cosmos — the structure, organization and composition of all that exists. What most people would call the "known universe" is merely the material world; however, there are many other plane of existence. This skill allows some understanding of these other worlds.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Sapientology</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>This study is similar to archeology except it focuses and specializes on the behaviors, traditions and` cultures of other peoples and past societies. Knowledge is more akin to sociology of different peoples.</p>		
<b>Karma Attainment:</b> A week of study		
<b>Lore: Stone History</b>	<b>Mineralogy</b>	<b>Mind 12+</b>
<p>This conveys a general knowledge and history of stonework and designs. This allows a +4 bonus rolls involving history related to the origin of stonework. Further, in conveys a +2 bonus on perception checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that is not stone but that is disguised as stone also counts as unusual stonework.</p>		
<b>Karma Attainment:</b> 3 Days talking to rocks in a quarry		

## Vocational Skills

<b> Lore: Thaumatology </b>	<b> No Skill Requirement </b>	<b> Logic 3+ </b>
This is the academic study of magical theory and the chimerics of arcane magic. The main use for this skill is magical research, as it will allow <i>magical research</i> checks to be made at advantage.		
<b>Karma Attainment:</b> A week of study		
<b> Lore: Viticulture </b>	<b> No Skill Requirement </b>	<b> Logic 3+ </b>
This the theoretic understanding about cultivation and harvesting grapes for the purpose of wine-making. Combined with <i>brewing</i> , this skill lowers the DC for making wine to DC:9.		
<b>Karma Attainment:</b> A week of study		
<b> Maestro </b>	<b> Musician (Specific) </b>	<b> Muse 5+ </b>
With the <i>maestro</i> skill, one becomes a master in a specific musical instrument. The progression of this skill works as its predecessors.		
<b>Karma Attainment:</b> 3 Weeks Activity of practicing instrument		
<b> Magical Reading </b>	<b> Linguistics </b>	<b> Perception 4+ </b>
This is an enhancement of <i>linguistics</i> that extend into exotic and magical languages. Extraplanar languages can be translated similar to mortal ones by linguistics on a <b>Logic</b> feat save (DC:16); however, there are no bonuses for languages known. This also grants an additional +3 to the save for translating mortal sentences from the <i>linguistics</i> skill. However, the most auspicious benefit of this skill is the chance to read truly magical verbiage, such as divine scrolls or runes. There is a chance someone with this skill could cast the magic from a scroll or activate rune-magic from a stone. The baseline is DC:14; however, the more powerful the invocation or rune, the more difficult the DC becomes. For divine magic, the priestly point cost divided by two (rounded down) is the increase of the DC. For runic magic, for each 100 points of cost for the creation of the rune increases the DC by 1. However, the expert linguist is permitted to add his <b>Perception</b> modifier to the feat roll. If it is successful, then the scroll or rune is successfully identified and the character can choose to cast or activate the item when desired.		
<b>Karma Attainment:</b> 1 Week Actively Studying		
<b> Magical Research </b>	<b> Lore: Either Occult or Thaumatology </b>	<b> Mind 15+ </b>
With this skill and access to a library or similar source of knowledge, the scholar has a chance to determine what a magical item does. Libraries range in knowledge. A personal study of a village sage might add +1 to the research roll, while a grand metropolitan library could add up to +5 against the DC. Research requires one day plus an extra day for each bonus of the library. Thus a village-sage study researcher would spend two days and gain a +1 bonus, while the metro-librarian could spend up to six days for a +5 bonus. Of course, less than the maximum could be spent in duration with diminished bonus. The item itself will have a DC, rated by the GM. Simple, single-purpose items, like an elemental sphere, would be around a DC:5; while a rare and powerful item, like dimensional shackles, would be about DC:18. At the end of the scholar's research, the GM secretly rolls the save. The scholar adds his or her <b>Judgment</b> bonus as well as the library bonus. If successful, the general working purpose is known, although specific numbers, charges, duration or other details would not be known. Further, a history and name can be learned, which may add further to the wonder of the magic. If the roll fails, then nothing is known -- except on a "natural 1" where false information is believed to be true. (GMs practice your poker face)		
<b>Karma Attainment:</b> 2 Weeks in a library		
<b> Mago-mathematics </b>	<b> Mathematics </b>	<b> Logic 5+ </b>
This skill conveys an understanding of supernatural mathematics used in life-songs, teleport sigils, etc. It further increases the bonus on success rolls for <i>homeopathy</i> and <i>alchemy</i> to +2. Additionally, all DCs cast from axioms by a mago-mathematician become increased by 2.		
<b>Karma Attainment:</b> 2 Weeks of Actively Calculating Magical Math Equations		

## Vocational Skills

<b>Management</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>
<p>This allows an ordered control of an organization with less bureaucracy. If combined with other skills that supervise others, such as <i>agriculture</i>, then the number of persons managed is doubled. Using agriculture as an example, instead of the maximum land being 25 acres and 25 people, up to 50 acres with 50 people could be managed by a single person. It also lessens the cost of adding extra persons to a building project to only 5% labor time. Finally, it allows sections of a project, normally requiring the focus of one work crew into two crews; thus, cutting time in half.</p>		
<b>Karma Attainment:</b> 3 Days Studying a Bureaucracy		
<b>Masonry</b>	<b>No Skill Requirement</b>	<b>Strength 3+</b>
<p>Any stonework must be done by a mason, and this occupation includes plasterers as well. Further, having a mason allows the use of concrete in a structure. However, this is not an artistic sculpting skill.</p>		
<b>Karma Attainment:</b> Long Rest near a stone wall or building		
<b>Mathematics</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
<p>This skill conveys an understanding of basic algebra and geometry. It further grants +1 on success rolls for <i>homeopathy</i> and <i>alchemy</i>.</p>		
<b>Karma Attainment:</b> 3 Days Actively Working Math Problems		
<b>Medical Zoology</b>	<b>Wound Care</b>	<b>Logic 3+</b>
<p>This skill trains a person in the anatomy and physiology of creatures in the kingdoms of animal, atavistoid and humanish. When performing a medical treatment on a creature from these groups, a bonus of +3 is granted for any check or save against the feat's DC.</p>		
<b>Karma Attainment:</b> 3 Days Studying Anatomy		
<b>Meta-Phrenology</b>	<b>Phrenology</b>	<b>Mind 15+</b>
<p>This is a lore into the study of preternatural psychology, which eventually becomes <i>psionics</i>. This allows one to identify psionic usage on a <b>Perception</b> save feat against DC:16. This means when an effect occurs, it would be known to be psionic rather than magical or other supernatural source. This also grants a practical knowledge of the brain's sensory perception, allowing the person to put oneself in a trance after one minute of meditation to double the normal range of sight, sense and smell. <b>Perception</b> checks are normal, but the detectable distance is greatly increased, meaning whispers normally unheard in the room may be overheard or similar such things. However, this trance cannot be re-entered again before a short rest.</p>		
<b>Karma Attainment:</b> Long Rest in possession of recently removed cerebral material		

## Vocational Skills

Mineral Survey		Mineral Survey	Perception 4+
<p>This skill is used to identify whether a potential vein might have an ore, salts or gems. The GM will make a secret roll for detection using the character's <b>Perception</b> against a DC. Of course, the GM will have to decide if anything actually is in the area. If random, then the GM rolls d100.</p>			
d% Roll	Vein Type	DC to Discover	
01	Algidum	15	
02-03	Diamond	14	
04	Scarletite	14	
05-06	Meteore	13	
07-09	Sapphire	12	
10-13	Platinum	11	
14-17	Ruby	9	
18-21	Nickel	8	
22-26	Copper	8	
27-31	Tin	7	
32-42	Salt	6	
43-63	Gangue	n/a	
64-72	Iron	7	
73-80	Zinc	8	
81-84	Silver	10	
85-87	Gold	12	
88-90	Electrum	13	
91-93	Dictilium	13	
94-95	Orichalcum	13	
96-98	Emerald	14	
99	Mythril	14	
00	Adamantine	15	
<p><b>Karma Attainment:</b> 3 Days sitting and licking rocks</p>			
Mineralogy		No Skill Requirement	Mind 10+
<p>This skill allows one to identify all type of rock, stones and crystal structures, as well as a general understanding of their physical properties. To know the details of a type of rock, the GM may allow automatic knowledge but might require a <b>Judgment</b> feat save (DC:7) for identification. If there is a truly unique or extraplanar stone encountered, then on a DC:15, the person could have reasonable knowledge from guess work.</p>			
<p><b>Karma Attainment:</b> Long Rest surrounded by a variety of rocks</p>			
Minstrel		No Skill Requirement	Muse 3+
<p>This skill gives the ability to produce music from one type of selected musical instrument. To play another instrument, this skill must be taken again for that specific instrument.</p>			
<p><b>Karma Attainment:</b> 1 Week in contact with the musical instrument</p>			

## Vocational Skills

<b>Mixtures</b>	<b>Distillery</b>	<b>Judgment 3+</b>
<p>The <i>mixtures</i> skill is general knowledge of how herbs, brews and chemicals combine. What this provides is a field test of a potion or oil to identify on a <b>Logic</b> feat save (DC:16) for novel and unfamiliar blends without destroying the dose. Further, if in a lab and trying to identify a batch of potions, then with the destruction of one dose, the others of the same kind can be known without a roll. Lastly, this conveys the ability to handle poisons without a risk of self-infliction. From a construction value, this skill permits use of concrete without being a mason.</p>		
<b>Karma Attainment:</b> Long Rest in a bar or lab		
<b>Musician</b>	<b>Minstrel (Specific)</b>	<b>Muse 4+</b>
<p>This is an enhanced version of the <i>minstrel</i> skill. The prerequisite is having that skill for the specific musical instrument. To become a musician in another instrument, this <i>minstrel</i> skill for that new instrument must first be acquired.</p>		
<b>Karma Attainment:</b> 1 Week actively practicing the instrument		
<b>Papermaking</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>
<p>This skill allows the various methods of creating paper, vellum and similar materials.</p>		
<b>Karma Attainment:</b> Long Rest in a pulp mill		
<b>Phrenology</b>	<b>No Skill Requirement</b>	<b>Mind 12+</b>
<p>This skill allows understanding the mind of another anthropoid or atavistoid creature. It requires physical contact with the target, who must be generally willing or unconscious during the process. <i>Mental fortitude</i> will not protect from a reading of this type, as this is a physically tactile reading. However, <i>dark mind</i> would still prevent the reading. Typically, fifteen minutes of touching, familiarizing and reading the target is needed to understand the analysis. With this skill, the phrenologist can acquire two pieces of information: race history and the target's best skill. This will reveal the hereditary past of 2 generations but not the specific parents, or if the entity has 25% or more blood of a particular race. Secondly, the most costly skill (by measure of karma) is known. Further, the phrenologist may attempt to gain additional details. With an additional 15 minutes of examination, the target's primary motivation can be determined with a <b>Perception</b> feat (DC:12). If the phrenologist is successful, he or she will know what drives the target in a highly generalized sense: fame, greed, religion, adventure, guilt, etc. This is the motivation of the person's purpose, not the basis of a specific action. The paraphrasing of one's ideals or bonds might be given by the GM. If that is successful, the examiner may spend another 30 minutes to question a single action and discover the motivation for it. However, another <b>Perception</b> feat (DC:14) by the phrenologist must be successful. Assuming that is successful, the phrenologist can perform a truth-reading, detecting the physical, psychic changes if the target tells a lie – so long as physical contact is continued. Some types of divine protection or extreme magic may be able to thwart this reading, but no common protections obstruct the reading. This may appear like a very long and drawn out "Vulcan mind-meld," but at this point the examiner asks the target a question, when an answer comes, the GM rolls another <b>Perception</b> feat (DC:16). If successful, the phrenologist knows whether the answer was truthful or not - and may ask another question. If not, then the connection is broken and the examination is over.</p>		
<b>Karma Attainment:</b> Long Rest while surrounded by medical skills		
<b>Poison Treatment</b>	<b>Wound Care and Homeopathy</b>	<b>Muse 4+</b>
<p>To perform the treatment of this skill, one must have a medical kit. This requires two actions (20-seconds) to cut, cup and apply a tourniquet to prevent the influence of a poison. At the end of the second action, the medic rolls a <b>Muse</b> check against DC:13. If successful, this the poison will be effectively neutralized within 2d4 rounds, half that time if the patient is a dwarf or resistant to poison. However, the procedure will inflict a single point of damage to the recipient. While this is not fast-acting, it can be performed mid-battle if the GM agrees conditions are proper.</p>		
<b>Karma Attainment:</b> 1 Week of active work in a hospital or medical lab		

## Vocational Skills

<b>Project Bureaucracy</b>	<b>Management</b>	<b>Spirit 13+</b>
<p>This skill allows an organization to make more efficiency from its bureaucracy. If combined with other skills that supervise others, such as <i>agriculture</i>, then the number of persons managed is tripled. Using agriculture as an example, instead of the maximum land being 25 acres and 25 people, up to 75 acres with 75 people could be managed by a single person. For group projects, it allows the use of managers to coordinate and plan work. It will add 10% to the cost of the project, but reduce the time for adding extra persons to only 3% labor time. Further, it allows sections of a project, normally requiring the focus of one work crew into four crews; thus, cutting the base time to 25 percent.</p>		
<b>Karma Attainment:</b> Long Rest		
<b>Psionics</b>	<b>Meta-Phrenology</b>	<b>Mind 16+</b>
<p>This is the next step in parapsychology where practical feats may be used. Using the method to enter a trance, similar to the perceptual augmentation from <i>meta-phrenology</i>, additional feats can be performed with this skill. However, this trance cannot be re-entered regardless of its use until a short rest is taken.</p> <p><u>Mental Surgery</u>: This is a method to restore a person from insanity, which is not a simple undertaking. The GM will have more details on how this is performed.</p> <p><u>Minor Projection</u>: This feat is a limited form of astral projection which cannot extend beyond 1 mile per point of <b>Mind</b> score squared. Thus, a psychic with a total <b>Mind</b> score of 12 could extend his or her presence up to 144 miles away (<math>12^2=144</math>) from one's physical body. While doing this, the projection is in the very shallow ethereal plane (never truly escaping to the astral) and able to observe things on the material without being noticed naturally. However, magical devices such as a <i>blindfold of etherealness</i> might allow contact, and even a reveal incantation might expose the projection. Sights and sounds can be observed by the projection; however, no interaction with what is being observed can be made. The total time of observance is one round (10 seconds) per point of <b>Mind</b> score. Lastly, while in this state, the projection is treated as a fey spirit, meaning holy ground cannot be entered or seen.</p> <p><u>Remote Viewing</u>: Unlike scrying, <i>remote viewing</i> is sensing information about an object or person regardless of distance or space. There is no visual continuity and no obvious context of the location. Thus, if looking for the corpse of a person, then if that body had been dumped in a lake, things like water, fish, currents would become known to the psychic, but the specific location or even that it was a lake would not be known. However, with continued viewings, a more information (a new word) would be added to the information learned about the object or person sought; however, this could lead to confusion if the object viewed has been moved. If physically visiting a site suspected as a location observed to be the psychic can make a <b>Perception</b> feat against DC:10 to know this is not the location; however, if it is the location, the psychic can only be as certain as "maybe" unless that same save is a "natural 20."</p> <p><u>Telepathic Message</u>: This technique will send a message to a known recipient, who the psychic has visited in person within the last year. The target will overwhelmingly know from whom the message comes. The message is not in any language, but rather telepathically. The communication will be limited to one word per total <b>Mind</b> score of the psychic. No response can be made within the context of this mental connection. Further, skills like <i>darkmind</i> or magic of mind-shielding will prevent the telepathy from reaching its target.</p>		
<b>Karma Attainment:</b> 1 Week of uninterrupted meditation		
<b>Religious Studies</b>	<b>No Skill Requirement</b>	<b>Spirit 10+</b>
<p>Similar to the <i>history</i> skill, this allows one to gain information based on when the story might allow a theologian addition information not commonly known. Further, it can reveal information about undead on a <b>Will</b> feat (DC:9), about fiends and celestials on a <b>Faith</b> feat (DC:14), and about outer planar beings on a <b>Muse</b> feat (DC:16).</p>		
<b>Karma Attainment:</b> Long Rest in a church or temple		
<b>Sailing</b>	<b>No Skill Requirement</b>	<b>Body 10+</b>
<p>This skill allows a person to skipper a vessel.</p>		
<b>Karma Attainment:</b> Long Rest on a boat		
<b>Scribing</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
<p>This is the skill of writing, calligraphy, transcription and even forgery. One can create pens and quills with a scribing skill. Additionally, one can transcribe a conversation up to one minute without errors. Finally, a forgery can be attempted which will pass unless one inspects it specifically. Upon inspection, the observer makes a <b>Judgment</b> feat save against a DC base 12+d6.</p>		
<b>Karma Attainment:</b> Long Rest		

## Vocational Skills

<b>Skinning</b>	No Skill Requirement	Judgment 3+
<p>This is a taxidermy skill that is sometimes picked up by adventurers. In a societal scene, it is used to process furs and leathers from animals and beasts for clothing. However, adventurers find it useful to preserve the hide of certain beasts they encounter in hopes of creating something from them. Without the skill, the collected hides are improperly preserved and useless. Further, if a character has <i>foul-play</i>, then he or she can extract the poison glands from a slain creature.</p>		
<b>Karma Attainment:</b> Long Rest		
<b>Soothe</b>	Wound Care and Distillery	Judgment 4+
<p>To perform the treatment of this skill, one must have a medical kit. This requires three actions (30 seconds) to administer the ointments and manipulate the spine of the recipient; however, upon completion, this will remove a shaken restriction or reduce a frightened restriction to a shaken condition.</p>		
<b>Karma Attainment:</b> 1 Week of active work in a hospital or medical lab		
<b>Statics</b>	Stone Structures and Engineering	Mind 18+
<p>This skill allows structures in architecture to be constructed in a massive scale. The height limit of a structure is 300 feet (or 30 stories). However, the base must be sufficient to support these super structures, which is 150x150 in this case. The formula is for every 10 feet of height of a structure, the bottom floor must be 2 feet in length and width. Therefore, a 100-foot tall building requires a 50x50 base; a 180-foot tall structure would require a 90x90 base; etc.</p>		
<b>Karma Attainment:</b> 2 Weeks Actively Examining Buildings		
<b>Stimulate</b>	Wound Care and Homeopathy	Judgment 4+
<p>To perform the treatment of this skill, one must have a medical kit. However, as an action, the medic can administer a pill and strike the proper glands to cause the reaction to become instantly activated. The medic must make a <b>Judgment</b> check against a DC:9 for this to be successful. However, if it is, the recipient gains a heightened state of awareness for the following 10 minutes, gaining advantage on all <b>Mind</b> saves and checks for that duration, including <b>Perception</b> checks.</p>		
<b>Karma Attainment:</b> 1 Week of active work in a hospital or medical lab		
<b>Stitch and Wrap</b>	Wound Care and Distillery	Muse 4+
<p>To perform the treatment of this skill, one must have a medical kit. It is a "after-battle" injury treatment like a <i>wound care</i> would be. It is technically an enhancement of that skill, like <i>field medicine</i> but even more advanced. It requires a full minute for treatment; however, it can restore d4 points of damage. Moreover, if any suffering came from "crits" or a "bleed" effect, then this treatment can repair an additional d4 of damage. Like <i>wound care</i> a recipient of the treatment cannot receive another administration until after a long rest and new injuries occur.</p>		
<b>Karma Attainment:</b> 1 Week of active work in a hospital or medical lab		
<b>Stone Structures</b>	Architecture	Mind 15+
<p>With this skill, an architect can build stone structures with the same restrictions as wood. The labor time for stone is 2 days per square foot. This also allows the walling of the outside of a wooden structure with stones or bricks.</p>		
<b>Karma Attainment:</b> 3 Days examining stone structures		
<b>Tailoring</b>	No Skill Requirement	Muse 3+
<p>This is the skill of design and sewing of clothing. It also allows the creation of padded and heavy-padded armor.</p>		
<b>Karma Attainment:</b> Long Rest in a vestuary		

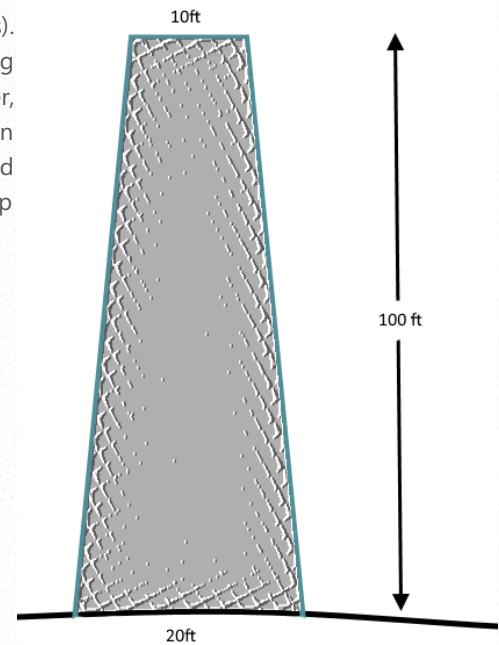
## Vocational Skills

### Towers

This skill allows towers and circular-design in architecture to be constructed more efficiently. The height limit of a structure becomes 600 feet (or 60 stories). However, the base to support these super structures can be much smaller, using different reinforcing to allow such tall towers to stand. For each 100 feet of tower, the base of that section must be 10 feet wider (whether square or circular) than the top of that section. Thus, a 100-foot tower that is 10 feet at the top would require a 20-foot base, while a 600 foot tower which is 10 feet wide at the top would require a bottom floor that is built 70 feet across.

### Statics

### Mind 19+



**Karma Attainment:** 1 Week studying a tower



## Vocational Skills

Transmutations		Alchemy	Logic 5+
<p>Using various acidic mixtures and chiseling tools, the alchemist can fragment and wash any natural, ore-bearing rock into the pure ore to the maximum efficiency. This can be performed anywhere, so long as the alchemist has access to enough specific solution and the time to complete. The final form of the ore can be either powder or solid. If solid is chosen, the various types of ore will merge into common shapes and weights desired; however, no detail carving can be performed. For each pound of final product, the time to extract is 5 minutes. Thus, if a gold vein existed in a natural wall holding 400 pounds of gold, then the total time required would be a little over 33 labor hours. Further, this would require 100 gallons of solution, costing a total of 48,000 bits. However, the gold extracted would have a value of around 800,000 bits.</p>			
Ore	Solution Qty	Solution Cost	Example
Iron	1 cup / pound extracted	1 bit / pound extracted	0.62 gal for 10 lbs
Tin	1 pint / pound extracted	1 bit / pound extracted	1.25 gal for 10 lbs
Zinc	1 pint / pound extracted	2 bits / pound extracted	1.25 gal for 10 lbs
Copper	3 cups / pound extracted	5 bits / pound extracted	1.87 gal for 10 lbs
Nickel	3 cups / pound extracted	8 bits / pound extracted	1.87 gal for 10 lbs
Silver	3 cups / pound extracted	25 bits / pound extracted	1.87 gal for 10 lbs
Gold	1 quart / pound extracted	120 bits / pound extracted	2.5 gal for 10 lbs
Platinum	1 quart / pound extracted	40 bits / pound extracted	2.5 gal for 10 lbs
Electrum	1 quart / pound extracted	30 bits / pound extracted	2.5 gal for 10 lbs
Dictilium	1 quart / pound extracted	20 bits / pound extracted	2.5 gal for 10 lbs
Orichalcum	2 quarts / pound extracted	50 bits / pound extracted	5 gal for 10 lbs
Meteore	3 quarts / pound extracted	75 bits / pound extracted	7.5 gal for 10 lbs
Scarletite	1 gallon / pound extracted	90 bits / pound extracted	10 gal for 10 lbs
Mythril	1 gallon / pound extracted	250 bits / pound extracted	10 gal for 10 lbs
Algidum	1 gallon / pound extracted	200 bits / pound extracted	10 gal for 10 lbs
Adamantine	2 gallons / pound extracted	500 bits / pound extracted	20 gal for 10 lbs
<b>Karma Attainment:</b> Long Rest			
Weaponsmith		No Skill Requirement	Strength 3+
<p>This skill allows the creation of metal-based weapons, limited to iron, bronze, tin and similar metals. It requires a kiln.</p>			
<b>Karma Attainment:</b> Long Rest at a blacksmith studio			
Woodworking		No Skill Requirement	Body 10+
<p>This occupational skill assumes most woodworking, including the creation of weapons.</p>			
<b>Karma Attainment:</b> Long Rest			

## Combat Skills

### How to become a bad ass, and strategies once becoming one.

In any RGP, often combat is a large portion of the game. Therefore, taking some method of combat is strongly recommended. While *sorcery* and *divine powers* do give opportunity to inflict damage against another, without some combat training a character will be severely lacking in a physical fight.

A very simple overview of combat is that d20s are rolled and compared individually against the opponent's Armor Class (AC) to determine whether damage is inflicted. Combat skills can be combined. When doing so, this typically allows for an extra d20 to be rolled as an attack. Combat skills that work together in this way are commonly referred to as combat styles. This term "style" is important because it is often used to reference a way of fighting the skills which are able to be combined when fighting that way. Furthermore, fighting with two different styles simultaneously or in a mixed way is not allowed as the general rule. Thus, having *weapon forte* in a dagger wouldn't allow it to be used with *cleaving* skill. (A quiet note: at the upper end, some skills permit exceptions to many general rules).

Archery Weapons	Bashing Things	Using Axes	Thrown Weapons	Pointy Sticks	Edged Weapons
<i>Ranged Fighting</i>	<i>Melee Fighting</i>	<i>Melee Fighting</i>	<i>Ranged Fighting</i>	<i>Melee Fighting</i>	<i>Melee Fighting</i>
Style: <i>Archery</i>	Style: <i>Bludgeoning</i>	Style: <i>Cleaving</i>	Style: <i>Hurling</i>	Style: <i>Pole-Arms</i>	Style: <i>Slashing</i>
Weapon Forte: <i>Long Bow</i>	Weapon Forte: <i>Mace</i>	Weapon Forte: <i>Battle Axe</i>	Weapon Forte: <i>Hammer</i>	Weapon Forte: <i>Glaive</i>	Weapon Forte: <i>Gladius</i>

Some skills offer abilities and deviations to standard combat rather gaining an extra die, such as *dodge*. Many of these skills can be used across different combat styles, such as *dual knifing*, which can be used with either the bashing or slashing styles of combat. Other skills, like *shield-use* are not really tied to any style. However, as some skills can be used together, not all skills do; for example, *melee fighting* will not combine with *ranged fighting*. It must further be noted that many skills have a prerequisite of another skill, skills or perhaps an attribute score. For example, *archery* cannot be picked up until *ranged fighting* has already been acquired.

With all that covered, the critical question is how to hit something! To attack with a single d20, one needs a *melee fighting* or *ranged fighting* skill. Those without a trained combat skill have no dice for which to roll an attack. However, they are not totally helpless and capable of attack; it is considered at disadvantage. For untrained fighters, who are automatically at disadvantage, two d20 rolls are made, but the lower of the two must be used as the combat roll. The same thing happens to those with a single attack die when becoming at disadvantage.

As stated in the [Raw Dice](#) section, any time a raw score of 20 (called natural 20) is rolled, it is considered a hit against the opponent, even if mathematically it was impossible to beat its AC. The same is true for the other end of the spectrum. A natural 1 will always miss, even if mathematically it should connect.

An important note about a natural 20 in combat: since it is a statistical exception, these hits are not subject to be reduced by *deflection*, *rebuff*, *riposte* or other skills or magics that reduce an attacker's effective die score. However, *dodge* can still reduce any single die that is not part of the die-chain, meaning the natural 20 itself or any subsequent crit-rolls resulting from it; thus, if 2d20 are used and one scores a natural 20 while the other is an 18, the die of 18, being the lower one, would still be selected for reduction by the *dodge* skill.

Finally, a quick reminder that skills in the list with the ⚔ symbol can be learned from a trainer or even self-taught using time instead of karma. However, all other combat skills require karma to obtain. The time required and DC checks for the applicable combat skills will be listed in the description.

*The chart is ordered by skill cost, while the descriptions are ordered alphabetically.*

## Combat Skills

Skill	Cost
Melee Fighting ⚔	100
Ranged Fighting ⚔	100
Unarmed Combat ⚔	100
Shield-Use	150
Medium Armor	150
Style Leverage	150
Style: Specialty	150
Ambidexterity	200
Cloak Defense	200
Charging	200
Dodge	200
Drive	200
Martial Arts	200
Mounted Fighting	200
Parry	200
Shield Hand	200
Style: Archery	200
Style: Bludgeoning	200
Style: Cleaving	200
Style: Hurling	200
Style: Polearms	200
Style: Slashing	200
Subdual Control	200
Swarming	200
Targeting †‡	200
Treachery	200
Whip Master	200
Berserker †‡	250
Blade Mastery	250
Commander	250
Deadeye	250
Deflect Missiles	250
Evasive Motion	250
Flail Mastery	250
Footwork	250
Ground-Fighting	250
Hand Dominance	250
Heavy Armor	250
Knockout Blow	250
Lure	250
Martial Disarm	250
Mechanist	250
Ricochet	250
Shield Cover	250
Silk Sleeve	250
Spinning Moves †‡	250

Skill	Cost
Stricture	250
Teamwork	250
Weapon Lock	250
Aerial Fighting	300
Armor Mastery	300
Bleed	300
Bump and Lunge	300
Called Shot	300
Countermove	300
Curved Shot	300
Focused Shot	300
Gang Style	300
Gimp-Gash	300
Grappler's Shield	300
Heavy Blow	300
Marksmanship	300
Pain	300
Rebuff	300
Riposte	300
Rumbling Ground	300
Shield Breaker	300
Style Dominance	300
Stone Throwing	300
Takedown	300
Throttle	300
Two-Handed Fighting †	300
War Charioteering	300
War-Steed	300
Weapon Forte	300
Whip-Blitz †‡	300
Wide Strike	300
Dual Knifing †	350
Impromptu Deflection	350
Shield-Fling	350
Weapon Disarm	350
Whip Steal	350
Aerial Commander	400
Artery	400
Projectile Tricks	400
Shield-Blitz †	400
Shield-Dancing †	400
Sniper	400
Strength Bow	400
Two-Handed Mastery †	400
Uncanny Dodge	400

† Multi-Strike

‡ Multiple Targets

### Aerial Commander

Aerial Fighting

Will 5+

This can only be used for an animal specific to the *aerial fighting* prerequisite; further, the ridden must be war-trained. No additional dice are granted; however, the animal can also attack in the same turn as the rider. The animal attack would be a separate attack. However, one final restriction is that the off-hand must be used to control the reins of the animal, limiting other skills that can be used while using an aerial mount.









Primary

Off-hand

**Karma Attainment:** 2 Weeks working with the type of flying mount

## Combat Skills

<p><b>Aerial Fighting</b></p> <p>This can only be used for an animal specific to the <i>aerial reins</i> prerequisite. This grants the ability to fight effectively from atop the beast, gaining the full movement of the mounted creature; however, there are no bonus die granted with this skill. Attempting to fight with <i>aerial reins</i> alone slows the movement of the ridden by 30 feet in addition to the penalty from <i>aerial reins</i>, which places the rider at disadvantage for combat and requires a <b>Strength</b> feat against a DC 13 each round or fall from the mount. Finally, the off-hand must be used to control the reigns of the animal.</p> <p><b>Karma Attainment:</b> 1 Week working with the type of flying mount</p>	<p><b>Aerial Reins</b></p>	<p><b>Will 4+</b></p> <p> </p>
<p><b>Ambidexterity</b></p> <p>This skill allows for the off-hand to become the primary hand for die pools, but by itself this skill still only permits a single die pool to be used during the attack action. Thus, this is not a “multi-strike” ability but rather the ability to use either hand as the die pool with which to attack. This allows a couple of options as one could hold different styled weapons in each hand, assuming neither is <u>heavy</u> or required two hands, and switch methods of attack every other turn without the movement penalty for switching weapons. It also offers the option when having one’s weapon pinned or disarmed, to use the already equipped weapon with no penalty or use a reaction to draw a new weapon with a free hand. Further, it allows an enhancement when combined with <i>two-handed fighting</i> which allows <i>parry</i> to inflict -2 to incoming melee attacks instead of the normal <i>parry</i> benefit; this assumes at least one of those weapons has the <u>parry</u> property. Lastly, if the off-hand is free, then it is possible to reduce the primary hand die pool to 1d20 for a pure attack and pick up an item in the same action. However, in this case, the movement penalty would increase to -20 feet or half one’s current mode of movement, whichever is worse.</p> <p><b>Karma Attainment:</b> 1 Day actively juggling or other dexterous tasks</p>	<p><b>No Skill Requirement</b></p>	<p><b>Agility 5+</b></p> <p> </p>
<p><b>Armor Mastery</b></p> <p>With this skill, one is able bond with metallic, heavier armors to have them act similarly to those that permit an attribute adjustment to AC. By gaining a familiarity of wearing such armors, the person with this skill learns to inject some of their lifesong into the armor while it is donned. From an AC calculation view, this skill permits the wearer to add his or her <b>Will</b> modifier into the AC as a bonus. Thus, if wearing iron ringmail and having a <b>Will</b> score of 6, the armored combatant would change from AC 15 to AC 17 (AC 18 against edged damage). This skill also allows using that <b>Will</b> bonus to be added to any physical area of effect attack that permits half damage, such as <i>fireblast</i>. This bonus will add to any preservation save that is not specifically against the <b>Will</b> sub-attribute; in other words, the bonus cannot be added twice. It will work completely complementary with <i>shield cover</i>.</p> <p>Armor Allowed: Breastplate, Brigandine Chain, Chain Mail, Chain Shirt, Dark Ring, Dwarven Scale, Jack of Plates, Lamellar, Plate Mail, Ring Mail, Splint Mail</p> <p><b>Karma Attainment:</b> Long Rest in a blacksmith shop or similar</p>	<p><b>Heavy Armor or Armor Movement</b></p>	<p><b>Will 4+</b></p> <p></p>
<p><b>Artery</b></p> <p>This skill works the same as a <i>bleed</i>; however, if any <i>special crit</i> damage is inflicted, as defined in the <i>bleed</i> skill, then the victim loses 1 <b>Body</b> point at the end of his or her turn for d4 rounds or until magical healing can be applied.</p> <p><b>Karma Attainment:</b> 1 Day actively sharpening weapons</p>	<p><b>Bleed</b></p>	<p><b>Agility 6+</b></p> <p></p>

## Combat Skills

### Berserker

Melee Fighting

Body 12+

This is a technique of reckless combat, attacking as quickly as possible against all those around. The skill grants an additional d20 to the primary hand die pool, but all rolls suffer -3 to hit penalties. From there, the primary hand die pool is divided into several die pools equal to the number of dice in the original pool, resulting in many 1d20 die pools. Finally, those die pools must be used against different targets. Targets must be within five feet (or within weapon reach), but no single target can be attacked more than once. The character can move before, after or split among the action, but all strikes must occur from the same location (hex). If there are not enough available targets for all the die pools, then the extra strikes are lost. Remember that attacks on "multiple targets" use the **Strength** bonus by target while the weapon weight is calculated for each die pool strike. For this skill, it would be one in the same. This cannot be used with any skill that uses the off-hand as an attack; thus, *shield-blitz* and *two-handed fighting* are examples that could not be used with the *berserker* skill. For clarity, a shield can be employed while using this skill. Also, a "savage" die pool is also prohibited to be combined with the *berserker* skill.



Primary

Only Action

**Karma Attainment:** Long Rest with a set of dice in possession

### Blade Mastery

Slashing

Agility 4+

Reaction

When in combat and wielding an edged weapon, a blade master is permitted to make a flee-attack reaction at advantage on the attack roll. This includes flee attacks against rapid movement, using a 2d20 die pool in such a case. A bastard sword can be used with this skill, wielded with a *bashing* style, so long as the blade master also has *slashing* as a skill. Despite that being a prerequisite, the difference in styles required this to be explicitly noted. This skill grants a second option for using a reaction, which can be used after a melee attack. It occurs immediately at the end of the player's turn whereby the character enters the defending status until start of next turn. Of course, this ruins the opportunity to use a reaction the following round, as per the rules of defending.



Primary

**Weapons Allowed:** Dagger, Bastard Sword\*, Gladius, Longsword, Vidonoir

**Karma Attainment:** 1 Day "talking" with favorite blade

### Bleed

Weapon Forte

Agility 5+

When using an edged or piercing weapon of mastery via the *weapon forte* skill, then it is possible an additional die to be rolled if used against an opponent that bleeds. This extra die occurs whenever a raw 18 or higher occurs in the attack. In this case, it is a special crit for the potential of extra damage from bleeding. This bonus works complementary and separately with the heavy weapon tag, *heavy blow* as well as with other crits. This means if a character has *weapon forte* in bastard sword uses it with *heavy blow*, then 4d20 are used for the attack. If any of the dice score a raw 18, 19 or 20, then the special crit occurs for an additional d20 attack, but also the target is placed at disadvantage from the heavy tag and an extra crit is granted from the *heavy blow*. In this example, 4d20 is rolled for the attack, then two separate types of crits can happen if a natural 20 is rolled, one for the *bleed* and one as a natural 20 crit. In this instance, each critical hit is rolled with exploding dice, meaning if those rolls are a natural 20, then another crit and extra die roll is granted. However, *bleed* dice only explode on natural 20s. The same result might occur from a dagger with *two-handed fighting* when scoring a natural 20 on one of the four die rolls. In that case, the natural 20 is a crit and also a special crit, yielding two separate crit rolls. No matter how many raw scores of 18 to 20 occur, there can only be two crit chains occurring.



Primary

**Karma Attainment:** 1 Day cutting meats in a butchery

### Blind-Fighting

Center Focus

Perception

4+

When using this technique, it removes the character from attacking at disadvantage and replaces that with a -2 to attack penalty to all dice in all die pools. It does not however, remove the being attacked at advantage from the aggressors. Effectively, this skill removes the disadvantage status; however, if other conditions exist, poisoned for example, that would place the character back to disadvantage, then the attack penalty would not remain in place just because the character has this skill. A character would have to have all disadvantage reasons removed to substitute and override with the penalty replacement.



Passive

**Karma Attainment:** 1 Day navigating a familiar space in the dark or blindfolded

## Combat Skills

### Bump and Lunge

One of Bludgeoning, Cleaving, Pole-Arms, or Slashing  
Strength 5+

This is a specially-trained combat maneuver that acts as a multi-attack. Technically this grants an extra d20 to the attack; however, a single attack of 1d20 must be established first against the target. This first move uses momentum and leverage to lift the opponent into the air; **Strength** can be applied to the attack. The Size Category for both attacker and target must be between Small and Large; other sizes don't have the proper mass for this attack. If the first attack successfully strikes the opponent, then it is momentarily lofted upward with no damage, but at which time the second attack occurs as a normal attack but at advantage. Thus, if a fighter has *melee fighting* and *bludgeoning* to normally attack with 2d20, then the first attack would be with a d20, but the second would be 3d20 (normal plus advantage). If the first attack misses, no second attack is permitted, but the opponent must still make an **Agility** preservation save against a DC equal to the attacker's **Strength** or fall prone. The same is true if no dice from the second attack connect. However, if damage is inflicted from the second attack, then the victim must the same save but this time against double the attacker's **Strength**. Should a monstrous creature have a **Strength** above 12, then a value of 12 (or 24) is used for the DC. This maneuver requires 2d4 rounds before it can be used again.



**Karma Attainment:** 1 Day lifting and tossing relatively heavy objects

### Called Shot

Archery

Strength 3+  
Agility 4+

This skill can only be employed with bows and can only be used against a single target. Further, the ammo must be a true, physical arrow, not one of energy or summoned by magic such as with a ring of the hunter. The bow and/or the arrow may be magical, but the ammo must be physical. Using all the dice of the primary hand attack with a bow strikes as if the arrow has a weapon weight as 1 point for each 2 dice used up to a maximum of 2 points.



**Weapons Allowed:** Long Bow

**Karma Attainment:** 1 Day spent staring at a bullseye

### Charging

Melee Fighting

Body 12+

When running more than 30 feet in a straight line immediately before striking with a melee action, then an additional d20 is added to the primary hand die pool. Thus, if only *melee fighting* is used, the attack would be 2d20. However, this cannot be used in two consecutive melee rounds. Furthermore, if a character has more than one die pool, such as when using *two-handed fighting*, then the extra d20 must be designated to the true primary hand die pool; however, other die pool strikes could also be made if employing this maneuver.



**Karma Attainment:** Long Rest

### Cloak Defense

Melee Fighting

Agility 3+

This is the skill of using a cloak, cape, or net similar to a shield. It provides an AC bonus of +1 and can be used like an item of *parry*. However, a cloak is not as robust as a shield and cannot prevent the disadvantage from a heavy weapon.

**Karma Attainment:** Long Rest

### Commander

Teamwork

Judgment  
4+

When fighting in a partnered way, as described in the *teamwork* skill, this skill allows quick simple instructions to be given to one single ally in an adjacent hex, allowing that ally to also gain +1 to hit for every attack roll in every die pool. In no way does this grant that ally to act as if having the *teamwork* skill other than gaining the bonus from the *commander* ally.



**Karma Attainment:** Long Rest with some sort of symbol of leadership in possession

## Combat Skills

### Countermove

Rebuff

Agility 5+

Reaction

This is an extension of the *rebuff* reaction; thus, any restrictions or limitations of that skill apply here unless explicitly stated otherwise. As with the similar *riposte* skill, *countermove* uses an initial *rebuff* roll against the incoming hit. However, instead of striking back at the attacker as *riposte* does, this skill redirects the attack into another creature that is occupying an adjacent hex from the original attacker. To redirect the damage, the initial *rebuff* roll must be successful. If that initial roll fails to block the incoming damage, then nothing further can occur. However, if successful, half of the total remaining damage can be pushed onto a nearby target by use of this maneuver. No special damage, such as *infusion of fire* or poison is transferred. Also, that partial damage can only inflict the new target if the highest die of the original attack is capable of striking the new intended victim's AC. As an example, if a 3d20 attack with a heavy weapon and a +2 **Strength** successfully strikes the one capable of *countermove* with all three dice, potentially inflicting 7 points of damage. If the *rebuff* works, then 2 points from **Strength** still damage the original target, but 5 points are thwarted. Now, 2 points (half of the remaining 5, rounded down) can be redirected to the new target, assuming the highest die of the original attack can strike that AC.



Primary

**Karma Attainment:** 1 Day attacking house flies with weapon

### Curved Shot

Archery

Agility 4+

This skill can only be employed with bows, granting a minor around-the-corner effect. If cover extended only 2 hexes off of a straight line, then that cover could be ignored or partially ignored. Half and three-quarters cover are completely ignored, as it is clearly less than 10 feet for such circumstances. If complete cover extended under ten feet, then with *curved shot* it would be treated as half cover.

Weapons Allowed: Long Bow



Two Req



Passive

**Karma Attainment:** 1 Day honing the new skill

### Deadeye

Archery

Agility 3+

Whenever the archer has advantage for an attack or if the selected target can be attacked at advantage, this skill exploits the circumstance further by, in addition to the extra advantage die, allowing the lowest die in the die pool of the attack to be re-rolled once, if desired. This skill can be combined with any other range-based skill that can be used during advantage.



Two Req



Passive

**Karma Attainment:** Long Rest

### Deflect Missiles

Melee Fighting

Agility 4+

Reaction

This skill permits a reaction to potentially neutralize the entire attack against the target from an archery or thrown-weapon attack. No weapons are required, and no hands need to be free to use this reaction. If reacting is chosen to be used, then a d6 is rolled and subtracted from the attacker's highest die score of the incoming die pool. If that die score is lessened so that it would no longer hit, then that entire attack damage against the target is deflected away, preventing any damage from being inflicted. Moreover, if a raw 6 is rolled, then the attack is deflected regardless of the math, plus the deflector may choose to catch the weapon so long as one hand is free. However, if any value of the attack is a **natural 20**, the reaction cannot be used, as the attack cannot miss. Magical spells cannot be deflected, which includes any magical effect which turns normal ammo into a magical, non-corporeal projectile, such as some magical arrows. The GM will determine this if the effect or item is ambiguous of the magical enhancement. Furthermore, see the [combat section](#) for details on [reactions](#).

**Karma Attainment:** 3 Days squatting on pillars

## Combat Skills

### Dodge

Reaction

Melee Fighting

Agility 4+

This skill permits a reaction to avoid physical damage inflicted by melee. When struck in melee, the one dodging can reduce the score of one of the attacker's dice, so long as that die-score is not a **natural 20**; however, it must be the lowest score of an attack sequence. If more than a single attack was successful against the target from a "multi-strike," the one dodging can choose which attack to attempt to dodge. Further, the dodger is permitted to know whether one die or multiple dice were used in an attack. Once selecting the attack (lowest die) to avoid, a reaction is used, and a d6 is rolled. The result of the sum of the d6 score and **Agility** bonus is subtracted from the lowest successfully-striking die of the selected attack. If that adjusted score is low enough to miss the target AC, then the point from the die is removed and also the **Strength** bonus is removed. Remember, the **Strength** is a one-time bonus for all attacks if it is a "multi-strike." Furthermore, any special damage, such as *heavy blow* crit-damage, *infusion of fire*, poison, disease, or necrotic effect delivered as part of the success of the attack sequence is also negated. Finally, if that is the only successful die of the die pool, then the entire strike acts as a miss and zero points are inflicted as damage. In the case of a "miss," the **Strength** bonus would still be lost for any other "multi-strike" hits. Otherwise, the attack was only reduced to a glancing blow that still inflicted some harm; the remaining die-hits count as one point of damage each in addition to any weapon-weight damage and magic included in the attack. Finally, no **natural 20** can be reduced or removed, nor can any of its extra dice or exploded values be removed. However, unless all the hits are **natural 20s**, then the lowest die can still be reduced. Magical spells cannot be dodged. See the [combat section](#) for details on [reactions](#).

**Karma Attainment:** 3 Days squatting on pillars

### Drive

Melee Fighting

Body 12+

This form of attack forces a character backward, employing all the dice from all the dice pools available. It cannot be used as a "multi-target" attack but instead is a maneuver against a single opponent. That single target can be attacked by several die pools by such *shield-blitz* or *two-handed fighting*. However, by default, it inflicts no damage, regardless of the number of strikes used. This attack merely forces the opponent into a different location. The distance driven is 5-feet per successful dice hit. The direction can be any backwards angle desired by the attacker. This is best demonstrated using adjacent hexes on a battle map. An opponent may use a reaction to make an **Agility** save to avoid the effect. The DC is 12 plus the number of dice rolled. Therefore, if 3d20 were rolled in the drive attack, the DC would be 15. However, even if the save is successful, the opponent will suffer half-damage from all strikes in trade of not being forced to move. This maneuver may not be attempted against creatures greater than one size larger than the attacker (or the mount if using skills that allow effective fighting from one).

**Karma Attainment:** 1 Day honing new skill

### Dual Knifing

Ambidexterity And

One of Bludgeoning,  
Slashing or Specialty

Body 15+

Not limited to knives, this technique can employ fighting with both hands whenever the employed weapon has the [light](#) property and the same weapon type (dagger-dagger, mace-mace or sai-sai) is in each hand. This skill permits the off-hand to be used for an additional die pool based on the style of weapon. All applicable skills that increase dice to a die pool are applied; however, for this skill, a single skill can only be applied to one die pool - *melee fighting* cannot exist in both, nor could *style: slashing*, but one could be in the primary hand while the other is in the off-hand. Once all viable skills have been applied as desired, then an additional 2d20 is applied to the choice of one of the die pools to represent the speed of these lighter weapons. Calculating **Strength bonuses** are figured for each target, while weapon weight is by strike. This can be used with *spinning moves*, but without the skill, *dual knifing* it can only be used against a single target. Further, neither *two-handed fighting* nor *two-handed mastery* can be used to grant additional dice, die pools, or effects. Lastly, the only types of maneuvers that can be used with the off-hand are pure attacks; however, the primary-hand could *disarm* or perform another special action from a die pool.

Weapons Allowed: [Dagger](#), [Mace](#), [Sai](#)

**Karma Attainment:** 2 Days honing new skill



## Combat Skills

### Evasive Motion

Martial Arts

Agility 4+

This is the training of one's body to move in an uncanny fashion, which effectively grants +2 to AC. This is categorized as the "other" component of armor class. Therefore, it does not combine with magical AC rings or other magical protection. Moreover, it cannot be applied if wearing armor which has an actual weight of 40 pounds or greater. This restriction is true despite having skills such as *heavy armor* or even the racial skill *armor movement*. And it can be used wearing armor between 20 and 40 pounds, but only if the *medium armor* skill has been obtained.



**Karma Attainment:** 1 Day practicing balancing exercises

### Flail Mastery

Bludgeoning

Strength 4+

This is special training specifically with the flail. By sacrificing one dice in a flail-wielding die pool attack, all attack rolls from that die pool gain +2 against opponents with a shield. This cannot be combined with *spinning moves*, but other multi-strike skills where a flail strikes the same target are permitted. For example, *two-handed fighting* using two flails would allow *flail mastery* to apply for each die pool, meaning the loss of the d29 would occur in both pools. Further, if successfully striking a victim with a flail-attack reaction with a flail, the target must make a **Strength** preservation save against DC:8 or be knocked prone. If a "natural 20" were to occur in one or both of the die pools, then the stunning save would additionally be required.



Weapons Allowed: Flail

**Karma Attainment:** 2 Days honing new skill

### Focused Shot

Either Archery or Hurling

With *focused shot*, an archer can gain an extra d20 on the die pool used for a ranged attack; however, this comes with a speed sacrifice for the additional die. The player must be declared at the beginning of the round. When rolling for initiative, a -5 penalty is applied to the roll. Further, the total modified score of initiative can never be higher than 7. Further, the character loses 15 feet of movement on this turn. All dice of the attack must be used in a single die pool and against a single target, meaning it cannot be used with *targeting*. The delay allows for a better-placed shot, thus delivering a higher damage potential.



**Karma Attainment:** Long Rest

### Footwork

Martial Arts

Agility 3+

This skill trains the user to be cognizant of his or her own stances and foot-placements as well as those of the enemy. As a result, this allows the creation of a special die pool, which can be used for a grappling, shoving or tripping attack by using various leg-locking or kicking maneuvers. However, 1d20 must be taken from another die pool to be used in this action to create this special die pool. This *footwork* maneuver is always applied last after the other strikes have occurred. Therefore, if a warrior attacks with a single die pool of 2d20, then 1d20 would remain for the primary hand and a second attack to trip the opponent would also be used. All the size restrictions of grappling, etc also apply when using the *footwork* skill, except should someone with the *footwork* skill be prone, he or she will not suffer the -5 penalty. Additionally, this allows a passive leaping-climb movement. It costs triple the normal movement for each five-foot upward movement, but it allows the user to harness momentum to scale ten feet of solid, non-slick surfaces like the outer wall of a building or even a large tree. If two surfaces are within five feet of another, then bouncing to the other is permitted to continue the climb. However, if movement runs out without reaching a sturdy plateau, the one scaling falls to the ground.



**Karma Attainment:** 2 Days spent dancing

## Combat Skills

### Gang Style

Swarming or Teamwork Body 10+

This skill is a technique usually taught to weaker but well-trained bipedal monsters, such as elite goblins or hobgoblins. However, others might find it helpful in some cases. It is a fighting style using numbers against a stronger opponent. For this to work, every warrior involved must have this skill, similar to how *swarming* works; thus, the requirements of that skill also apply here. However, instead of each surrounding combatant gaining bonuses, most are engaged in distraction techniques to allow a single fighter among the gang to obtain significant bonuses. In fact, those being the distractions gain nothing as a bonus to hit; further, those distracting can inflict only one single point of damage because to this method. However, each of the ones distracting lend +2 cumulatively to a single member of choice, plus the weapon acts like a heavy one regardless. Therefore, if four hobgoblins with this skill engaged against a single opponent, three of them attack normally and are limited to a single point of damage; but the fourth gains a +6 bonus to hit, delivers normal damage with the weapon acting as a "heavy" weapon to add 2 points of damage. Further, that hobgoblin would inflict a disadvantage penalty on a raw 18 or higher if the victim has no shield.



**Karma Attainment:** Long Rest

### Gimp-Gash

Slashing

Strength 5+

While it cannot be used every combat round, it is a propitious maneuver. Effectively, the attacker can attack with an edged weapon at advantage at a moment of his or her choosing. Additionally, on any successful strike, the victim must make an **Agility** preservation save against a DC of the maim-restriction of the weapon used as if it rolled a high enough score to force it. To use this maneuver again, the attacker must wait 1d6 rounds.



**Karma Attainment:** 1 Day practicing

### Grappler's Shield

Martial Arts

Strength 4+

While the one with this skill has an established grappling hold placed on a victim and assuming sufficient **Strength**, this permits one to move (at half normal movement) using the victim as full cover unless the ranged shot comes from behind. The grappler can begin movement immediately after establishing the hold rather than having to wait until his or her next turn. Ranged attacks fired at the grappler under cover will strike the held victim if hitting its AC. *Animpalement* maneuver will also strike the victim instead of the grappler. If choosing, on his or her turn, the grappler can push the held victim into another combatant within 10 feet when releasing the hold, which will stun both the victim and the target until the start of their respective next turns. This is performed with the same competition roll as a grappling attempt against the target combatant. If successful, then the held victim is shoved into the target. This maneuver is not an action but rather counts as a reaction; thus, one must be available. However, this leaves the grappler with an action to use after creating the collision.



**Karma Attainment:** Long Rest

### Ground-Fighting

Martial Arts

Strength 3+

This skill removes the disadvantage status when the character is prone. Melee attackers still gain their own advantage, but the victim can fight normally even though on the ground.



**Karma Attainment:** 2 Days practicing wrestling methods

### Hand Dominance

No Skill Requirement

Strength 4+

This skill only applies with fighting in melee; however, it will add +1 to the weight of the weapon from the initial primary-hand die pool. The skill is linked to the physical side of one's body. To clarify, even if the off-hand die pool is permitted to act as the primary-hand, it still cannot gain the weight bonus. However, two-handed melee weapons use the primary-hand die pool when making an attack, meaning the effective weight of such weapons would be 3. Moreover, if using *spinning moves* with this skill, the extra weight bonus is lost. Further hindrances with *hand dominance* is that it is neutralized if ever learning *ambidexterity* as if the skill no longer exists. If *ambidexterity* has been acquired first, then this skill is impossible to obtain.



**Karma Attainment:** 1 Day of practicing

## Combat Skills

Heavy Armor	Medium Armor	Resilience 4+
<p>Similar to the <i>medium armor</i> skill, this one allows armor weighing 40 pounds or more to act as 20 pounds lighter for the calculation of encumbrance. As with other armor skills, this does not affect the true weight or mass of the armor. Further, this has no affect upon any disadvantage values a particular type of armor may have.</p> <p>Armor Allowed: Brigandine Chain, Chain Mail, Ring Mail, Split Mail, Plate Mail</p> <p><b>Karma Attainment:</b> 1 Day practicing walking and moving in heavy armor</p>		
Heavy Blow	One of Bludgeoning, Cleaving, Polearms or Slashing	Body 16+
<p>Heavy weapons require two hands to wield. Through this skill, any weapon with the <u>heavy</u> tag, can gain an extra d20 added to its die pool. As with all heavy weapons, a score of natural 18 or higher places an “unshielded” victim at disadvantage. However, using this skill, even those with shields suffer the disadvantage effect. Furthermore, if the natural 18 or 19 successfully hits, then it is considered an “exploding” critical hit similar to raw 20. This means the wielder immediately gains another d20 of potential damage. Multiple critical hits from this single attack sequence still only permit one bonus die. To be clear, a natural 18 or 19 is not an automatic hit, and thus it is subject to be reduced by a <i>dodge</i> or <i>rebuff</i>, which could also remove the die-chain of the crit. Regardless, a natural 18 or 19 still inflicts disadvantage whether missing, successful or avoided. This can be employed with <i>spinning moves</i> and <i>berserker</i>.</p> <p>Weapons Allowed: Bastard Sword, Glaive, Great Axe, Halberd, War Maul</p> <p><b>Karma Attainment:</b> 1 Day smashing rocks</p> <p><b>Karma Attainment:</b> 1 Day smashing rocks</p>		
Impromptu Deflection Reaction	Deflect Missiles	Agility 6+
<p>This skill requires at least one hand to be free. This will act nearly identical to a <i>deflect missiles</i> maneuver but with an enhancement. When an incoming attack is made from archery or thrown-weapon can be avoided on a d6 (or d8 with enhanced skills) just as the prerequisite. If reducing the highest attack die to neutralize it, the target will grab something, a chair, a book, a tree branch, something, which will be struck instead. Not only will this block the missile, but in addition the obstruction and weapon can be used hurled to any target within 30 feet. That target could be the original attack or anyone else in range. This new impromptu weapon will be thrown with 1d20. If <i>hurling</i> is a skill, then the attack is 2d20. Further the weapon will act as a normal-weight weapon (+1 to damage), despite being a range attack. Unfortunately, no <b>Agility</b> modifier will be added to the damage; thus, the damage will be limited to 2 to 3 points, assuming it hits. The damage type will be considered blunt. There may be circumstances where the GM will not permit this skill if nothing impromptu is available to use to block the incoming attack; for example if one is naked in the desert when attacked.</p> <p><b>Karma Attainment:</b> 3 Days squatting on pillars</p>		



Passive



Two Req

## Combat Skills

### Knockout Blow

Unarmed Combat

Strength 3 +

This is a special maneuver where some sort of haymaker is thrown to the head of a bipedal opponent with the attempt to render the victim unconscious. It can be the only action performed and can only affect anthropoid and atavistoid species. If the skill is known to someone not of these species types, then it could also be used against its own kind. A further limitation is the recipient of the strike must be equal or below half its maximum health before the attack or the strike itself must deliver at least half of the victim's maximum health. If neither are true, then the damage is limited to 1 point of blunt damage. Also, the attack must be a "natural 20" or hit 2 points higher the normal AC of the combatant. When successfully striking the opponent with a savage attack, victim must roll a **Resilience** save (DC:10). If the attacker has *subdual control*, the DC goes up by 1 point. With *martial arts*, it increases by 2 points. Those wearing helmets gain the appropriate bonuses to the save. Failing this, the victim is knocked out in a restriction of being *unconscious* until the end of his or her next turn. The strike not not have to be bare-fisted, but the damage must be blunt; thus, a rock, a hammer, a black-jack could be used. If employing a weapon, one must also have an available reaction as well. In this case, if the requirements are not met, the strike will deliver 2 points of blunt damage. Further, if the *stun* conditions of the weapon have a higher DC, then that value is used instead for the **Resilience** save; e.g., the blackjack uses a DC:13. However, no bonuses to that DC are granted by *martial arts* or *subdual control*. Lastly, using a weapon rather than fisticuffs will delay one's initiative by 2 and cannot remove any saved reactions for the round.



**Karma Attainment:** Long Rest

### Lure

Reaction

Melee Fighting

Muse 3 +

This technique is very circumstantial and only useful where an opponent can perform a sneak attack but the victim successfully makes his or her **Perception** check - and this is only useful if the sneak attack will be in melee form. The skill allows the potential victim to continue to appear be unaware, luring the attack. Further, it should be declared before initiatives are rolled or declared at the earliest moment possible. If decided after initiatives have been rolled, the GM may have the two opponents re-roll their initiative scores. The reason this is important is because until the attack comes, someone using *lure* cannot take an action or use movement - meaning if the actor's action occurs before the attack, then it is lost. When the attack on the intended victim does occur, the actor can use a reaction as if it were an attack from the primary hand pool, being similar to the *impalement* maneuver, inflicting damage before the attack comes. Moreover, because of the surprise, the reaction removes the one attempting the sneak attack from being able to *dodge*, *rebuff* or use any parry bonus. If surviving the *lure*, the initial attack is made; however, without the bonuses for a sneak attack (or *backstab* if applicable) because the attack was not really a surprise. Moreover, if the reaction occurs before the person's normal action, then this skill is a special exemption allowing the actor to "hold his action" and would still have that action to use in the round.



**Karma Attainment:** Long Rest

### Marksmanship

Archery

Agility 4 +

At the sacrifice of one attack die from a die pool, all other dice in an archery attack gain a +5 to hit. This can combine with *targeting*, meaning the total dice are split into the possible and desired die pools, then 1d20 is removed from one of those pools. If there is only one die in the pool, then this would remove that die pool.



**Karma Attainment:** 1 Day of target practice

## Combat Skills









Martial Arts	Unarmed Combat	Resilience 3+
<p>This skill teaches balance and fighting. For balance, a +2 bonus for any <b>Agility</b> save involving balance, which includes grappling, pushing, or effects such as the <i>tremor</i> incantation. This <b>Agility</b> bonus is in substitution, not cumulative, for <i>unarmed combat</i> where applicable.</p> <p>As for combat, this skill does not enhance upon <i>melee fighting</i> but rather allows one's fists, arms and feet to be effective weapons. It also allows a choice of <b>Strength</b> or <b>Agility</b> to be used as a damage modifier at the choice of the combatant. The body parts used to deliver such an attack is a bit complex as it can be the primary hand, off-hand, elbows, knees, feet or combinations of any of those. However, despite what is used, this will only deliver 1d20 of blunt damage. However, if one of those body parts is available and has the reach, then it the 1d20 die pool can be used. This is not a primary-hand attack but rather a "savage" attack. To be perfectly clear, even if the primary hand is free and not used in that "savage" die pool attack, no additional attack can be made without other skills that specifically state the partnership with either <i>martial arts</i>. The existing skills that can add dice to the "savage" die pool are <i>savage form</i>, <i>shield-blitz</i>, <i>two-handed fighting</i> and <i>two-handed mastery</i>.</p> <p><u>Savage Form</u>: While <i>martial arts</i> lets one's fists to become weapons, this should not be confused or interpreted that the fist becomes an appendage of <i>savage form</i>. If a martial artist had monstrous body parts, perhaps due to race or magical transformation, then each <i>savage form</i> appendage would add 1d20 to the "savage" die pool. This means if having "claws" and <i>martial arts</i> a 2d20 die pool would exist. Another example would be a lizardfolk with <i>martial arts</i>; in this case 2d20 would be the die pool attack (one from <i>savage form</i> and one from <i>martial arts</i>).</p> <p><u>Shield-Blitz</u>: <i>Martial arts</i> can be the main attack as a "savage" die pool and gain the off-hand <i>shield-blitz</i> attack - effectively having no primary hand attack.</p> <p><u>Two-Handed Fighting</u>: When using it as part of <i>two-handed fighting</i>, the "savage" die pool becomes or acts as the off-hand die pool.</p> <p><u>Two-Handed Mastery</u>: This would force the additional d20 from the <i>mastery</i> skill into the "savage" die pool, which would act autonomously from the other hands. In other words, with <i>mastery</i>, a character would have a "savage" die pool, a primary hand die pool and an off-hand die pool.</p> <p><u>Whip-Blitz</u>: <i>Martial arts</i> can be the main attack as a "savage" die pool and gain the off-hand <i>whip-blitz</i> attack - effectively having no primary hand attack.</p>		
<p><b>Karma Attainment:</b> 3 Days of honing martial arts</p>		
Martial Disarm	Martial Arts	Agility 4+
<p>This action can only be performed when establishing a grappling hold upon a victim. Upon subsequent turns, the grappler can attempt to disarm the victim by twisting or slamming the weapon arm against the ground or other hard object. This is determined by the holder performing a second grappling attack as a <u>competition save</u> on a d12. The attack can be performed with either <b>Strength</b> or <b>Agility</b> at the choice of the grappler. However, the defender must use only <b>Strength</b> but is further granted a +2 to the roll. If the move is successful, then the weapon is dropped in the same space of the two wrestlers. Nonetheless, the grappler can drag the held victim as the normal grappling rules of half-movement, assuming the victim's weight does not exceed the grappler's encumbrance maximum.</p>		
<p><b>Karma Attainment:</b> Long Rest</p>		
Mechanist	Archery	Agility 4+
<p>This skill is specific to the use of crossbows and other archery-based <u>mechanical</u> weapons. The first benefit of this skill is it removes disadvantage from crossbows and hand-crossbows when engaged directly in melee. Next it allows speed-loading. For crossbows, one's <b>Agility</b> can be added to the initiative. Hand-crossbows remain unable to be initiative-adjusted; however, when having a free hand, it allows the free hand to aid in loading such that it can be fired each round. However, this means that no shield can ever be employed when executing the rapid-loading stunt. However, there is a second option with this skill that uses the standard firing rate, once per round for crossbows and every other round for hand-crossbows; then performing this way, the mechanist can aim better, gaining +2 to hit rather than the standard +1.</p>		
<p><b>Karma Attainment:</b> 1 Day actively practicing with mechanical range weapons</p>		



Savage



## Combat Skills

<p><b>Medium Armor</b></p> <p>As explained in the <a href="#">combat section</a>, anyone can wear any type of armor; however, the heavier the armor, the greater the encumbrance. This skill allow the wearing of any armor weighing between 20 pounds up to but not including 40 pounds; however, when doing so, the weight used for the calculation of encumbrance is only 20 pounds. This does not change the structure, weight or mass of the armor, which still weighs exactly as before. The 20-pound value is only for the use of the calculation of encumbrance. Further, should the armor have disadvantage factors to it, this skill makes no changes to those; thus, social, stealth, magic use and range weaponry would remain the same for the armor type.</p> <p>Armor Allowed: <a href="#">Breastplate</a>, <a href="#">Brigandine Chain</a>, <a href="#">Chain Shirt</a>, <a href="#">Dark Ring</a>, <a href="#">Lamellar</a></p> <p><b>Karma Attainment:</b> 1 Day dedicated to walking and moving around in armor of the appropriate mass</p>	<p><b>Melee Fighting</b></p>	<p><b>Resilience</b> 3+</p> <p> Passive</p>
<p><b>Melee Fighting</b> </p> <p>This skill permits combat with any melee weapon, allowing a d20 attack upon an opponent within 5 feet. A weapon must be employed, including improvised weapons such as chairs and frying pans are allowed. However, note that improvised weapons cannot be used to gain additional d20s regardless of additional skill-styles learned later. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring only 60 days (120 for self) and a <b>Strength</b> feat-save, rather than <b>Muse</b>, (DC:4) after the training effort.</p> <p>Weapons Allowed: <a href="#">Any Melee Weapon</a></p> <p><b>Karma Attainment:</b> 1 Day honing new skill</p>	<p><b>No Skill Requirement</b></p>	<p> Primary</p>
<p><b>Mounted Fighting</b></p> <p>This can only be used for an animal specific to the <i>mountsmanship</i> prerequisite. Further, the animal must be a war-trained mount. When fighting atop such a beast, this skill adds an extra d20 to the primary hand die pool by using the mass and momentum of the mount. If assigned to a "multi-strike" scenario, it can only be granted to one die pool, not to a target or a weapon. Further, when controlling the war-mount, the off-hand must be used to control the reigns, making it unavailable for attack or even shield use. Alternatively, a maneuver this skill allows to use as an action is using weight of the horse to knock down opponents of medium or small size category. This will be a shoving attack using the better of <b>Strength</b> modifiers between the rider and horse. Further, if knocking down an opponent from a flanking position or from behind, then +2 to added to the attacker's competition roll. Finally, <i>mounted fighting</i> allows the character to act a large creature for skills where victims of a maneuver are restricted by size. It does not add +1 to the attack dice as would a large creature gain.</p> <p><b>Karma Attainment:</b> 3 Days working with the mount type</p>	<p><b>Mountsmanship</b></p>	<p><b>Will 3+</b></p> <p> Primary  Off-hand</p>
<p><b>Pain</b></p> <p>This form of attack is designed to inflict pain more than deliver damage. It can only be performed with a cleaving weapon and it is the only attack that can occur for the action. However, when done so, the victim acts as if he or she is resistant to the damage delivered, halving the damage inflicted. If the target is already resistant, then this attack becomes pointless. But if successfully striking, then until the victim's next action, the target will be in extreme pain, meaning attacks being made by the victim are at disadvantage, and reactions and all spell-using (cantrips, axioms and incantations) are impossible. Further, the victim's next action suffers a -2 penalty to the next initiative turn, whether in the current round or the following. Lastly, only victims who experience pain can be affected by this technique. Obviously, constructs and undead cannot be placed under such restrictions. Also, creatures resistant to both blunt and edged weapons are also immune to the <i>pain</i> maneuver. The GM may also rule that certain creatures do not have a nervous system for this to be useful.</p> <p>Weapons Allowed: <a href="#">Axe</a>, <a href="#">Battle-Axe</a>, <a href="#">Great Axe</a>, <a href="#">Vidonoir</a></p> <p><b>Karma Attainment:</b> 1 Day chopping wood</p>	<p><b>Cleaving</b></p>	<p><b>Strength 5+</b></p> <p> Primary  Only Action</p>
<p><b>Parry</b></p> <p>With this skill a combatant uses a weapon which has the <a href="#">parry</a> property to make an attack from opponents more difficult. This translates to a -1 penalty to those attacking in melee against the person with the <i>parry</i> skill. The effect of <i>parry</i> is passive and constant so long as the qualifying weapon is being actively used in an attacking die pool in the combat. In no way should this skill be considered to work like a shield for any defense or maneuvers, such as protection from heavy weapons.</p> <p>Weapons Allowed: <a href="#">Vastard Sword</a>, <a href="#">Flail</a>, <a href="#">Glaive</a>, <a href="#">Gladius</a>, <a href="#">Great Axe</a>, <a href="#">Halberd</a>, <a href="#">Longsword</a>, <a href="#">Ranseur</a>, <a href="#">Spear</a>, <a href="#">Staff</a>, <a href="#">Trident</a>, <a href="#">War Maul</a></p> <p><b>Karma Attainment:</b> Long Rest</p>	<p><b>Melee Fighting</b></p>	<p><b>Body 12+</b></p> <p> Primary</p>

## Combat Skills

### Projectile Tricks

### Ranged Fighting and Distillery

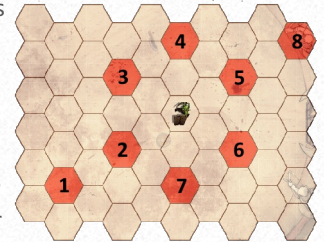
Logic 5+

This skill allows the creation of special projectiles, which bolts or arrows. However, this requires effort, time and materials to maintain the special darts. Every day, the archer must mix a chemical solution to be loaded into a bladder. This concoction only has one day of viability. Therefore, if not expending the effort, then no trick arrows are available. Only 8 projectiles can be treated in a single day. Further, the maintenance cost for keeping a full stock daily is 56 bits each month. Per diem expenses can be calculated, but never below 16 bits minimum even if only creating one adjustment.



•Blunt Arrow: a chemical mixture turns solid on the end to deliver blunt damage. Further, it acts as a “heavy” weapon weight for damage calculations. This helpful for fighting skeletons; however, against an intelligent being, a blunt arrow has a small chance to stun an opponent if failing a **Resilience** preservation save (DC:6). Helmets will help resist the stun attack.

•Explosive Arrow: a fiery burst in to all the adjacent hexes (7 total hexes) of the target for 2 points of fire damage to all in the area. The initial target suffers normal piercing damage from the projectile. However, if missing, then expanded friendly-fire rules are used to determine the center of the explosion. This means a miss uses the friendly-fire d8 determination but using 2-hexes rather than one for placement.



•Smoke Arrow: this projectile will strike the target with normal damage, but further an obscuring smoke fills 19 hexes around the impact, as if the area were affected by a smaller *fog of war*. If missing, use the expanded friendly-fire range.

•Tangling Arrow: The sticky substance in the bladder bursts all over the victim. The result forces the target to make an **Ability** preservation save against DC:14 or become restrained. At the end of the victim's turn, it can use a reaction to save again to break free. However, even if saving successfully, a penalty of -20 movement still incurs. Multiple tangling arrows will not create cumulative penalties.

**Karma Attainment:** 3 Days practice with various arrows

### Ranged Fighting ⚔

No Requirement

This skill permits use of ranged weapons to attack with a d20 against an opponent within range of the weapon. Usable weapons will be marked with either archery or thrown tag. Further, if fighting against an opponent within 5 feet and the weapon is being used as a ranged weapon, then throwing or firing it is at disadvantage, unless the weapon has a flung tag. For example, daggers cannot be thrown within 5 feet, but a hammer can. Lastly, most weapons must have a clear path of hexes to target a victim as those shots are projected on a linear path. Spears, arrows and others when fired outside are permitted to fire over the top of allies or obstruction. Also, the GM will help determine when an obstruction blocks a potential shot and when the target is using it as cover. See Cover. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring the normal 100 days (200 for self), but the feat-save is against **Agility**, rather than **Muse**, (DC:4) after the training effort.



Weapons Allowed: Any Range Weapon

**Karma Attainment:** Long Rest

## Combat Skills

### Rebuff

Reaction

Melee Fighting

Strength 4+

This may seem similar to the *parry* skill; however, while *parry* is a constant effect from blocking attempts, the *rebuff* skill is a reaction to that one attack that gets through and forcing it away at the last moment. The reaction potential happens when physical damage is inflicted from a melee attack. The *rebuff* is a response to retroactively nullify that hit. For this to occur, a reaction for the round must be available to the character. It also requires a melee weapon in hand and that hand must be the primary hand or acting as one. Almost any weapon is viable, however, there are a few that are disallowed. The weapons deemed invalid for this skill can be found in the descriptions and charts of the [weapons](#) section. If the reaction is chosen to use, then a d6 is rolled and subtracted from the attacker's highest single die score of all attacks against this target. If struck by two or more die pools in an opponent's multi-strike, then highest single die score is still used and this reaction can only neutralize the die-pool attack from which that highest die comes. Should the score from the d6 reduce the value enough so the one die score no longer hits, then the entire die-pool attack fails to hit. However, due to the collision and method of thwarting the attack, strong opponents still force the **Strength** bonus through the attack. Moreover, if a raw 6 is rolled, attack sequence is blocked regardless of the math (except for any **Strength** bonus damage). Magical spells cannot be blocked. More details on [reactions](#) are in the [combat section](#). Further, if under the restrained restriction, *rebuff* can still be used but at disadvantage where two d6s are rolled, using the lesser of the two rolls. Finally, If the best incoming roll is a "natural 20," then that die pool cannot be thwarted; worse none of the other strikes made against that target can be *rebuffed* either.



**Karma Attainment:** Long Rest

### Ricochet

Hurling

Agility 4+

This attack allows a thrown weapon to ricochet off the first victim and strike a second, so long as the total distance traveled is within the normal range. Even sharp weapons like daggers or shuriken can have the pummel or flat hit first (but still cuts delivering edged damage). One attack roll is made and then applied against both targets. If the first target is missed, then both are missed. If successful, the first target is treated as resistant and the second suffers full damage. Trick shots off a wall, statue or other obstruction are also possible. Strategically, this can be used against creatures with a low intellect or those who are drunk. Unless able to observe the hurler, the second victim must make a successful perception check (DC:12) to know from where the attack came. At the GM's discretion, it is possible the second might believe the first made the attack. It is possible to use this in conjunction with *targeting*



**Karma Attainment:** 2 Days honing new skill

### Riposte

Reaction

Rebuff

Body 18+

This is an augmentation of the *rebuff* skill; therefore, all the rules and limitations of the core skill are also applied to this one. Rules-wise, the action begins as if it were a *rebuff* reaction. If that initial *rebuff* roll is successful, then a minor counterstrike in response to an attack is granted. This is merely a single d20 in response with all bonuses to hit viable to use at that moment. If that adjusted die score is successful against the opponent's AC, then 1 point of damage (according to the weapon used) plus the damage from the weapon weight are inflicted. **Strength** bonuses to damage are not added in for the counterstrike of this skill. If the initial *rebuff* roll failed, no counterstrike attempt is permitted. One caveat to this is the option to use an assumed success of the initial *rebuff* roll. In the event an opponent attacks and simply misses, the *riposte* can still be used as a reaction, and the initial roll is considered to have been a success that caused the missed attack; thereby allowing the counterstrike to be permitted. As with the original skill, weapons employed at the time of the reaction are limited to melee weapons, but also [heavy](#) weapons are restricted from using *riposte*. Further, two "speedy" weapons, the dagger and sai, which are not permitted with a *rebuff* reaction can be used with *riposte* whenever the assumed success condition is chosen to be used as a *riposte* reaction. Thus a dagger counterstrike from *riposte* can occur, but only when the initial *rebuff* roll is not required because the opponent's attack outright missed.



**Karma Attainment:** Long Rest



## Combat Skills

### Rumbling Ground

Bludgeoning

Strength 4+

This is another heavy weapon attack and can only be performed with a war maul (or any other specialized heavy blunt-damage weapon). It can only be performed on solid ground, not water, mud, thick snow or other terrain that the GM considers is not firm. The attacker strikes the ground with such awesome force that those in front of the attacker extending 10 feet (2 hexes) suffer intense vibrations like that of a *tremor* incantation (DC:10). If the ground is a thin-stone (DC:2) or wooden (DC:4) bridge, it is possible the structure itself could buckle, base d20 check with adjustments by the GM. Lastly, this attack cannot be performed consecutively from round to round, but it could be done every other action.



Weapons Allowed: War Maul

Karma Attainment: Long Rest

### Shield-Blitz

Shield-Use and one of Bludgeoning, Cleaving, Martial Arts, Pole-Arms, Body 15+ Savage Form, Slashing, Specialty

With this skill, it allows a shield to become an actual weapon rather than an improvised one which will complement the primary-hand attack. Further, this allows the shield to act like a medium-weight weapon. When employing a shield and having this skill, one makes an off-hand attack as a separate die pool. Any off-hand attack is limited to *melee fighting*; therefore, the extra attack from the shield will only be single d20. Neither heavy nor two-handed weapons can be used in conjunction with an employed shield. This skill offers no exception to that rule; however, the primary hand die pool could incorporate the *style: polearms* skill using a short spear one-handed; however, the spear would lose its reach to accommodate the off-hand strike. To be clear, performing a shield-blitz is a "multi-strike," meaning each die pool is rolled separately and includes all the proper bonuses independently; thus, for the off-hand shield, it will inflict 1 point from the d20, 1 point for weapon weight, and any bonuses from **Strength** on a successful strike. This off-hand attack must be made against the same opponent unless combined with *spinning moves*. Remember, if striking the same target, the **Strength** bonus can only be applied once. Furthermore, it is not possible to use the off-hand to perform any special maneuvers; it can only be used as a pure attack.



*Martial arts* or *savage form* can be the main attack as a "savage" die pool and gain the off-hand *shield-blitz* attack - effectively having no primary hand attack.

Optionally, should someone wish to go all "Captain America," then *shield-blitz* can allow the shield to be used for the primary-hand die pool, as the skill teaches to use the shield as an offensive weapon. However, there are some restrictions when using the skill in this way. First, the AC protection from the shield drops from +2 to +1 and one is no longer protected from heavy weapons. Further, with this skill by itself, only one shield can be used. If placing it as the primary hand, then the off-hand cannot use a second shield. However, if using it as the main attack, *melee fighting* can be combined with *style: bludgeoning* and *weapon forte* to obtain 3d20 in the die pool. If combining with *two-handed fighting*, the shield could be used as the primary-hand while wielding another weapon in the off-hand. Other skills that can combine with *shield-blitz* when used as the primary hand die pool are *two-handed mastery* and *shield dancing*. The details of combination are explained in those skills.

Karma Attainment: 1 Week honing new skill and attacks

### Shield Breaker

Weapon Lock and either Bludgeoning or Cleaving Strength 5+

The attack can only be performed with blunt or cleaving melee weapons that do not have a light property. Other than that, this is identical to *weapon disarm* but instead it is used against an opponent's shield. If having *flail mastery* and using that weapon, then +2 is gained as a bonus on the roll above and beyond other bonuses permitted on the die pool.



Karma Attainment: Long Rest

### Shield Cover

Shield-Use

Agility 4+

When employing a shield and required to make an **Agility** preservation save for half damage, the wielder instinctively ducks under the shield for protection. This grants a +5 bonus as if having full cover.







Karma Attainment: Long Rest

## Combat Skills

<h3>Shield Dancing</h3>	<b>Bludgeoning, Shield-Blitz and Two-Handed Mastery</b> Body 21+
<p>While <i>two-handed mastery</i> allows two shields to be used simultaneously, this allows the AC bonus when doing so to return back to +2. Moreover, the shields effectively act as <u>heavy</u> weapons when fighting together, despite being wielded by only one hand each. Also when employing two shields, one gains +2 on any <b>Agility</b> preservation saves for half damage, such as <i>fireblast</i>; however, this is not cumulative with <i>shield cover</i>. Further, if the shield-user also has <i>hurling</i> as a skill, then the shields can be thrown by either hand's die pool. The shield would have a 20-foot range and up to 60 feet at disadvantage. It would be considered to have the <u>flung</u> property, retain the 2-point weight status, and could be used with <i>ricochet</i> but not <i>targeting</i>. After throwing the shield, drawing a replacement weapon would occur at the start of the next round without penalty. The shield as a primary-hand weapon can gain any skill combination a bludgeoning weapon can: <i>melee fighting</i>, <i>style: bludgeoning</i>, even <i>weapon forte</i> in the shield itself. The primary attack would be figured as the appropriate number of dice and bonuses for all applicable skills. The off-hand shield bonus attack would be the same as described in <i>shield-blitz</i>, only able to use <i>melee fighting</i> and being limited to 1d20 but also gaining <b>Strength</b> bonuses and acting as a medium-weight weapon. Without <i>spinning moves</i>, the off-hand attack would have to strike the same target as the primary attack. However, one further bonus to such a shield-shield "muti-attack" is the second shield returns the AC-Shield protection back up from +1 to +2. Finally, with this skill and .</p>	
<b>Karma Attainment:</b> 2 Days honing the skill	
<h3>Shield Hand</h3>	<b>Shield-Use and Polearms Agility 3+</b>
<p>This requires a specially-crafted shield used with polearms that have a slotted groove in the shield which acts as a second hand. This allows the shield bonus to be gained while employing a two-handed polearm together. However, when doing so, all d20 attack dice used with the polearm suffer a -2 penalty on the attack. Nonetheless, this cannot be combined with <i>shield-blitz</i>, but it could be used with <i>two-handed fighting</i> where the polearm attack would be primary and <i>martial arts</i> could be used as a "savage" die pool attack.</p> <p>Weapons Allowed: Glaive, Halberd, Ranseur</p>	
<b>Karma Attainment:</b> Long Rest	
<h3>Shield-Fling</h3>	<b>Both Ranged Fighting and Bludgeoning</b> Body 16+
<p>This is a combat maneuver that acts as a multi-attack. The first attack throws the combatant's shield at the victim as a d20. If <i>hurling</i> is a skill of the attacker, then it can be hurled as a 2d20 attack. However, there is no method of gaining any sort of <i>forte</i> bonus. Regardless, the throw is modified by <b>Strength</b> for to-hit and damage. Using this attack, means the primary had is weaponless from this moment until the attacker's next turn. If this first attack misses, then the maneuver ends and the shield lands in a random direction with in 2 hexes of the intended target. However, if any striking, the shield inflicts blunt damage equal to 1 point per successful d20-strike and further gaining the attacker's <b>Strength</b> bonus. But additionally, the shield reflects backwards for the attacker to catch. The attacker must have sufficient movement to close the distance after the throw to catch, which is in a straight line and adjacent to the target. At this point, the combatant will smash the shield down on the same victim for a 2d20 blunt attack. Due to the special nature of the attack, this second attack allows the shield to act as a <u>heavy</u> weapon for damage calculation. Further, it places the victim into disadvantage on raw scores from 18 to 20. To be clear, this is an exception to the <b>Strength</b>-damage rule against a single target. With this skill, each attack includes <b>Strength</b> for damage. Also, should a victim use a reaction to avoid, then only <i>deflect missiles</i> can be used against the first attack, while <i>dodge</i>, <i>rebuff</i> and such can be used against the second. Either way, the victim is still limited to one reaction. Further, if the attacker has <i>spinning moves</i>, then instead of attacking the same target, he or she could select the second attack be directed against any other target that is adjacent to the hex in which the shield is caught. Finally, the GM may rule certain unusual circumstances can interrupt the combination, such as using it against a viscid zombie.</p>	
<b>Karma Attainment:</b> 1 Day of practice	

## Combat Skills





<p><b>Shield-Use</b></p> <p>Anyone can carry and use a shield. However, to gain the +2 AC bonus, the weapon used in conjunction with the shield must be marked as a light weapon. This skill removes that restriction; however, weapons marked as <u>heavy</u>, <u>reach</u> or <u>ammo-use</u> are still restricted. While this sounds obvious, whenever using a shield for defensive, the off-hand cannot be used for anything else. Lastly, when having this skill, the donning of a shield no longer suffers the -10 penalty to movement. Lastly, this skill can be trained or self-trained as a vocation skill with the differences of training requiring the normal 100 days (200 for self), but the feat-save is against <b>Perception</b>, rather than <b>Muse</b>, (DC:4) after the training effort.</p> <p><b>Karma Attainment:</b> 1 Day of honing skill</p>	<p><b>Melee Fighting</b></p> 
<p><b>Silk Sleeve</b></p> <p>This skill teaches the combatant to use a supple cloth, from 4 to 8 feet in length, as a weapon. By whipping and snapping it tight, keeping it in constant motion, the cloth gains the rigidity of spear and may be used in the same capacity of one by whatever other skills this combatant has, including <i>parry</i>. Obviously, it cannot be thrown.</p> <p><b>Karma Attainment:</b> 2 Days honing the skill</p>	<p><b>Martial Arts</b></p> <p><b>Agility 4+</b></p> 
<p><b>Sniper</b></p> <p>This skill allows the archer to concentrate similar to <i>marksmanship</i> but without the initiative delay. This will make the shot at advantage, granting an extra d20 and adding a d3 to damage; however, it also grants an additional +5 to hit. This attack can be used with the <i>strength bow</i> skill and equipment; however, attacks cannot be as any "multiple target" attack; thus, it cannot be combined with <i>targeting</i> or similar skills or spells. Finally, this attack can only be used every 1d4 rounds.</p> <p><b>Karma Attainment:</b> 3 Days of honing skill</p>	<p><b>Deadeye and Marksmanship</b></p> <p><b>Agility 5+</b></p> 
<p><b>Spinning Moves</b></p> <p>On the onset, these seems like a simple skill that permits striking "multiple targets" in melee combat. However, this dividing of attacks come become very complex. The first option of <i>spinning moves</i> is straight forward. If two or more of the initial die pools, then each of those strikes may attack a different target. When performing this attack against "multiple targets," all strikes must occur from the same location (hex). The same-hex restriction is true for all other options of this skill as well, which is called "splitting die pools." Using only one die pool as an example allows this concept to be best understood. For that single die pool, it can be split into smaller pools by dividing the available dice in the original pool as desired. Thus, if having 3d20 in the primary hand die pool, one die could be assigned to three targets, or assigning a die pool of two dice to one enemy and one die to another is also possible. Regardless of the split, all those new die pools would all attack with the same style as the original pool, and none of the new pools could perform a special maneuver like <i>weapon disarm</i>. Should the initial die pools count more than one, such as when using <i>two-handed fighting</i>, then each die pool could be split using the same explanation above. Thus, if the primary hand pool and the off-hand pool each had 2d20, then both could be split to strike against four separate targets; or 1d20 from the primary could strike target-1, the other d20 from the primary pool could strike target-2, while 1d20 of the off-hand strikes target-3 and the last die pool from the off-hand strikes target-1 again with the other weapon. However, remember each die pool calculates the weapon weight as part of the damage, but the <b>Strength</b> bonus adds only once for each target individually.</p> <p><b>Karma Attainment:</b> 2 Days performing a dance or kata</p>	<p><b>One of Bludgeoning, Body-Weapons, Cleaving, Slashing or Specialty</b></p> <p><b>Body 13+</b></p>
<p><b>Stone Throwing</b></p> <p>This skill affords three benefits. The first is items thrown can be modified by to hit and for damage with <b>Strength</b> instead of <b>Agility</b> if desired. The second is all hurled weapons designed for to be thrown become an exception to the range-weight rule and act as having weight of 2 points within the normal range and having weight of 1 point for greater distance. The third benefit is improvised weapons, such as chairs, rocks logs, etc, can be hurled. The range for improvised is 10 feet as normal and up to a maximum of 20 feet. The weight of the improvised weapon will act as having a weight of 1pt in the normal range, but none beyond that. The maximum weight of an improvised thrown weapon is one's <b>Strength</b> times 3 pounds.</p> <p><b>Karma Attainment:</b> 1 Day practicing throwing relative heavy stones</p>	<p><b>Hurling</b></p> <p><b>Strength 4+</b></p> 

## Combat Skills

<b>Strength Bow</b>	<b>Weapon Forte</b>	<b>Strength 5 +</b>
<p>This can only be used if one has acquired <i>weapon forte</i> with a longbow. It also requires a specially-crafted bow, which is cost twice the market price and have three times the maintenance. When using one with this skill, then an additional 1d20 is granted. Some magical bows may be considered as a strength bow weapon, at the discretion of the GM.</p>		
<p><b>Karma Attainment:</b> 1 Day of practicing with strength bow</p>		
<b>Stricture</b>	<b>Hurling</b>	<b>Agility 4 +</b>
<p>This is a special maneuver specific to bolas. Only 1d20 is permitted to be thrown against the opponent's AC rather than the normal number of dice used. If the throw successfully hits the opponent, then as per a normal bolas attack, no damage is inflicted. Instead an <b>Agility</b> competition occurs between the hurler and the victim with the the bolas; however, in this case, the attacker suffers -2 to the roll. If the victim wins, the bolas struck the target but not effectively enough to wrap it up; however, if the attacker wins the competition, then the bolas wrap around the victim's neck and begin strangulation. See <a href="#">Asphyxiation</a>. The victim can hold its breath for the appropriate time before the full rules of asphyxiation go into effect. In the meantime, the victim can remove the bolas by scoring a win against another <b>Agility</b> competition with the bolas having a static score of 12. The victim can be assisted by one other to gain +2 on the competition roll.</p>		
<p><b>Karma Attainment:</b> 3 Days of practicing with bolas</p>		
<b>Style: Archery</b>	<b>Ranged Fighting</b>	<b>Agility 3 +</b>
<p>This skill enhances one's use of weapons marked with the <a href="#">archery</a> tag. This is an enhancement the style and methods for using such weapons, and therefore it grants an additional d20 to an attack action. Critical hits are not gained with archery.</p>		
<p>Weapons Allowed: <a href="#">Style-A Weapons</a></p>		
<p><b>Karma Attainment:</b> Long Rest</p>		
<b>Style: Bludgeoning</b>	<b>Melee Fighting</b>	<b>Strength 3 +</b>
<p>This skill enhances attack style when using weapons marked with the <a href="#">blunt</a> tag. The skill gives an additional d20 when wielding such as weapon. Further, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p>		
<p>Weapons Allowed: <a href="#">Style-B Weapons</a></p>		
<p><b>Karma Attainment:</b> Long Rest</p>		
<b>Style: Cleaving</b>	<b>Melee Fighting</b>	<b>Strength 3 +</b>
<p>This skill enhances the use with weapons marked as a cleaver. The skill gives an additional d20 to an attack action due to the improved style of wielding such weapons. Further, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p>		
<p>Weapons Allowed: <a href="#">Style-C Weapons</a></p>		
<p><b>Karma Attainment:</b> Long Rest</p>		
<b>Style: Hurling</b>	<b>Ranged Fighting</b>	<b>Strength 3 + or Agility 3 +</b>
<p>This skill enhances use with thrown weapons, which are marked with the <a href="#">thrown</a> tag. The skill adds an additional d20 to the attack when attacking with such a weapon. Critical hits are not gained by hurling.</p>		
<p>Weapons Allowed: <a href="#">Style-H Weapons</a></p>		
<p><b>Karma Attainment:</b> Long Rest</p>		



## Combat Skills

<p><b>Style: Polearms</b></p> <p>This skill enhances one's use with weapons marked with the <u>reach</u> tag. It does not give any extra dice for attacks; however, it does permit these weapons to extend to strike targets 10 feet away. Further, it allows an <i>impalement</i> maneuver, which gives an additional 2d20 above the normal number of attack dice when setting against an opponent who is charging. Details on this type of reaction-attack are explained in the <a href="#">combat section</a>. Lastly, any natural 20 rolled counts as a critical hit. However, only 1 addition d20 can be gained from the benefit.</p> <p>Weapons Allowed: <a href="#">Style-P Weapons</a></p> <p><b>Karma Attainment:</b> Long Rest</p>	<p><b>Melee Fighting</b></p> <p><b>Strength 3 +</b></p>  <p>Primary</p>
<p><b>Style: Slashing</b></p> <p>This skill enhances the style of attack when wielding with melee weapons which are marked with the <u>edged</u> tag. The skill adds an additional d20 to the attack when attacking with such a weapon. Additionally, any natural 20s rolled count as critical hits. However, only 1 addition d20 can be gained from the benefit.</p> <p>Weapons Allowed: <a href="#">Style-S Weapons</a></p> <p><b>Karma Attainment:</b> Long Rest</p>	<p><b>Melee Fighting</b></p> <p><b>Strength 3 +</b></p>  <p>Primary</p>
<p><b>Style: Specialty</b></p> <p>This skill enhances the use of specialized weapons that do not follow the standard styles, such as the sai or the whip; however, it is specific to that weapon. If someone learns <i>specialty</i> in the sai, it would be required to acquire it again for the whip. To be perfectly clear, this cannot apply to improvised weapons, like bar stools, beer mugs, etc. Further, the requirement for this style is based on the weapon's uses with either <i>melee fighting</i> or <i>ranged fighting</i>. The benefits of this style is that it can be used as a substitute for a style requirement of another skill. For example, if taken for the sai, then this skill would permit the advancement to <i>weapon forte</i> or <i>weapon lock</i>. Acting as a substitute for a style requirement is not universal. If a skill has a single style requirement, such as <i>blade mastery</i>, this would not act as a substitute for that requirement without approval by the GM. Whenever, there is ambiguity for how this substitution applies, the GM will arbitrate for that condition. Lastly, this style skill does <b>NOT</b> guaranty an extra d20. In fact some weapons, like the whip, do not even gain an extra d20 for <i>weapon forte</i>, even if this style is selected. Any benefits from having this style skill for a specific weapon will be listed in the weapon description should there be any benefit at all.</p> <p>Weapons Allowed: <a href="#">Style-X Weapons</a></p> <p><b>Karma Attainment:</b> 1 Day practicing new skill</p>	<p><b>Melee Fighting or Ranged Fighting</b></p> <p><b>Body 13+</b></p>  <p>Primary</p>
<p><b>Style Dominance</b></p> <p>As with its predecessors, this skill is specific to a style; thus, its <i>style leverage</i> prerequisite must be the same style as this one. However, <i>style dominance</i> is further restricted to a specific type of weapon as well. Therefore, one might have <i>style leverage</i> for bludgeoning weapons, but when upgrading to this skill, the weapon, war maul for example, would have to be additionally named. Further, that weapon would require having the <i>weapon forte</i> skill applied to it as well. Using the example, the bonuses from this skill would only apply to the war maul, even though all other bludgeoning weapons would still benefit from <i>style leverage</i> bonuses. When striking with that weapon, the battler gains +3 on all to hit dice originating from that weapon. To be clear, the +3 already includes the bonus from <i>style leverage</i>, and that modifier should not be added in again. This could include all dice when using <i>two-handed fighting</i>. Unlike <i>style leverage</i>, this could apply to an off-hand die pool from <i>shield-blitz</i> but only if a <i>style dominance</i> is applicable specifically to shields.</p> <p><b>Karma Attainment:</b> 3 Days honing skill</p>	<p><b>Style Leverage and Weapon Forte</b></p> <p><b>Body 18+</b></p>  <p>Passive</p>

## Combat Skills

### Style Leverage

One of Archery,  
Bludgeoning, Cleaving,  
Hurling, Martial Arts,  
Polearms or Slashing  
Body 16+

This skill is specific to the prerequisite style required to gain it, and it can only be used with weapons that can be wielded in that style. If desiring to use it with another set of weapons, then it would have to be relearned specific for that style. However, when using with the appropriate attack style, the combatant gains +1 bonus to hit on all dice used with that style. This would not gain a bonus for *shield-blitz* attacks even if the style happened to be *bludgeoning* unless of course the shield were actually used as a primary weapon. Even yet, the shield bonus attack would still not gain the +1 bonus and still have to be rolled separately. To be clear, the *style: specialty* skill cannot take advantage of the enrichment skill.



**Karma Attainment:** 1 Day practicing

### Subdual Control

Melee Fighting  
Agility 3+

This skill allows an attack in melee to potentially become non-lethal. It allows the fighter to choose which components of the attack to use, including the number of d20s involved in the attack. Thus, from 1 to the normal d20 attack dice can be selected; whether the **Strength bonus** is applied; and the weight of the weapon can be included or excluded in the attack. The player must declare this is a non-lethal strike before rolling the dice. If the total damage results in the opponent's **Body** to become zero or below, then the opponent is immediately stable and does not require death saves. However, note that if the strike was miscalculated and results in a score that would render death, then the opponent will die despite the attempt to deliver non-lethal damage. On the flip side, should the damage leave the opponent in the positive numbers, then combat continues as normal.



**Karma Attainment:** Long Rest

### Swarming

Small or Medium  
Creature



While every participant must possess the skill, this allows a group to use its numbers to overwhelm fewer opponents. To create a swarm, all participants gain positions in adjacent hexes to their opponent or opponents. Further, a swarm cannot exist until there are three participants greater than the enemy. This establishes a swarm. When swarming, a +1 to hit bonus is gained for every swarm member greater than the enemy, up to a maximum of +8. Two small creatures can fight in one hex, while medium creatures can be the only occupant of a hex. This means small swarming creature can exceed the physical six hexes against a single opponent for bonus awards while medium-sized creatures cannot. The *teamwork* skill does not count as extra participants for the swarm; however, defenders with the skill can count as two persons for the calculation of the swarm commencement and bonus.



**Karma Attainment:** Long Rest

### Takedown

Action or Reaction

Martial Arts  
Strength 3+

This skill trains a combatant in various methods to place a victim to a prone position, using leg takedowns, hip throws and slams. These can be performed either as an action, using a competition grappling shove at advantage or as a reaction from a melee attack when no dice from the opponent's attack successfully hit. The reaction also requires a competition roll but is not at advantage. The result of a successful *takedown* is both combatant are on the ground, classified as prone; however, the martial artist will also have an effective grappling hold on the victim. If also possessing *throttle* as a skill, then taking an opponent (and self) to prone, establishing a [grappled](#) restriction and all the bonuses of the *throttle* can all be accomplished with a single successful takedown maneuver. If this is used as an action, no die pools can be applied simultaneously. Another limitation is the maneuver can only be used against a creature up to one size category larger than the grappler. Further, the off-hand of the martial artists must be empty and available to perform this maneuver.



**Karma Attainment:** Long Rest

## Combat Skills

### Targeting

Either Archery or Hurling Agility 3+

With a normal ranged attack, only a single target is fired upon; however, similar to *spinning moves* this skill "splits" the existing dice into smaller die pools which can be fired against different targets. This results in a "multiple target" attack, applying the number of dice as desired to each target. If ammo is being tracked, one projectile is used per target. Also, each target will suffer the **Agility** bonus calculated in damage.

**Karma Attainment:** 2 Days of target practice

### Teamwork

Melee Fighting

Judgment  
3+

Fighting in cooperation with one or more partners becomes second nature. When engaged in melee while an ally is in an adjacent hex, then the person with *teamwork* gains +1 to all d20 to hit attack rolls on that action. Moreover, the person with the *teamwork* or any allies adjacent can disengage from the fight without using an action and due to the combined defense, no opponent would gain a free flee-attack reaction. Even another ally running through a vulnerable space which would normally allow a flee-attack reaction would be safe from flee attacks because of the relentless teaming being waged against that opponent. However, there are limitations in that the *teamwork* group must outnumber the opponents. If equal numbers are matched, such as two-on-two, three-on-three, etc, then flee-attacks again available. But even with even odds, having a partner within five feet allows the skilled partner to continue with the +1 bonus. To calculate "even odds," each combatant counts as one; however, any combatant with *teamwork* (or acting as such from *commander*) count as two.



**Karma Attainment:** Long Rest at a well or other community symbol

### Throttle

Martial Arts

This skill teaches advanced grappling and choke holds. This can only be applied to bipedal opponents who are the same or smaller size category. To perform a *throttle* maneuver, it uses the "savage" die pool but is performed as a grappling competition with a +3 bonus if using **Strength**; this replaces the bonus from *unarmed combat*. It is its own action and cannot be performed with other die pools or maneuvers. If successful, not only does it place a grappled restriction on the victim, but further adds a special restriction where the target can attack no one other than the grappler. This hold is so effective, the victim loses *dodge*, *deflect missiles* and other skills that have these as a prerequisite. While maintaining the hold, the grappler cannot take further actions but retains the +3 bonus in a competition if the opponent tries to escape. One downside is the two combatants are so entwined that if damage inflicted to held, then the grappler must make a **Resilience** save (DC:9 plus points of damage) must be made or half the damage is also inflicted upon the grappler. However, this damage transfer does not trigger a **Strength** save to release the grip. Moreover, if the hold is kept until the martial artist's next action, then the submission choke begins, which is also a special maneuver that can be the only action for the grappler' turn. It is at this point the rules of asphyxiation go into play without the benefit of holding one's breath. During this time, the victim is also stripped of its ability to speak. Finally, the throttling portion of the maneuver may not be useful against all creatures, constructs and undead being examples. However, the grappling portions would still be applicable.



**Karma Attainment:** Long Rest

## Combat Skills

### Treachery

Melee Fighting

Perception  
3+

With this skill, a character employs various techniques to restrict an opponent's vision or movement. The opponent must be within range of a melee weapon, and the attacker must declare which restriction is being attempted: vision or movement. Exploits include but are not limited to throwing dust in the face or knocking a helmet lopsided. Perhaps creating a make-shift barrier to impede being chased to alter movement. The exact method is not important to game play, but it results in penalizing the opponent when used as a combat action. The attempt is made using the die pool from the primary hand attack and rolling on the dice which would be in it. The attack inflicts no damage; however, if any d20 successfully hits the enemy AC, then the victim must save against the effect (DC:10 plus 2 per successful hit). If vision is impaired, the victim becomes disadvantaged for the number of rounds equal to the hits scored. If movement impeded, the victim's movement is halved for the same calculated duration. During any time of this penalty, the victim may use his or her action for the round to correct and nullify the penalties. This can only be performed upon creatures up to one Size Category larger. Obviously, if impeding vision is used, it would only be effective against a sighted creature. On the plus side, this special maneuver only requires the primary hand die pool to be sacrificed to use, which means if the fighter with *treachery* has skill to use another initial die pool, then an attack can be made during the same turn. However, since *spinning moves* cannot be used in conjunction with this skill, that potential attack would have to be made against the same target.



**Karma Attainment:** Long Rest



**Two-Handed Fighting**

Applicable from  
Bludgeoning, Cleaving,  
Pole-Arms, Slashing or  
Specialty

Agility 4+



In the simplest terms, this skill allows a character to wield two weapons simultaneously. In game mechanics, this means the off-hand die pool becomes available to be used; however, the wielder must have reached style-level ability (2d20) with each weapons. Thus, improvised weapons could not be used nor could a weapon with which only *melee fighting* could apply. Further, no heavy or two-handed weapons are permitted, and both wielded weapons must be used in melee. Each hand strikes separately, making the action a “multi-strike.” This means there will be two die pools: one for the primary hand and one for the off-hand. This skill grants an additional d20 which can be assigned to the die pool of either hand.

Once deciding to attack with two weapons using this skill, the die pools must be determined. Only skills that work with the style of the primary-hand weapon can be used in that die pool. Likewise, only skills of the style for the off-hand weapon can be used in that pool. All the skills that grant a d20 placed into one die pool or the other; however, no skill can be assigned twice. Even though both weapons will have *melee fighting* as a possible skill to assign, it can only be applied to one die pool. As an example, let’s assume a fighter has a longsword in the primary hand and a gladius in the off-hand. Next, let’s assume the available skills are: *melee fighting, style: slashing weapon forte: longsword*, and *two-handed fighting*. *Melee* could be placed in either, but let’s place it in the primary hand. The same is true for *slashing* but let’s put it in the off-hand. Now the *forte* can only go into the primary hand because it is specific to the longsword. This leaves us with the d20 from this skill, which we will also place in the primary hand pool. As a result, the primary hand die pool has 3d20 for the longsword, and the gladius in the off-hand has only 1d20.

*Two-handed fighting* can be combined with many other skills. It can be used with *spinning moves*, allowing it to use the die pools against two different targets or even split each die pool into smaller groups to attack even more targets. However, *berserker* cannot be mixed with this skill. It could be used with *shield-blitz* but only if *style: bludgeoning* has also been acquired; even then, the shield would have to be used offensively as the primary hand die pool. This would work similarly with *whip-blitz* where the whip would have to be in the primary hand and also require *style: specialty* for the whip. This skill can also with with the two skills of *ambidexterity* and *parry*. When both are obtained, this throws a -2 penalty on opponents if only one weapon has the parry property and is being used in an attacking die pool. Other skills to review are *bleed, charging, drive, flail mastery, martial arts, and shield hand*.

Another rare circumstances would be fighting with two short spears or two ulas, which are the only cases of pole-arms that can be used this way. However, any spear held must be held in a way as not to use the reach property. Lastly, if using two spears and performing an *impalement* reaction, one of the spears must be dropped to obtain the ten-foot extension. One final method to discuss about the *two-handed fighting* skill is picking up an item, which normally requires an action and suffers a -10 foot movement penalty. It is possible to sacrifice a die pool to pick up an item while still attacking with the other as part the same action. However, in this case, the movement penalty would increase to -20 feet.

**Karma Attainment:** 1 Week of dedicated practice

## Combat Skills

### Two-Handed Mastery

Ambidexterity and Two-Handed Fighting

Agility 6+

This skill allows a person to fight with any combination of weapons, so long as none require both hands to wield. Also, only weapons for *melee fighting* would be applicable. As such, even two improvised weapons could be used, although the assault would be rather weak. In many ways this is like *two-handed fighting*; however, there are some important differences. First, this skill grants yet another d20 attack for the skills to be applied to the die pools used. But secondly, due to the *ambidexterity* prerequisite, the off-hand die pool acts as if it too were a primary-hand. Physically, it is still the off-hand die pool, but that hand is capable of performing anything the primary hand would. Therefore, special maneuvers which cannot ordinarily be administered by the off-hand pool could be when using this skill; e.g. adding the d20 from *charging* into the off-hand, using a *lure* reaction with the off-hand, or employing a second offensive shield with *shield-blitz*.



Another important difference is that three simultaneous die pools are possible with *two-handed mastery*. If having the *martial arts* skill, then the bonus d20 from *two-handed mastery* is forced into a third "savage" die pool. Since the die from martial arts would also have to go into the "savage" pool, then that pool would have at least a 2d20 pure attack, perhaps more if *savage form* were viable.

The calculation of the skills applied to the die pools is the same as with *two-handed fighting*: only those applicable to the style of the weapon (or *savage form*) can be placed in that die pool. Further, the same skill cannot be put into more than one die pool. Other than that, the dice can be arranged as desired. However, without employing *spinning moves*, all the die pools would have to be used against the same target.

Lastly, if fighting with two shields, both as weapons, which requires *shield-blitz* as well, then assigning dice to each is possible with this skill because both the primary and off-hand act like a primary hand. However, when doing so, the AC bonus for the shield remains at only +1. This unique attack method could be enhanced even further with *shield dancing*.

**Karma Attainment:** 2 Weeks of honing the skill

### Unarmed Combat

No Requirement

This skill permits better grappling and balance. It also train the basics of boxing. However, there is no guaranty it will inflict deadly force. When grappling, shoving or tripping, this skill grants a +2 to the competition. If other bonuses are granted from skills, spells or items, the bonus from this skill will not be additive; thus, the best bonus is selected. However, if trying to escape or trying to stop an escape, no bonus is given. As for punching an opponent, this acts much like the whip in that it cannot inflict lethal damage. A slug thrown with this skill strikes against a target's Bludgeoning AC but is ineffective against a target wearing an armor type that weighs 20 pounds or greater (or monsters with an armor component of its AC being 13 or higher). If successfully striking an eligible target, the victim suffers a pain effect. If failing a [Will preservation save](#) (DC:8), the punched suffers the *frightened* restriction due to pain until the end of the victim's next turn.



**Karma Attainment:** Long Rest

### Uncanny Dodge

Dodge

Agility 7+

Reaction

This works the same as *dodge* only two of the opponent's dice, which are not **natural 20s**, can be reduced. Only one d6 is rolled (plus Agility bonus) and is applied to the two lowest successful attack dice. A "raw 6" automatically removes the opponent's striking dice. As with its predecessor, when selecting the lowest dice, the die pool is not relevant to the selection in the event of a "multi-strike." The means the result might select two dice from one pool or one die from two separate strikes.

**Karma Attainment:** 1 Week of tumbling and acrobatic techniques

## Combat Skills

### War Charioteering

### Charioteering

Body 15+

Through this advanced skill, the driver (or riders with the skill) know how to use the momentum of the chariot to increase attacks by 1d20 to the primary hand die pool. Further, all those with the skill can use the chariot to grant them effectively half-cover from range attacks. Like with *charioteering*, the driving must use the off-hand to drive the chariot, but riders can employ two-handed weapons or use a shield. Further, assuming the rider has *shield-use*, then the best shield bonus to A.C. among the riders can be granted to all the other occupants of the chariot. Also, if riders choose to use a melee attack, it must be performed on the same initiative as the driver's action and occurs at the end of the driver's turn. The other special maneuver this skill offers is a trampling attack by the driver only. This is a special combat attack using a single d20 against the AC of the target or targets. Up to three medium-sized or small-sized targets can be chosen but they must all be adjacent and in the path of the chariot. The driver attempts to steer the teaming creatures and vehicle to run over the victims. The targets must have a normal movement rate slower or equal to the chariot or this maneuver cannot be used. The driver rolls a single d20, then adds his or her **Judgment** score to the roll. That single score is used to determine whether each of the targets are effectively trampled, and the chariot must move through those spaces. Damage is calculated as 2d3 plus the number of creatures pulling the chariot. This maneuver cannot be attempted again until three turns later.



**Karma Attainment:** 1 Week of working with animals and equipment

### War-Steed

### Mounted Fighting

Will 4+


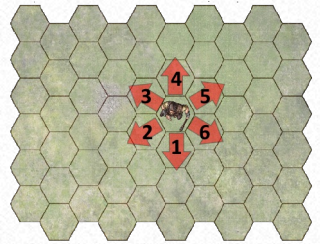
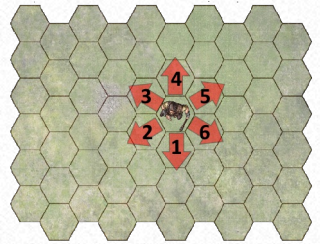
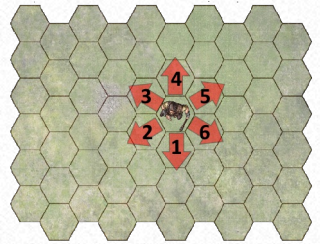

This can only be used for an animal specific to the *mounted fighting* prerequisite. With this skill, the rider can command the mount to attack separately against an instructed target. The mount-attack occurs in the same turn as the rider. However, the rider still gains the additional d20 from *mounted fighting* in his or her own attack. Further, the rider could take a separate action, such as activated an item, while the mount still attacks. Additionally, when either the rider, the mount or both must make an **Agility** preservation save, then the better of the two will make a single roll for both. This will include magical or other bonuses on the roll from the best of either one. Thus, if the mount has a higher **Agility** score, its score could used while gaining bonus of the ring of protection worn by the rider. Likewise, attacks against either the mount or the rider are made against the better AC of the two, regardless of the actual target. Further, a special maneuver is inherent with *war steed* skill. The rider can command the steed to rush forward, granting the benefits of the *charging* skill atop the other benefits, granting yet one more d20 if running in a straight line for more than 30 feet before attacking the target. One final importance for this skill is that the mount can be commanded without reigns, freeing the off-hand of the rider to use however one's skills permit.



With this skill some interesting options open up for heavier arms. Since one's off-hand becomes available for use, those two-handed weapons can be wielded from atop a steed. If having *forté* in bastard sword, then the total attack would be made with 4d20 (or 5d20 if charging). Pole-arms can offer very effective combinations with *war steed*. Obviously, the *impalement* option is not available while mounted, but the special dragging or dismounting abilities of a halberd or a ranseur force the victim to be rolled at disadvantage. Add *shield-hand* into one's repertoire, then a shield can be added to one's AC while fighting with a glaive or similar from the back of a beast.

**Karma Attainment:** 1 Week of working with mount

## Combat Skills

Weapon Disarm		Weapon Lock	Body 15+									
<p>This skill uses the techniques of <i>Weapon Lock</i> and improves upon them to remove an opponent's weapon. Because it is an enhancement of <i>weapon lock</i>, all the restrictions of the required skill which are not changed by the description of this one still apply. One important difference is <i>weapon disarm</i> allows <u>light</u> weapons to be employed in the maneuver. When using it do disarm an opponent, the same primary hand die pool and bonuses from <i>weapon lock</i> are used. All the dice from that die pool are reduced to a single d20. To clarify further, the sub-attribute used in the attack as a modifier is <b>Agility</b>. On success, the opponent has options. One option is the victim may use a reaction to resist the disarming, assuming the target has one available. If not having a reaction available or choosing not to resist, the weapon is removed from the combatant's grip. By resisting the <i>disarm</i>, the victim is taking a gamble to maintain the grasp with the cost being some minor damage, but there is no guaranty it will work. The inflicted damage is a base of 2 points, but the attacker's weapon weight-size (light, medium or heavy) adds to injury. This means 2 points when attacking with a light weapon, 3 points for a medium one and 4 points for heavy. After accepting the damage, the victim makes an <b>Agility</b> competition save against the attacker. However, the attacker is at advantage on the d12 roll; thus, rolling 2d12 and selecting the better of the two. If the victim wins the competition, then the weapon remains held; if not, then the weapon is thrown some distance and direction using on the chart below:</p>												
<table border="1"> <thead> <tr> <th>Attacker's Weapon</th> <th>Distance</th> <th>Direction</th> </tr> </thead> <tbody> <tr> <td>Light</td> <td>0 to 1 hexes (d2-1)</td> <td rowspan="3">  </td> </tr> <tr> <td>Medium</td> <td>1 to 3 hexes (d3)</td> </tr> <tr> <td>Heavy</td> <td>1 to 4 hexes (d4)</td> </tr> </tbody> </table>			Attacker's Weapon	Distance	Direction	Light	0 to 1 hexes (d2-1)		Medium	1 to 3 hexes (d3)	Heavy	1 to 4 hexes (d4)
Attacker's Weapon	Distance	Direction										
Light	0 to 1 hexes (d2-1)											
Medium	1 to 3 hexes (d3)											
Heavy	1 to 4 hexes (d4)											
<p>There are more details about scenarios using this skill in the <a href="#">Weapon Negation</a> section.</p>												
<p><b>Karma Attainment:</b> 2 Days of practice</p>												
Weapon Forte		Special	Body 15+									
<p>This skill endows mastery of a specific type of weapon, such as a "bastard sword" or a "long bow." This gives an additional d20 which can be added to a die pool employing that specific weapon. However, the prerequisite is that a style skill from <i>archery</i>, <i>bludgeoning</i>, <i>cleaving</i>, <i>hurling</i>, <i>polearms</i>, <i>slashing</i> or <i>specialty</i> based on styles with which the weapon can be used. Some weapons, like the whip, are prohibited from gaining the extra d20, but the skill would still act as a prerequisite for other skills.</p>												
<p><b>Karma Attainment:</b> 2 Days of practice</p>												

## Combat Skills

### Weapon Lock

One of Bludgeoning,  
Cleaving, Pole-arms,  
Slashing or Specialty

Body 13+

This skill focuses on pinning the opponent's weapon in a way that it is locked from attacking. It can only be employed with non-improvised, melee weapons that do not have the [light](#) property (the sai being the exception), and also it only works against actual weapons; it cannot prevent a martial artist, attacks from *savage form* or monster's body parts. One could wield a longsword with *weapon lock* but not a chair from the bar. Furthermore, *weapon lock* could not be used against a *silk sleeve* either. Another restriction is it can only be used against an opponent up to one-size category larger who are also bipeds. Therefore, it is possible for an elf to lock an ogre's club, but that elf could not use this skill on a plains giant. Moreover, a mounted fighter would be immune to *weapon lock* because the creature controlling movement is not a biped.



To determine success only the primary-hand die pool is used, but all the dice are sacrificed for a single d20. Therefore, should advantage/disadvantage rules apply, then two d20s would be rolled using the greater/lesser as appropriate. That d20 is rolled against the opponent's AC. Rather than **Strength, Agility** is added to the die roll for this maneuver. Also, weapon quality bonuses or magic are added to the roll. Some weapons may also offer additional bonuses; e.g., the sai and the trident. If the wielder has *weapon forte* in the weapon used, then an additional +3 bonus is gained on the attack roll; however, these bonuses are not cumulative but rather only the better between weapon-type bonuses and the *forte* bonus can be used. Further, if the attacker has multiple die pools available, the off-hand or *savage* attacks can still be made after the *weapon lock* has been attempted. If the off-hand is available and acts like the primary hand, then the off-hand could attempt to lock the weapon if the first attempt failed. Further, the off-hand could lock a different adjacent opponent if *spinning moves* were available. There are more details about scenarios using this skill in the [Weapon Negation](#) section.

**Karma Attainment:** 1 Day of practice

### Whip-Blitz

Action or Reaction

Whip Master and  
Ambidexterity

Agility 4+

With this skill, a whip is used in the off hand, similarly to *shield-blitz* to gain a free whip attack during one's attack action; however, the target of the whip attack does not have to be the same target as who is being attacked by the primary hand pool. This could be used with two leather weapons for two separate whip attacks. Moreover, this skill permits a flee-attack reaction with the off-hand whip instead of the primary. Because does not fit under any style method, it cannot be used in conjunction with *two-handed fighting*; however, *two-handed mastery* can be used with this so long as the whip never exceeds 1d20. Further, *martial arts* or *savage form* can be the main attack as a "savage" die pool and gain the off-hand *whip-blitz* attack - effectively having no primary hand attack.



Unlike *whip master* this skill cannot be used with the spiked chain.

**Karma Attainment:** 2 Days of practice

## Combat Skills

### Whip Master

Melee

Agility 3+

This skill is part crafting and part combat use. The wielder of the whip modifies his or her weapon to be weighted specific to one's own whipping style and technique, but thickening the leather and adding metal bars on the tip. This causes the maintenance of the whip to increase to 1 bit monthly, but the customization is so tailored, it is an ordinary whip if another used it. Nonetheless, if used as the primary hand die pool of a *whip master*, it delivers blunt damage, capable of inflicting lethal **Body** points to any who were previously subject to the pain-effects of a normal whip. Those well-armored remain immune to this whip attack as well. Further, although it acts as a blunt weapon, this skilled use of the whip is still incapable of combining with *bludgeoning* to increase dice; thus, 1d20 is still the die count of the pool. Further, *two-handed fighting* with the whip is not allowed because its style does not meet the requirements. However, *two-handed mastery* is possible, but when using the whip as such, either the *melee fighting* skill or the *two-handed mastery* skill must be assigned to the whip, but not both, as the whip can only have 1d20 assigned.



Primary

Alternatively, *whip master* can restrain a victim, so long as that target's size is no bigger than one size Category larger. As above, all the dice from the primary hand pool are reduced to 1d20. If that roll successfully strikes the opponent's AC, then the whip has wrapped the victim, who then is under the [restrained](#) restriction. When this occurs, there now exist a taut leather rope between the two, which open up opportunities for a few different responses. First, the attacker cannot use the whip while maintaining the restraint. On its turn, the victim can enter a **Strength** competition to yank the handle from the whipper. Alternatively, the victim (or another one else) on one's respective turn, can cut the whip for 2 points of edged damage to become free and ruin the whip, but the restrained victim attacking the whip would be at disadvantage due to the restriction. The whip in this state is AC 11. If the victim is still restrained by the attacker's next turn, he or she can drag the victim, either by movement or by pulling the victim closer. Movement cost for dragging is also explained under the grappling rules. As a final note, the grappling option can be used with a spiked chain too; however, it requires 8 points of damage to break the chain. A spiked chain is AC 15. Also remember a spiked chain only has a normal 5-foot reach, meaning the grappled opponent can still attack the wielder, albeit at disadvantage. For clarity, a spiked chain would gain nothing by attempting to modify it as described in the first paragraph.

**Karma Attainment:** 3 Days honing skill

### Whip Steal

Whip Master

Agility 4+

Action or Reaction

The skill of *whip steal* can be used as either an action or a reaction; however, there are some limitations when using it as a reaction. That said, the action targets an opponent's single weapon or single item being held by the hands. In no way can this action target something on a belt, in a pouch or backpack -- only in the victim's hands. The method is similar to *weapon disarm*, striking it and pulling it free. All the dice of the primary hand die pool are reduced to a single d20 which must successfully hit against the target's AC. If doing so, the opponent may attempt to resist by using an available reaction. This would initiate an **Agility** competition, similar to the *disarm* competition. However, the wielder of the whip gains only +3 on the competition roll rather than being at advantage. If the weapon is taken, it is reeled to the feet of the whip wielder. No action is needed to spin the whip free from the grasped item; however, collecting the stolen weapon cannot be performed until the following action.



Primary

If using this skill as a reaction, then it must be used before the character's turn. The result of the reaction is to bump up the whip wielder's action to the immediate turn. In other words, if an opponent's turn is before the whip-stealer's turn and the opponent is going to use a healing salve as his action, the whip wielder may use a reaction to move his or her action to be immediately before the opponent's action. Then the action is used to try to steal the salve away. For clarity, when used as a reaction to interrupt the opponent's action by disarming victim and winning the **Agility** competition, that ruins the opponent's action for the round, who cannot take an alternate one. Lastly, unlike *whip master* this skill cannot be used with the spiked chain.

**Karma Attainment:** 1 Week of Practice

## Combat Skills

### Wide Strike

Polearms

Strength 4+

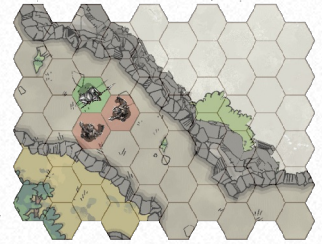


Primary



Only Action

While employing a glaive, spear, staff, or any reach weapon, the attacker uses the primary-hand die pool, possibly requiring both hands, to inflict blunt damage (regardless of the weapon's normal damage type) against two opponents simultaneously. This is a "multiple target" attack, despite using only one die pool; however, the targets must be within five feet of the attacker and must be adjacent to one another. The single die pool is rolled against both opponents, rolling the appropriate die (1d20 for *melee*, 2d20 if having *weapon forte*) and comparing the attack totals against each target's armor class. Any successful strike inflicts 1 point of blunt damage. Further, this skill can be used in conjunction with the *drive* skill to move two opponents. Finally, *wide strike* can be used if wielding a spiked chain instead of the standard polearm, but the requirement for the skill remains.



Weapons Allowed: Glaive, Halberd, Ranseur, Spear, Spiked Chain, Full Staff

Karma Attainment: Long Rest

Here are some final notes on combat skills. Unsheathing a weapon and getting it ready does have a penalty of losing 10 feet of movement for that round. This is also true for picking up a loose item from the ground. Also, if a character switches primary weapons, even if holding each without being ambidextrous or having *two-handed fighting*, this is when the penalty would be applied.

It is important to understand the difference between an automatic hit from a natural 20, and when it is a critical hit. All natural 20s are hits, but skills or other circumstances are needed for that raw 20 to be a critical hit, as the critical allows for an extra d20 of potential damage. Details about critical hits can be found in the [Combat Detailed](#) section.

While it may sound a little simplified, there is a rule of thumb to follow for determining how skills and weapons work together. Complementary skills enhance the mechanics of an attack, while the weapon used determines the damage and special feats allowed. For example, a halberd can be used to potentially drop an opponent a prone position; however, this weapon cannot be used without a *pole-arm* skill which allows the use of weapons with a reach tag to extend to 10 feet. Since the halberd cannot be used in close combat, it simply becomes a useless tool for someone with only a *melee fighting* skill.

Another example might be the staff, which has both the blunt and reach properties. However, one wielding it with *bludgeoning* could attack as 2d20, but only against those within 5 feet, unless the attacker also had the *pole-arms* skill which allows for the such a weapon to extend its reach to two hexes instead of one.

The primary point of all of this is to be sure that one understands what aspect of the game, whether skill or item, defines from where an enhancement is gained. After gleaning that, combining skills and understanding what is complementary or not becomes a far easier task.

## Adventuring Skills

### Adventuring Skills

#### Skills for the non-urban settler.

Certain skills are very helpful to the adventurer, which are typically not taken for other reasons. Below is a list of skills that can be obtained in exchange of karma. Any skill listed with the ⚡ symbol means that it can be obtained by training alone.

*The chart is ordered by skill cost, while the descriptions are ordered alphabetically.*

Skill	Cost	Skill	Cost
Acrobatics	100	Interrogation	200
Alertness	100	Inspiration	200
Astrology	100	Lock-Picking	200
Bartering ⚡	100	Marathon	200
Bicycling ⚡	100	Quickness	200
Cartography ⚡	100	Rock Climbing	200
Dash	100	Sea-Horse	200
Discipline	100	Sleight of Hand	200
Fire-Building ⚡	100	Song of Rest	200
Language ⚡	100	Song of Lamentation	200
Lip-Reading	100	Stealth	200
Mental Fortitude	100	Tracker	200
Mountsmanship ⚡	100	Wilderness Survival	200
Packing ⚡	100	Cranial Recovery	250
Rhabdomancy	100	Danger Sense	250
Stamina	100	Diplomacy	250
Swimming ⚡	100	Endurance	250
Tap and Touch	100	Kismet	250
Toxin Coping	100	Poison Resistance	250
Under-Navigation	100	Strider	250
Wilderness Lore	100	Aerial Reins	300
Wound Care	100	Encouraging Verse	300
Cleromancy	150	Enoptromancy	300
Coscinomantia	150	Flow	300
Falconry	150	Heart of Stone	300
Abandonment	200	Kindred Animal	300
Animal Companionship	200	Leadership	300
Backstab	200	Voice Imitation	300
Brachiation	200	Accompaniment	350
Camouflage	200	Combat Analysis	350
Center Focus	200	Fire Proof	350
Charioteering	200	Furtive Motion	350
Climbing	200	Inner Fire	350
Combat Studies	200	Weight Shifting	350
Communication	200	Anthem of Excitement	400
Contortion	200	Beast Bond	400
Disease Resistance	200	Keen Alertness	400
Field Medicine	200	Mystic Harmony	400
Fish	200	Opus of Normalcy	400
Forced Entry	200	Silver Tongue	400
Foul-Play	200	Tell-Tale	400
Hydromancy	200	Dark Mind	450
Influence	200	Era of Stone	500

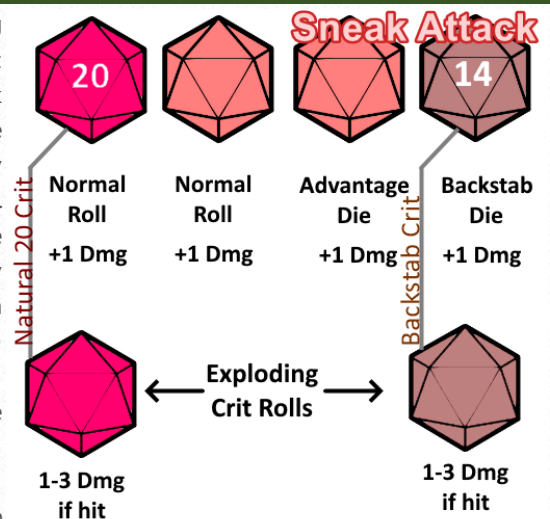


## Adventuring Skills

<b>Abandonment</b>	<b>No Skill Requirement</b>	<b>Agility 3+ and Judgment 3+</b>																										
<p>This is the art of escaping being pursued. Whether with this skill or not, a base DC:15 is used for escaping a pursuit. Supplementarily, a failure is rolling a modified score below 5. This is checked by a <b>Perception</b> check rolled every 10 seconds of the chase. The way the pursuit ends is by either one success or one failure if the chase is indoors, two of either if the chase is outdoors, or if after two minutes of following, the pursuers give up by rolling 4 or lower on a d20.</p> <p>Modifiers:</p> <table border="1"> <thead> <tr> <th><u>Condition</u></th> <th><u>Perception Roll</u></th> </tr> </thead> <tbody> <tr> <td>With This Skill</td> <td>At Advantage</td> </tr> <tr> <td>Pursuers are faster</td> <td>-3</td> </tr> <tr> <td>Pursuers are slower</td> <td>+2</td> </tr> <tr> <td>Pursuers have a tracker</td> <td>-3</td> </tr> <tr> <td>Pursuers outnumber</td> <td>-2</td> </tr> <tr> <td>Pursuers more than triple</td> <td>-5</td> </tr> <tr> <td>Pursuers more than 10x</td> <td>-8</td> </tr> <tr> <td>Pursuers familiar with area</td> <td>-4</td> </tr> <tr> <td>Area is foreign to pursuers</td> <td>+3</td> </tr> <tr> <td>Multiple routes of escape</td> <td>+3</td> </tr> <tr> <td>Occurs in strong light</td> <td>-2</td> </tr> <tr> <td>During the cover of night</td> <td>+3</td> </tr> </tbody> </table> <p>If multiple people are being pursued, then the rolls for escape are made individually.</p>			<u>Condition</u>	<u>Perception Roll</u>	With This Skill	At Advantage	Pursuers are faster	-3	Pursuers are slower	+2	Pursuers have a tracker	-3	Pursuers outnumber	-2	Pursuers more than triple	-5	Pursuers more than 10x	-8	Pursuers familiar with area	-4	Area is foreign to pursuers	+3	Multiple routes of escape	+3	Occurs in strong light	-2	During the cover of night	+3
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<b>Karma Attainment:</b> Spending a day in a hedge maze																												
<b>Accompaniment</b>	<b>Musician</b>	<b>Perception 4+</b>																										
<p>This musical skill allows any musical skill that bestows a preternatural effect, such as <i>inspiration</i>, played by a lesser-talented performer to rise one-step of talent above normal up to the equivalent of the one with the <i>accompaniment</i> skill when the two play the same song (skill) together within 90 feet of one another. For example, if a <i>musician</i> with <i>accompaniment</i> played <i>inspiration</i> together with a <i>minstrel</i>, then each would act as a <i>musician</i> for bonuses granted. If performed by a <i>maestro</i> the <i>minstrel</i> would still only act as a <i>musician</i>. However, if two <i>maestros</i> played together, there would be no increased value from this skill.</p>																												
<b>Karma Attainment:</b> 2 Days of rehearsal with a skilled musical instrument																												
<b>Acrobatics</b>	<b>No Skill Requirement</b>	<b>Body 12+</b>																										
<p>Grants a +2 on any feat save involving <b>Strength</b> or <b>Agility</b>. Also, when using a reaction to stand, the cost is only 10 feet of movement.</p>																												
<b>Karma Attainment:</b> Long Rest within 60 feet of swing or trapeze																												
<b>Aerial Reins</b>	<b>Mountsmanship or Sea-Horse</b>	<b>Muse 4+</b>																										
<p>This allows riding a trained flying mount, such as a giant eagle or a gryphon. Functionally, this is the same skill as <i>mountsmanship</i> other than the prerequisite and riding one without this skill is not possible. This skill is also animal-specific.</p>																												
<b>Karma Attainment:</b> 1 Week working with an animal of appropriate type																												
<b>Alertness</b>	<b>No Skill Requirement</b>	<b>Perception 3+</b>																										
<p>With this skill, one gains +2 to <b>Perception</b> checks in a particular environment: plains/grasslands, forest, hills/crags, mountains, swamp, desert or urban. Further, when in said environment, a +1 to initiative is gained. This skill can be acquired again for a different environment.</p>																												
<b>Karma Attainment:</b> Long Rest in the specific environment																												

## Adventuring Skills

<p><b>Animal Companionship</b></p> <p>This skill allows a person to sense the presence of animals within 60 feet and discern their temperament. If an animal is hiding or otherwise acting in a way that would require a perception check, then someone with this skill would gain +5 on that roll. If the animal is not frightened, threatened or hostile in any way, then an empathetic connection can be created with the animal, provided the animal's <b>Spirit</b> score is [to be determined] (even 0 where applicable). The animal is allowed a <b>Will</b> save against a DC of 13 + the skill owner's <b>Will</b> bonus. If the animal fails, then it is considered charmed for up to the next 10 minutes. In this time period, a simple favor can be requested, such as "show me which way the man in black went" or "bring me the coin from that ledge."</p> <p><b>Karma Attainment:</b> 1 Day spent with animals in a natural setting</p>	<p>Wilderness Lore</p>	<p>Muse 3+</p>
<p><b>Anthem of Excitement</b></p> <p>When the minstrel performs this as an action, its effects continue until the end of his or her next turn. The effect is selecting a single ally target other than the minstrel to gain an additional d20 attack die for melee combat. This die is not subject to the 5d20 maximum rule. Should the songster be a <i>musician</i>, then two allies can be affected. If he or she be a <i>maestro</i>, then three targets can be enhanced.</p> <p><b>Karma Attainment:</b> 3 Days in silence while in possession of a playable instrument</p>	<p>Inspiration</p>	<p>Faith 3+</p>
<p><b>Astrology</b></p> <p>Navigation by the stars. When lost, under clear skies, navigate back on path successful <b>Perception</b> check against a DC:8. Also, minor foretelling can be discerned from the stars in the sense that a general future action bodes well or not. This is a four-hour reading at night. The GM will make a secret <b>Perception</b> feat against a DC:13, then reveals the reading information accordingly.</p> <p><b>Karma Attainment:</b> 3 Nights of Stargazing from an observatory or solarly site with sky charts</p>	<p>No Skill Requirement</p>	<p>Perception 3+</p>
<p><b>Backstab</b></p> <p>This skill trains the attacker in ways to do more harm to an unsuspecting victim when performing a sneak attack. Before this can be employed, it must be established that a <a href="#">sneak attack</a> can occur. However, a <i>backstab</i> attack cannot be performed at range, only as a melee attack. However, but unlike an untrained sneak attack, a <i>backstab</i> can be employed with any non-heavy weapon. This gains the additional 2d20 on the attack just like a sneak attack. Of course, the first of those dice is for being at advantage and therefore cannot be counted twice if the target is incapacitated or other was already allowed to be attacked at advantage. Because this must be performed as a melee attack, the victim is permitted an additional <b>Perception</b> check at the moment of attack. When employing the <i>backstab</i> skill, all the dice are used even if the victim makes his or her <b>Perception</b> save. The difference is if the victim fails the <b>Perception</b>, then that last d20 for "striking a vulnerable and unaware victim," assuming that last die successfully hits, acts as a crit, just as a "natural 20" would. If the victim becomes aware at the last moment, then that extra die can only inflict a single point of damage. Of course, if that die misses, then whether it is a crit or not is moot. Therefore, that "backstab" die should be rolled separately. If counted as a crit and hitting, then the attacker gains yet another bonus d20 gets rolled. That extra d20 crit roll strikes for d3 points of damage if that new roll hits to target AC. Moreover, this "backstab crit" is separate from any "natural 20" rolls. Thus, two different crit-attack threads could exist, each having their own exploding opportunities. Lastly, it is important to understand that while the longsword could be used, the versatile property allowing it a heavy attack could not be used in conjunction for this attack.</p> <p><b>Karma Attainment:</b> 3 Days honing the act of concealing oneself and attack from shadows</p>	<p>Stealth</p>	<p>Agility 4+</p>



## Adventuring Skills

<b>Bartering</b> ⌘	No Skill Requirement	Judgment 3+
<p>Allows a <b>Muse</b> feat against a DC:10 to reduce prices or raise trade-in price by 10% by spending time at the local market and checking with several vendors. If used against a single merchant, then treat as a <a href="#">competition</a> with anyone having this skill gaining a +3 on the d12 roll. Further, this gives a bit of ability to appraise items similar to the <i>touch of appraisal</i> incantation. This can be trained as a vocational skill.</p>		
<b>Karma Attainment:</b> Long Rest in a marketplace		
<b>Beast Bond</b>	Kindred Animal	Muse 5+
<p>This skill more powerful form of the <i>kindred animal</i> skill. With this, any true animal including primeval creatures, can be connected by this bond. Even mutant class monsters may be bonded, with the limitation that its <b>Mind</b> score and <b>Spirit</b> score combined do not exceed 5. However, in no circumstance could a bonded beast exceed 30 <b>Body</b> points. Through this bond, the handler can give commands to the bonded beast telepathically provided the beast is within 200 feet and in line of sight. Any actions made by the creature occur on the handler's turn. The beast master can only create a telepathic link between himself and one creature at a time. This bond can only be broken by death; however, as with <i>kindred animal</i> both are susceptible to <i>charm</i>. If a bonded beast is charmed, it will gain +4 to its save. However, the master will gain no bonus against mind-affecting magic.</p>		
<b>Karma Attainment:</b> Long Rest with and near an undomesticated and unfamiliar animal		
<b>Bicycling</b> ⌘	No Skill Requirement	Body 10+
<p>This is the ability to ride a bicycle long distances, at high speeds, over difficult terrain, etc. Bicycles can move at a rate up to 90 feet in short distances in a straight line for one minute; however, longer sustained speeds for daily travel are considered 70 feet. This skill can be self-trained in one month with an <b>Agility</b> feat-check (DC:4) for success. Having a mentor means the training can be checked after only 21 days. Additionally, a <b>Logic</b> feat-check (DC:8) allows to make simple repairs, assuming tools and parts are available</p>		
<b>Karma Attainment:</b> One day of practice		
<b>Brachiation</b> ⌘	Climbing	Body 12+
<p>This skill enhances one's <i>climbing</i> ability to effectively move through trees and branches. This could be, but not necessarily, swinging from branches leaping with one's arms. Alternately, this could be leaping and running from branch to branch on foot -- or a combination of any of those methods of locomotion. The base movement for this skill is 40 feet, which is not subject to <i>dash</i> but could be increased magically. For a full appreciation of this skill, watch the movie <i>House of Flying Daggers</i>.</p>		
<b>Karma Attainment:</b> 1 Day actively climbing trees		
<b>Camouflage</b>	One of Acting, Hunting, Leatherworking or Tailoring	Perception 3+
<p>To benefit from this skill, a bit of investment prior to its use may be required. Much of this skill is preparing clothing to match an intended environment. When properly planned and prepared, the appearance used to move through an area will gain +5 on to the DC of a stealth check attempt. There is a chance that someone with the <i>camouflage</i> skill can create an ad hoc covering or outfit that will offer a +3 benefit just by scouring the things in one's on backpack or standard items. This is performed by rolling a <b>Perception</b> feat against a base DC of 11, but if there are up to two willing others with the person to pick from, then the DC rises to 12. If there are three to five, then the DC becomes 13. With six or more others, the DC:14 is used to determine if appropriate coverings can be found.</p>		
<b>Karma Attainment:</b> 1 Week studying and examping color schemes.		
<b>Cartography</b> ⌘	No Skill Requirement	Logic 3+
<p>Cartography is the skill of reading and making maps. As there are no standards set for map symbols and scale, this skill is required for using maps. Reading one's own map or one made by familiar sources can be performed without a roll; however, reading maps from unknown sources can only be interpreted correctly on a <b>Logic</b> feat against a DC:9. This can be trained as a vocational skill but requires a <b>Logic</b> save-feat (DC:4) at the end of the training to acquire.</p>		
<b>Karma Attainment:</b> 6d6 Hours studying various maps		

## Adventuring Skills

<b>Center Focus</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>	
<p>With this skill a character becomes less affected by the environment. He or she requires only half the normal amount of food to survive, and can act as if temperatures are 20°F for the better. Further, by using a action for concentration, on one's following turn, an attempt to make a save when ordinarily not permitted can be made to any effect made against <b>Will</b>, like breaking free from a <b>bane</b> incantation.</p>			
<b>Karma Attainment:</b> 1 Week of Meditation			
<b>Charioteering</b>	<b>No Skill Requirement</b>	<b>Body 12+</b>	
<p>Driving a single-person chariot pulled by one creature can be performed without a skill, but there are several restrictions that this skill lifts. With this skill, one can drive larger chariots, using the creatures pulling the chariot at their best speed, as opposed to a 15-foot penalty without. Chariots can only travel on roads, grasslands, light forests, plains and dry tundra that have no inclines greater than 20°, and terrain penalties always apply; however, with this skill, and using 50-bits worth of equipment, which must be replaced after a week of travel, even desert and snow-covered tundra can be traversed with a 50% penalty rather than the typical 60% adjustment. Moreover, one can fight effectively from the chariot. Without this skill places the fighter at disadvantage, whether driving or merely riding. However, the driver is limited to the primary-hand die pool. Shields and two-handed weapons cannot be properly employed when driving, as as the off-hand is required to manage the chariot, but riders of the chariot can use such equipment. Lastly, riders do no gain their own initiatives when using melee combat but rather attack after the driver's action; however, if using range or taking a non-combat action, then an individual initiative would be used.</p>			
<b>Karma Attainment:</b> 1 Day honing skill			
<b>Cleromancy</b>	<b>Mathematics</b>	<b>Logic 3+</b>	
<p>This is divination by lots. The practitioner of this ability would cast down a number of small dice or tiny, marked bones, record the numerology by values and positioning, then retreat to perform calculations to make a prediction. The process requires approximately two hours per omen. A successful divination, rolled in secret by the GM, <b>Logic</b> save (DC:9), will tell whether the general topic asked will have good fortune, bad fortune, a mixture or no reading at all. The time of the omen ranges from the time of rolling up to the end of overmorrow.</p>			
<b>Karma Attainment:</b> 1 Day rolling dice or bones			
<b>Climbing</b>	<b>No Skill Requirement</b>	<b>Body 10+</b>	
<p>Anyone can climb a tree or scale a five-foot wall or climb a secured rope next to a surface up to 20 feet tall; however, this skill is required to navigate a slope greater than 60° and more than 10 feet without the need for special climbing gear. <i>Climbing</i> is performed in 20-foot increments per round. An <b>Agility</b> skill check against a DC:11 as a base is used to determine success. If successful, the distance is crossed; otherwise, no movement can occur. Other modifiers may apply as well.</p>			
Rope Braced To Wall	+8	Rough Surface, Rock, Mortar	+0
Rope Freely Hanging	+6	Raining	-2
Movement while bracing between 2 surfaces	+4	Smooth Surface With Handholds	-2
Tiger Claws Used	+3	Ice Covered	-5
Surface covered by vegetation or vines	+2	Overhang, Traversable Ceiling	-6
Anyone climbing with the skill is at disadvantage and only gains half the bonuses listed above but any penalties are counted in full.			
<b>Karma Attainment:</b> 3 Days running through obstacle courses			
<b>Combat Analysis</b>	<b>Combat Studies</b>	<b>Judgment 5+</b>	
<p>This is an enhancement of <i>combat studies</i> which allows the unique ability to potentially identify individuals by the idiosyncrasies of the fighting style used. With a single round of observation as an action, the analyzer can identify an individual at a distance of up to 150 feet by its stances, motion and strikes. This can be performed even if the entity is not known to the person studying, but that individual could be identified again later on another battlefield. This can be performed even if the fighter is masked, in disguise or under the effects of <i>transmogrify</i>; however, this cannot be used on a shape-shifted or <i>polymorphed</i> being. This ability to identify is also not automatic. It requires the analyzer to make a <b>Perception</b> feat check against a base of DC:10 minus the number of d20s used while studying the subject during the required action.</p>			
<b>Karma Attainment:</b> 3 Days at a military academy studying others			

## Adventuring Skills

<b>Combat Studies</b>	One of Bludgeoning, Cleaving, Pole-arms or Slashing Styles	Judgment 3+
<p>This skill allows one to study the techniques of an opponent. After two rounds of melee combat against the same opponent, the person with this skill can grant himself or herself an advantage for the third round of melee conflict. This cycle can be repeated against the same or different opponents so long as consistently attacking the same opponent.</p>		
<p><b>Karma Attainment:</b> 1 Day at a military academy observing fighters</p>		
<b>Communication</b>	No Skill Requirement	Judgment 3+
<p>Normally, a character can only share information on his or her turn. With this skill allows one to have enhanced communication during combat by being able to use a reaction at any time to communicate a short message as deemed appropriate. The character can still use normal speaking or gesturing on his or her turn as well.</p>		
<p><b>Karma Attainment:</b> 1 Day actively working with carrier pigeons, mirrors, smoke signals or other communication methods</p>		
<b>Contortion</b>	No Skill Requirement	Will 3+
<p>This allows a person to fit into and move through a smaller space than normally would be allowed. Further, there is a chance to remove oneself from being tied or shackled, similar to the <i>knots</i> skill. Escape can be attempted each five minutes with success if rolling an <b>Agility</b> feat (DC:13) for rope and (DC:18) for shackles. If someone also has <i>knots</i> as a skill in addition, then escaping rope-binding is (DC:10) and can be attempted once per two minutes. Further, one can spend ten minutes in preparation to dislocate the restrained limb, then one can roll a <b>Will</b> feat against a DC 3 points lower for success to escape; however, if failing, the limb is unusable for the next hour.</p>		
<p><b>Karma Attainment:</b> No activity required, but must sleep in a square box half the character's height for 5 consecutive nights</p>		
<b>Coscinomantia</b>	Legal Work	Perception 3+
<p>This is a method used to determine the guilt or responsibility of a known character in causing a known event. The soothsayer will balance a small brass sieve atop a tripod, then describe the event (a crime, usually). After that, the names of characters suspected of causing the event or committing the crime are spoken before the balancing sieve. When the name of the guilty (responsible) entity is spoken, the sieve will begin to wobble at that time or perhaps fall. The sieve must be cleaned, oiled and prepared prior to the divination, which requires about two hours. The names must be spoken with a one-minute delay between them. Further, they must be repeated three times to ensure a parity of the results. The results are rolled against each name spoken, each time using a d20 and adding the seer's total <b>Perception</b> score (DC:12). Rolls will be made secretly by the GM. If the roll is successful, the sieve will respond correctly. If failing, no movement will happen, whether true or false. Finally, this divining ability is emotionally taxing and therefore can only be performed once per day.</p>		
<p><b>Karma Attainment:</b> 1 Day rolling dice or bones</p>		
<b>Cranial Recovery</b>	Mental Fortitude	Resilience 4+
<p>Through this training, one recovers from the conditions of stunning and unconsciousness quicker than normal. Based on the units of time, whether rounds, minutes or hours, with this skill one recovers at the better of 2 fewer units or half the time; however, the minimum will be one unit if it cannot be translated into a different unit, like one hour to thirty minutes. If it is one turn, then it will become the start rather than the end, if applicable. In other words, if the normal effect is until the end of one's next turn, recovery will happen at the start of one's turn; if the duration is one hour, then it becomes 30 minutes; as a final example, if normal stunning lasts until the end of one's third subsequent turn, the recovery will happen at the end of one's next turn.</p>		
<p><b>Karma Attainment:</b> One week sleeping with rocks on one's head</p>		
<b>Danger Sense</b>	Alertness	Mind 12+
<p>Through this skill, a character is granted advantage on <b>Strength</b> or <b>Agility</b> feat saves (checks) against physical or mechanical effects, such as traps. Advantage can only be granted if the character has normal sight and hearing in the circumstance.</p>		
<p><b>Karma Attainment:</b> Long Rest inside a shallow pit</p>		

## Adventuring Skills

<b>Dark Mind</b>	<b>Heart of Stone</b>	<b>Will 6+</b>
<p>A character with this training may be undetectable to scrying and divination inquiries, as well as many magical detections, including the reading of thoughts or detection of his or her lifesong. This protection is in constant effect and completely passive, including when the being is sleeping or unconscious. Against any effect which attacks the mind and allows a save, the <i>dark mind</i> skill grants a +5 bonus to those saves. Any form of thought-reading, mental communication, detection or other divinations which do not typically allow a save used upon the effected target, a special <b>Judgment</b> save against DC:9 is permitted. If successful, the target is fully protected from mental intrusion, including even knowing its existence is confirmed. GMs should not reply, "You can't read him" but rather merely answer from the perspective. In other words, if attempting to detect magic on the person with <i>dark mind</i> who makes a successful special save, the GM would reply, "There is nothing magic on him."</p>		
<b>Karma Attainment:</b> 1 Week, 24 hours per day, wearing a bronze helmet and mask that prevents vision		
<b>Dash</b>	<b>No Skill Requirement</b>	<b>Agility 4+</b>
<p>With this skill, a character can double his or her movement in combat a combat round. This can be performed for as many rounds that a character has points of <b>Agility</b>. The rounds performed do not have to be consecutive. After using that many rounds of <i>dashing</i>, a short rest is required.</p>		
<b>Karma Attainment:</b> Long Rest after rubbing legs with 10 bits worth of herbs		
<b>Delay the Ready</b>	<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>By having this skill, one can "hold the action" for 2 points of initiative. This will not be announced until the initial the character's turn comes up, then it will be delayed appropriately. In other words, if the character has a 7 for initiative that round, then he or she may chose to delay the action until the last of all those with a 5 have taken their turns; however, during any time between, the character may interrupt to take his or her turn. If the delay drops below 1, then the action can be held until the last action of the round. If two people both delay until the "last of" an initiative number, they will execute in the order of the original initiative as a tie-breaker.</p>		
<b>Karma Attainment:</b> Long Rest after eating a humming bird		
<b>Delay the Timing</b>	<b>Delay the Ready</b>	<b>Muse 5+</b>
<p>This skill is virtually identical to its predecessor, except one can "hold the action" for 5 points of initiative.</p>		
<b>Karma Attainment:</b> Long Rest covered in the blood of a gray fox		
<b>Diplomacy</b>	<b>Influence</b>	<b>Spirit 15+</b>
<p>This skill permits a character to speak without interruption from others for thirty seconds, unless someone else in the crowd also has the same skill. Also, as an enhancement of charisma and social engineering, the skill allows a person to influence others, making the DC used by the victim to increase by 4 points, rather than just 2 from the <i>influence</i> skill. Further, if using in combat as a complete action, which disallows other actions or reactions until the remainder of the round, then sentient, language-speaking combatants can be convinced to make a momentary truce for one round. This is performed at the end of the round by each hearing opponent, who understands the language and has free will, to roll a <b>Judgment</b> preservation save (DC:9). If a majority of the opponents fail and take pause, then the following round the diplomat can clearly explain or articulate why the fight should not continue. This may or may not be effective based on the conditions and responses barked by the enemy leader. Moreover, this truce cannot be used more than once in a single combat.</p>		
<b>Karma Attainment:</b> 2 Days of Silence with tongue painted in red mercury (25 bits)		
<b>Discipline</b>	<b>No Skill Requirement</b>	<b>Will 3+</b>
<p>Grants +2 on all <i>saves</i> (preservation, feat or competition) on all dice when any <b>Spirit</b> sub-attribute is involved. Additionally, if an affect against one's spirit is automatic, this grants one a <b>Will</b> preservation save against (DC:15).</p>		
<b>Karma Attainment:</b> 1 Day spent balancing a bucket of water on one's head		
<b>Disease Resistance</b>	<b>Center Focus</b>	<b>Resilience 4+</b>
<p>This conveys a +4 to any saves involving disease. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. It also halves the duration of the infection if becoming sick.</p>		
<b>Karma Attainment:</b> No activity time lost, but must eat moldy bread for a week		

## Adventuring Skills

<b>Encouraging Verse</b>	<b>Minstrel</b>	<b>Perception 3+</b>
<p>This grants the ability to use musical notes to disrupt mind-influencing effects. As an action, the minstrel begins a performance that lasts until the end of his or her next turn. Upon the next turn, the action may be to continue the performance. During that time, the player and any friendly creatures within 30 feet gain advantage on saves against being frightened, charmed and even phantasms. A creature must be able to hear gain this benefit. The performance ends early if player becomes incapacitated or silenced. Further, the songster could voluntarily end it (no action required). The skill of the music maker impacts the effect of the performance. Should a <i>musician</i> perform this action, then in addition to advantage, +1 on the save is gained. Should it be a <i>maestro</i>, then +2 is gained. Further, it should be noted that only one song type can be performed at one time.</p>		
<b>Karma Attainment:</b> 1 Day practicing musical instrument		
<b>Endurance</b>	<b>Stamina</b>	<b>Resilience 4+</b>
<p>Anytime a degree of exhaustion might be suffered, this skill will allow a chance to avoid it. If the character succeeds a <b>Resilience</b> save feat against DC:18, then the exhaustion does not set in. If the condition places the victim in disadvantage, then the roll still must be rolled at disadvantage. This will not avoid negative-temporary point loss from things like starvation or life-draining, nor will it allow a person to hold one's breath longer. However, any exhaustion penalties from asphyxiation or starvation might be avoided.</p>		
<b>Karma Attainment:</b> Long Rest, sleeping on a bed of nails		
<b>Enoptromancy</b>	<b>Center Focus</b>	<b>Will 4+</b>
<p>This divination is performed by means of reflections and mirrors. Details of the future may be divined in detail by the oracle after an hour of mirror-gazing. Random events are reflected in the mirror; however, over the duration the seer may be able to determine in fair detail what the major events of the next two days will be for a specifically named subject (death, for example, or a complete loss of money), assuming any major events will occur. A <b>Will</b> feat check (DC:14) will be rolled in secret by the GM. For each additional spent studying in reflections, a +1 bonus can be added to the roll. If the roll fails, then it will be read as nothing will happen 75% of the time; however, false information may also be determined.</p>		
<b>Karma Attainment:</b> Spend a week in a room of mirrors		
<b>Era of Stone</b>	<b>Heart of Stone</b>	<b>Resilience 6+</b>
<p>This slows the natural aging process. For each two chronological years that pass, only 1 year of aging occurs.</p>		
<b>Karma Attainment:</b> Starting only on a full moon (either moon), spend 1 Week in meditation surrounded by incense and candles (20 bits)		
<b>Falconry</b>	<b>Animal Training</b>	<b>Will 3+</b>
<p>The prerequisite of <i>animal training</i> can be for any animal. The falconist must merely have some experience with training animals. Once gaining the skill, the person can hunt small game with a trained hawk. It includes theoretical knowledge of hunting, plus one can act as having <i>animal training</i> specific to falcons if the prerequisite is not that specialty. Finally, this skill offers the equivalent of <i>animal breeding</i> specific to hawks.</p>		
<b>Karma Attainment:</b> 3 Days in observing falcons		
<b>Field Medicine</b>	<b>Wound Care</b>	<b>Judgment 4+</b>
<p>This is an advancement of wound care and for all practical purposes should be considered the same effect; however, when restoring <b>Body</b> points, no roll is required. Additionally, it is possible to restore a total of two points to a recipient. Of course, three actions are required to achieve this maximum effect, unless having a wound or medical kit; with one, both <b>Body</b> points can be restored on the second action. As with its lesser form, it will not remove any exhaustion from being rendered unconscious. Recipients of this skill are act the same as if having been treated by <i>wound care</i> and cannot gain the benefit of one and then the other without a long rest occurring between them. To clarify, only one method <i>field medicine</i> or <i>wound care</i> can be applied, but not both. Further, new injuries must have occurred before a new treatment can be administered.</p>		
<b>Karma Attainment:</b> 1 Day of study at a hospital or library		

## Adventuring Skills

<b>Fire-Building</b> ⚔	No Skill Requirement	Will 3+
Building a fire requires tools, like flint and steel; however, with this skill and five-minutes of effort, a fire can be started without tools on a successful <b>Agility</b> feat against a DC:8. Obviously, fires could not be started in impossible environments, such as underwater. This can be trained as a vocational skill in 30 days, but still requires a <b>Muse</b> save-feat (DC:4) at the end of the training to acquire.		
<b>Karma Attainment:</b> Long Rest in possession of flint		
<b>Fire Proof</b>	Center Focus	Will 5+
Through mind-over-matter techniques, one gains a resistance to fire damage.		
<b>Karma Attainment:</b> No activity time lost but must each phosphorous for 3 Days		
<b>Fish</b>	Center Focus	Body 12+
The ability to hold one's breath is tripled in duration. See the <a href="#">Asphyxiation</a> subsection and <a href="#">Recovery</a> .		
<b>Karma Attainment:</b> 1 Day submerging head underwater several times during the day		
<b>Flow</b>	Swimming	Body 15+
This is an enhancement skill for the prerequisite of <i>swimming</i> , which increases the movement rate to 25 feet. The duration one can swim is equal to five minutes per current <b>Body</b> life points. This is 750 feet per <b>Body</b> point for swimmable distance; e.g. 11,250 feet for current score of 15. Should a character choose only to tread water, this can be performed for 1 hour per <b>Body</b> point. After either, a short rest is required before swimming or treading again. Encumbrance reduces movement as it normally would.		
<b>Karma Attainment:</b> Long Rest with a bonefish which must be eaten afterwards		
<b>Forced Entry</b>	No Skill Requirement	Strength 3+
This is the ability to kick in doors and windows, or demolish them with a ram, spikes or pry bars, without necessarily being adept in melee combat. Effectively, this allows the lowering of the DC in <a href="#">brute force</a> circumstances. For each turn/round of preparation, the DC is lowered by 1 point up to a maximum of 5. However, if used against a restraint that is holding someone's limb, the shackled person must make a <b>Resilience</b> save (DC:9) or have the limb rendered useless for the next d8 hours.		
<b>Karma Attainment:</b> Long Rest		
<b>Foul-Play</b>	No Skill Requirement	Will 3+
This is the art of unethical behavior. With this skill one can handle and deliver poisons. Without the skill, one risks self-infliction if failing a <b>Resilience</b> feat against a DC:6 per each handling. This does not convey any skills to extract poison from dead creatures without also having a <i>skinning</i> skill. Moreover, to milk poison from a live creature, an <i>animal breeding</i> skill would also be required. Additionally, a person with this skill is well versed in combat exploitation and fighting dirty. This is throwing dust in the eyes, lulling an opponent into an unfriendly position, or other dirty tricks. This functionally causes a single opponent to be at disadvantage in a melee scenario on his or her next turn. The opponent is aware of the disadvantage and may choose not to perform a melee action. Invoking the disadvantage comes at a cost of 10 points of karma. If the foul-player does not have the karma, it cannot be used. Conversely, if 20 points are available, disadvantage could be thrown against the opponent for 10 points and advantage given to oneself could be gained for another 10 points.		
<b>Karma Attainment:</b> Long Rest		
<b>Furtive Motion</b>	Stealth	Agility 5+
This skill allows any action taken by stealth to gain special rules concerning the roll. This formula remains 4d6 + <b>Agility</b> score; however, any "raw 1s" rolled will count as the value of 2, making the lowest possible DC for one's stealth maneuver a 13.		
<b>Karma Attainment:</b> 3 Days of practice walking on crunchy surfaces like acorn shells, metal shards, or broken glass		
<b>Heart of Stone</b>	Center Focus	Spirit 18+
This conveys a +4 to any saves involving fear or charm; it also renders one immune to <i>sleep</i> magic or psionics. Even if charmed or frightened, any damage associated directly with the affect, such as <i>weapon of doubt</i> , then that damage is halved per incident, just as any other form of damage resistance.		
<b>Karma Attainment:</b> 1 Day carving a wooden graven image then sacrificing it in a fire		



## Adventuring Skills

<b>Hydromancy</b>	<b>Swimming</b>	<b>Judgment 3+</b>
<p>The practitioner of hydromancy must start the process in the morning by asking a very specific binary question, one that can be answered by yes or no. After which, he or she will spend the remainder of the day studying the movements and currents in running water or the tides. During the study, four times a blood letting will be performed to watch the crimson interact with the current to read the patterns of the kamii in the movement. Each cutting will inflict 1 point of <b>Body</b> damage. At the end of the day, the GM will secretly roll a <b>Judgement</b> feat (DC:10) to determine whether a truthful interpretation was understood. If yes, it is revealed. If no, an inaccurate answer is given. Due to the blood-letting, if this prognostication is used more than once per week, there is a 15% chance for each violation (cumulatively, if more time within the same week) of contracting an <i>earth rot</i> disease.</p>		
<b>Karma Attainment:</b> 1 Day rolling dice or bones		
<b>Inner Fire</b>	<b>Center Focus</b>	<b>Muse 5+</b>
<p>Through mind-over-matter techniques, one gains a resistance to cold damage.</p>		
<b>Karma Attainment:</b> 1 Day spent meditating naked in temperature below freezing		
<b>Influence</b>	<b>No Skill Requirement</b>	<b>Spirit 12+</b>
<p>With this skill, gains +2 on any rolls to resist charms and phantasm illusions. Conversely, this skill allows one to deceive, seduce, manipulate people for whatever reason or cause. When attempting to influence others the DC used to resist such social charming is increased by 2 points. One of the biggest difference between <i>influence</i> and <i>intimidation</i> is the victim of this skill may never realize he or she has been used. Moreover, influence can be used in a broader set of conditions than just retrieving information. One can convince a guard to let them into an area with a convincing story or even trick someone into walking into an ambush. See <a href="#">Social Interactions</a>.</p>		
<b>Karma Attainment:</b> Long Rest immediately after eating a harpy tongue		
<b>Inspiration</b>	<b>Minstrel</b>	<b>Strength 3+</b>
<p>After training in <i>minstrel</i>, a person with this skill can play that instrument in an inspirational way so that two allies, at the player's choosing and must be other than oneself, gain +1 to hit dice rolled in combat attacks so long as the songster continues to play. This effect cannot combine with any other bonus which gives bonuses to attack, meaning to highest value of multiple effects is used. However, if the music player is a <i>musician</i> with the instrument, then those two allies gain a +2 bonus instead. Finally, if the one performing the <i>inspiration</i> is a <i>maestro</i>, then the bonus is +3.</p>		
<b>Karma Attainment:</b> 1 Day of activity, practicing with musical instrument		
<b>Interrogation</b>	<b>No Skill Requirement</b>	<b>Judgment 3+</b>
<p>With this skill, gains +4 on any rolls to resist extracting information, even magically-performed. Additionally, when attempting to threaten or interrogate another the DC used for the victim to resist is increased 4 points. See <a href="#">Social Interactions</a>.</p>		
<b>Karma Attainment:</b> Long Rest after consuming Satyr Horn Dust		
<b>Keen Alertness</b>	<b>Alertness</b>	<b>Perception 5+</b>
<p>If having the <i>alertness</i> skill for an environment, this skill can enhance it for that environment to gain +3 to <b>Perception</b> checks for such locations. Further, one gains +2 to combat initiative in said terrain.</p>		
<b>Karma Attainment:</b> 1 Day meditating in specific environment		

## Adventuring Skills

<b>Kindred Animal</b>	<b>Animal Companionship and Wilderness Survival</b>	<b>Muse 4+</b>
<p>This skill is an empathic affinity with any true animal, permitted its <b>Mind</b> score and <b>Spirit</b> score combined do not exceed 10. However, in no circumstance could the animal exceed more <b>Body</b> points than the naturalist has <b>Spirit</b> points to a maximum of 24 points. Through this bond, the handler can give commands to the animal telepathically provided it is within 120 feet and in line of sight. Any actions made by the creature occur on the handler's turn. This rapport can only exist with one creature at a time and is spiritual pact lasting one year. It may continue longer each year if both parties are willing. It is important to note that animals are still subject to <i>charm</i> effects which can override the will of the owner. If the owner is <i>charmed</i>, the animal will act under the same restriction as its master.</p>		
<p><b>Karma Attainment:</b> Bonding with the animal requires a 2-hour blood ceremony with the kindred beast, repeated if obtaining a new animal</p>		
<b>Kismet</b> ⚡	<b>Gambling</b>	<b>Judgment 4+</b>
<p>This skill is a training in risk management to the extent that determination can alter the outcome. The benefit of this is additional option for spending karma. In addition to the 10-point karma rule to gain advantage, this skill allows the option to spend 10 points of unused karma to reroll one die, whether that is a save, an attack or even a <i>dodge</i> skill roll. Once using this karma-buy, it cannot be performed again until finishing a short or long rest.</p>		
<p><b>Karma Attainment:</b> Long Rest at a location deemed to be lucky by local lore</p>		
<b>Language</b> ⚡	<b>Logic pt / known</b>	<b>Special</b>
<p>This slot can be used to learn a new language, both written and spoken as applicable. However, the maximum number of languages a character can know is equal to his or her sub-attribute <b>Logic</b> score. This can be trained as a vocational skill, but requires a <b>Logic</b> save-feat (DC:4) at the end of the training to acquire. Thus, learning with a book, teacher or other speaker actively helping would allow one to learn the new language in 100 days. Otherwise, it would require 200 days of immersion to be considered fully fluent and literate. However, by using karma, a new language can be learned incredibly fast -- in only 14 days. Some priests' deities allow even faster learning.</p>		
<p><b>Karma Attainment:</b> 14 Days</p>		
<b>Leadership</b>	<b>Influence</b>	<b>Spirit 15+</b>
<p>In addition to the benefits of charisma gained from the <i>influence</i> skill, this allows a character to have an inspiring presence. As an action, the number of people equal to one's <b>Muse</b> bonus can gain the benefit of temporary <b>Body</b> points for a short period of time. The duration is equal to one minute (6 combat rounds) per point of <b>Muse</b> bonus, as is the increase of temporary <b>Body</b> points. Thus, with a <b>Muse</b> score of five, one person can gain one point for one minute, but at a score of six, two people can gain two points each for two minutes. Once invoking this skill, it cannot be performed again until completing a long rest.</p>		
<p><b>Karma Attainment:</b> 2 Days of ritualistic painting symbols on self</p>		
<b>Lip-Reading</b>	<b>No Skill Requirement</b>	<b>Perception 3+</b>
<p>This is determining what is being said without being able to hear. Clear line of sight is required. <b>Perception</b> check against a DC 11.</p>		
<p><b>Karma Attainment:</b> 1 Week of actively practicing skill</p>		
<b>Lock-Picking</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
<p>Locks cannot be opened with a key, breaking or some magical effect. This skill allows a character with simple tools to mimic having the key. A standard lock has 5 <b>Body</b> points if choosing to break it. Of course, the container or door being secured might be easier broken than the lock. A standard lock also has a DC of 9 if attempting to open it with picks. <b>Agility</b> modifiers are added to the feat roll. However, if genuine picks are not available, this person can create make-shift picks; however, that will throw a -4 penalty on the roll. Each attempt will require a base of 60 seconds. If the feat roll failed, then 60 seconds was spent. Another attempt may begin immediately. On success for each point above the required DC, 3 seconds are removed. Therefore, if the DC is 9 and the adjusted roll score is 16, then a 21-second duration is subtracted and the lock is opened in only 39 seconds. The quickest a lock can be undone is 3 seconds, regardless of the math.</p>		
<p><b>Karma Attainment:</b> 3 Days actively practicing with pick tools</p>		

## Adventuring Skills

Marathon		No Skill Requirement	Resilience 3+
<p>While this skill will not alter the base movement rate for combat, it will change the calculation for total miles traveled in a day. The new daily rate becomes the numerical value of adjusted movement value in feet ÷ 2.25 in miles, rounded down, for normal pace; and feet ÷ 1.75, rounded down, for fast pace. Note that a slow pace is not adjusted. See <a href="#">Travel</a>.</p>			
Movement		Elf Day	Normal Day
40 feet	Fast	24 miles	22 miles
	Normal	18 miles	17 miles
50 feet	Fast	31 miles	28 miles
	Normal	24 miles	22 miles
<p><b>Karma Attainment:</b> Long Rest sleeping on ostrich feathers or wolf fur</p>			
Mental Fortitude		No Skill Requirement	Logic 3+
<p>Grants +2 on all <a href="#">saves</a> (preservation, feat or competition) on all dice when any <b>Mind</b> sub-attribute is involved. Additionally, if an affect against one's mind is automatic, such as the <i>sleep</i> axiom, this grants one a <b>Judgment</b> preservation save against (DC:15).</p>			
<p><b>Karma Attainment:</b> Long Rest after a day of eating nothing but kale</p>			
Mountsmanship 		No Skill Requirement	Body 10+
<p>Riding a trained mount in a general direction can be performed without a skill. However, to command one well requires <i>mountsmanship</i>. With this skill, one can ride at a gallop and travel the extended daily distance at a fast clip. Otherwise, only normal or slow clips are possible. Conversely, without the skill, the movement rate of a mount is 15 feet slower, unless specified differently in the description of the mount. Further, one can fight effectively from atop his or her mount, gaining the movement of the steed; doing so without this skill places the fighter at disadvantage. However, this is limited to the primary-hand. Shields and two-handed weapons cannot be properly employed with only this skill, as the off-hand is required to manage the reins. Lastly, riders of creatures that can scale greater than 45° must have this skill to ascend such an angle. Finally, this skill is specific to an animal. If one has <i>mountsmanship</i> for a horse that does not imply <i>mountsmanship</i> of a lizard steed. This can be trained as a vocational skill.</p>			
<p><b>Karma Attainment:</b> 2 Days working with the specific mount type</p>			
Mystic Harmony		Accompaniment	Perception 5+
<p>With this musical skill, two three or four musicians who all know the same preternatural musical skills can combine their efforts for a greater effect. At least half or more of the musicians must also have this skill when combining, meaning one of two musicians must have <i>mystic harmony</i> and at least two when playing as a group of three or four. The songs that can be effected are as follows:</p> <p><i>Anthem of Excitement:</i> The total number of targets is increased by one per instrument player.</p> <p><i>Encouraging Verse:</i> The range of effect doubles (60 feet) for all songsters for determining the area of effect.</p> <p><i>Inspiration:</i> Each performer can affect three allies instead of two.</p> <p><i>Opus of Normalcy:</i> The DC for each player's effect increases by +1 per additional songster joining.</p> <p><i>Song of Rest:</i> The area of effect doubles for all the players of instruments.</p> <p><i>Sound of Lamentation:</i> Each performer can affect three targets instead of two.</p>			
<p><b>Karma Attainment:</b> 1 Week of practicing with instrument</p>			

## Adventuring Skills

<b>Opus of Normalcy</b>	<b>Inspiration or Encouraging Verse</b>	<b>Will 5+</b>
<p>With this skill, one can play an instrument to create an area where magic, either divine or sorcery, becomes difficult to manifest or maintain. In a 15-foot radius from the player, magical threads are disrupted. This is non-targeted and affects friendly and non-friendly affects alike. For existing effects, it does not dispel them, but suspends their manifesting while the instrument is continuously played. This will not alter things that have bonuses due to higher quality materials, such as swords or armor made from steel, orichulcrum, or mythril. However, for each round of music, on the player's turn, existing spell effects must make a feat roll against a DC on a d20 plus the <b>Logic</b> score or <b>Faith</b> score of the caster based on the type of magic it is. If the caster or creator is unknown, use the minimum value required to create such an effect. If a minstrel is playing, the DC is 14; if a musician, then then DC is 18; and if by a maestro, the DC is 22.If attempting to create a new effect, such as casting a spell, activating an item or even applying a potion, then a similar roll is required; however, the DC value is different with a minstrel being DC:15, a musician DC:20, and a maestro DC:25. Finally, the GM may rule that certain legendary items cannot be disrupted this way.</p>		
<b>Karma Attainment:</b> 1 Week of practicing with favored musical instrument		
<b>Packing</b>	<b>No Skill Requirement</b>	<b>Body 10+</b>
<p>This is the skill to get loads on and off of pack animals quickly and efficiently. It also lets one get the best performance from pack animals on the road, judge such beasts before purchase, and select the best route for a pack train. This removes the "unskilled rider" penalty for movement rate, which is often the slowest speed in a train. For examples, if a group uses pack mules without any with this skill, the movement rate is typically 45 feet; however, with a person with this skill, the mules would move at 60 feet. This skill also applies to teamsters and driving teams of animals pulling a wagon or the like. Lastly, the maximum number of pack animals a single person can manage is equal to <b>Muse</b> times two; however, if being used as a teamster, this is specific only to the vehicle driven.</p>		
<b>Karma Attainment:</b> Long Rest		
<b>Poison Resistance</b>	<b>Center Focus</b>	<b>Body 18+</b>
<p>This conveys a +4 to any preservation saves involving poison. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. If also halves the time of a poison restriction.</p>		
<b>Karma Attainment:</b> No activity lost, but must consume ingestible poison once per day for a week. The normal effects of poison occur until the skill is gained at the end of the week.		
<b>Quickness</b>	<b>No Skill Requirement</b>	<b>Agilty 3+</b>
<p>A person trained in <i>quickness</i> is able to reduce the penalty of action delays by 2 on initiative, whether the delay is due to encumbrance, a weapon type, or just searching for an item not easily available. If the delay penalty is only 1, then the adjustment only becomes 0 rather than gaining a bonus. For all other combat circumstances when penalties do not apply, this grants a +1 bonus to the initiative roll. Lastly, movement penalties for picking up an item, unsheathing a weapon, and the like have the penalty reduced by 10 feet. Movement that is based on percentage, such as standing from prone, are reduced by 25%.</p>		
<b>Karma Attainment:</b> 1 Day shuffling cards		
<b>Rhodomancy</b>	<b>No Skill Requirement</b>	<b>Muse 3+</b>
<p>This is the art of dowsing for water or oil, or for unspecified metals. Any forked wooden stick may be used, although hazelwood increases the chance. The stick is held by the prongs with the palms of the hands facing upward and horizontal to the ground while the ends of the prongs project outward. The pointing end of the stick should be slightly elevated above horizontal. When water, or oil or metal, are directly beneath the rod, the end will force itself downward to indicate the presence of the substance. One dowsing attempt can survey one acre (66ft x 660ft or 208ft x 208ft), which will require an hour to complete if nothing is detected.</p>		
<b>Karma Attainment:</b> 1 Day practicing dowsing		

## Adventuring Skills

<b>Rock Climbing</b>	<b>Climbing</b>	<b>Body 13+</b>
<p>This is an enhancement to the <i>climbing</i> skill, allowing the person to use the following modifiers for the conditions rather than the base skill. All other conditions still combine.</p> <p>Movement while bracing between 2 surfaces +8</p> <p>Rough Surface, Rock, Mortar +4</p> <p>Smooth Surface With Handholds +0</p> <p>Overhang, Traversable Ceiling -3</p>		
<b>Karma Attainment:</b> 2 Days honing skill in a rocky terrain or similar training environment		
<b>Sea-Horse</b>	<b>Swimming</b>	<b>Body 12+</b>
<p>This allows riding a trained sea-mount, such as a giant sea-horse, sharks or manta rays. Functionally, this is the same skill as <i>mountsmanship</i> other than the prerequisite and riding one without this skill is not possible. This skill is also animal-specific.</p>		
<b>Karma Attainment:</b> 1 Week working with specific mount type		
<b>Silver Tongue</b>	<b>Tell-Tale</b>	<b>Muse 5+</b>
<p>With this ability, a character can speak bold-faced lies without being detected by magical divinations. Unless an item or spell specifically states it can overcome this skill, then methods of detection will not distinguish it from the truth. However, it does not guarantee aid for social interactions in any way, and a person could choose to believe something said was a lie, especially if it was illogical or unlikely.</p>		
<b>Karma Attainment:</b> Long Rest after drinking the blood of a dolos		
<b>Sleight of Hand</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
<p>This skill is used anytime manual trickery or act of legerdemain is attempted, such planting something on another person, picking a pocket or creating the non-magical illusion of a small object disappearing. This requires an <b>Agility</b> feat with the base DC for an act is 10; however, the GM will likely modify for the conditions, such as how many people are present (if that is germane to the action) or the size and weight of the object being planted.</p>		
<b>Karma Attainment:</b> 2 Days spent juggling		
<b>Song of Rest</b>	<b>Minstrel</b>	<b>Faith 3+</b>
<p>By performing with a musical instrument, this creates soothing music which offers all the same benefits as (and acts as) a short rest for the minstrel and all friendly creatures within 60 feet. However, the duration of the song only requires thirty minutes. If the songster is a <i>musician</i>, then the performance to gain the benefit only requires fifteen minutes. Finally, if the one playing is a <i>maestro</i>, then the duration is only ten minutes.</p>		
<b>Karma Attainment:</b> 1 Day of musical instrument practice		
<b>Sound of Lamentation</b>	<b>Minstrel</b>	<b>Agility 3+</b>
<p>After training in <i>minstrel</i>, a person with this skill can play that instrument in way to discourage two enemies. The targets suffer a -1 to hit dice rolled in combat attacks so long as the performer continues to play. This effect cannot be combined with any other penalty-effects or skills that alter the target's attack, meaning the most detrimental value of multiple effects would be used. However, if the music player is a <i>musician</i> with the instrument, then those two allies gain a -2 penalty instead. Finally, if the one performing the inspiration is a <i>maestro</i>, then the penalty is -3.</p>		
<b>Karma Attainment:</b> 1 Day of playing dirges and crying so the tears fall onto the instrument		
<b>Stamina</b>	<b>No Skill Requirement</b>	<b>Resilience 3+</b>
<p>Grants +1 on all <u>saves</u> (preservation, feat or competition) on all dice when any <b>Body</b> sub-attribute is involved. This is broader than <i>acrobatics</i> but not complementary if both are applicable.</p>		
<b>Karma Attainment:</b> Long Rest while sleeping covered in dirt except one's head, as if in a shallow grave		

## Adventuring Skills

<b>Stealth</b>	<b>No Skill Requirement</b>	<b>Agility 3+</b>
<p>Anyone can attempt to be sneaky, move quietly and hide; however, this skill improves the odds of success. Without this skill, someone hiding, sneaking up on another attempts to do so and creates a DC based on how well it was accomplished by rolling 2d6 plus <b>Judgment</b> modifiers as well as anything else that could apply. Then potential victims make perception checks against that value. Those unskilled must have the GM roll in secret, as they will not know how well they have done. With this skill, the DC is rolled by 4d6 plus the raw <b>Agility</b> score and any other applicable adjustments. Persons with the stealth skill can know the result of the roll, allowing one to take preparations if rolling poorly. If unnoticed, the stealthy one would create an opportunity for a sneak attack against an unsuspecting victim. It is also possible that victim might be at disadvantage. See <a href="#">Sneak Attack</a> in the <a href="#">Combat Detailed</a> section.</p>		
<b>Karma Attainment:</b> 1 Day spent drawing chalk lines around one's own shadow		
<b>Strider</b>	<b>Marathon</b>	<b>Agility 4+</b>
<p>This skill adds 5 feet to a character's base movement.</p>		
<b>Swimming</b> 	<b>No Skill Requirement</b>	<b>Resilience 3+</b>
<p>Anyone can wade through water, even moving water; however, to travel through it when no surface below is available requires a <i>swimming</i> skill, which is measured as a movement of 20 feet. The duration one can swim is equal to double one's current <b>Body</b> score in minutes. This means distances of 240 feet per <b>Body</b> point can be traversed (1,920 feet for <b>Body</b> score 8). However, should a character choose only to wade water, this can be performed for 15-minutes per <b>Body</b> point. After either, a short rest is required before swimming again. Encumbrance will adjust movement as if on land; therefore, swimming in heavier armors without certain armor skills would be impossible. This can be trained as a vocational skill in 30 days, but requires a <b>Strength</b> save-feat (DC:4) at the end of the training to acquire.</p>		
<b>Karma Attainment:</b> 1 Day of calisthenics		
<b>Tap and Touch</b>	<b>No Requirement</b>	<b>Logic 3+</b>
<p>This is a trained skill for locating concealed compartments on a surface, be it a secret bottom of a chest or a hidden door in a wall. It grants advantage anytime this is being actively performed. Additionally, this gives a base chance to locate traps without setting them off on a <b>Perception</b> feat (DC:12) when actively searching.</p>		
<b>Karma Attainment:</b> Long Rest while in possession of sandpaper		
<b>Tell-Tale</b>	<b>Voice Imitation</b>	<b>Perception 5+</b>
<p>By reading another's subtle body language, this skill allows a character to potentially discern whether or not a lie has been spoken. It will only detect deliberate lie or known exaggeration. The examination requires an action for study if used during combat. In social interactions, this can be performed on around 20 seconds of speech, which is typically four sentences, depending on what is being spoken. If more than one statement of logical truth exist, then only one can be discerned. An example would be "I went to the blacksmith, and I requested his services. He will provide me a sword in four days." The scrutinizer would have to choose between "went to blacksmith," "requested services" and "provide sword in four days" to discern. The others would be lost from analysis because too much time will have passed. Further, there is no distinction between a lie and just exaggeration. When discerning, the base DC to detect is 6 and <b>Perception</b> modifiers will add to the feat save. If successful and what was spoken is deception, then that is known, all other conditions produce no indication. Finally, this skill cannot discern lies if the speaker has the <i>silver tongue</i> skill.</p>		
<b>Karma Attainment:</b> no activity lost, but requires 3 Days of silence		
<b>Toxin Coping</b>	<b>No Requirement</b>	<b>Judgment 3+</b>
<p>This skill purely grants nothing more than the ability to handle and use poisons without the risks of self-infliction. This low cost skill offers no other benefits. To clarify, it will not allow the milking of poisons from animals, but poisonous plant leaves to the touch could be gathered.</p>		

## Adventuring Skills

Tracker	Wilderness Lore	Perception
<p>This skill improves odds for location signs of passage from <i>wilderness lore</i> by considering the character is always at advantage for performing the <b>Perception</b> feat. Further, checks are required to follow only every two hours.</p>		
<b>Surface</b>	<b>Subject</b>	
Very Soft (snow, wet mud)	+8 Size Category: Tiny	-2
Soft (semi-dry mud)	+4 Size Category: Small	-1
Firm (soil)	+0 Size Category: Medium	+0
Solid (bare rock)	-4 Size Category: Large	+1
<b>Conditions</b>	Size Category: Huge	+2
Every 8 hours since passage	-1 Size Category: Giant	+4
Every hour of rain since passage	-1 Size Category: Colossal	+6
Fog or mist present	-3 Every three in the group being tracked	+1
Only Moonlight visibility	-3 Tracked party hides trail (half-speed)	-5
Near Darkness	-6	
Fresh snow cover since passage	-8	
<b>Karma Attainment:</b> 1 Day spent in association with a bloodhound or predator animal		
Voice Imitation	Communication	Perception
<p>With this skill, one can imitate the voice of another that has been heard. Whenever using this to deceive another, the victim is permitted a <b>Logic</b> check against a DC:17 or be fooled by the impression. Obviously, if more than voice is observable, this could change the believability of the trickery.</p>		
<b>Karma Attainment:</b> Long Rest, after making a small cut on one's tongue with the feather of a parrot		
Weight Shifting	Center Focus	Spirit 16+
<p>As a single action, the person can shift his or her weight to correspond to the surface, granting the ability to walk on water, quicksand, mud or even slippery oil. This means normal surfaces considered difficult can be traversed without movement penalties and those impossible ones, as listed above, act as difficult terrain for movement calculation. This cannot be performed again without a short rest.</p>		
<b>Karma Attainment:</b> 1 Day of Wall Balls exercise with stones		
Wilderness Lore	No Skill Requirement	Judgment
<p>This skill is essentially the knowledge and understanding required to survive outside of an urban environment. There are many things an adventurer can perform with this skill. If lost, one can navigate back on path provided there is sufficient light when making a successful <b>Faith</b> feat against a DC:10. One can also forage and live from the land for a week, provided the terrain can provide such, by a <b>Resilience</b> feat against a DC:9; for each 4 points above that (13, 17, 21) an additional person can be fed as well. Foraging can be determined on a daily basis if needed, <b>Resilience</b> DC:13, with each point over counting as an extra person. Locating signs of passage can be found on a <b>Perception</b> feat against a DC 12. This can be modified by the GM. Conditions for modification can be found in the <i>tracker</i> skill. Following those signs of passage can be performed for half an hour, at which point a new feat is required. Finally, tracking can only be performed at a slow pace. See <a href="#">Travel</a>.</p>		
<b>Karma Attainment:</b> Long Rest in a any environment outside of urban		

## Adventuring Skills

### Wilderness Survival

Wilderness Lore

Muse 3+

This skill is enhancement for one's ability to live in the wilds. This includes hunting and fishing to provide enough food for oneself and one other person indefinitely. Supply sustenance for additional persons is determined on a weekly basis starting at a DC 4 and increases by 2 points for each additional person. This also allows the creation of furs and hides to act as a padded armor (AC 11) without a *tailoring* skill. It further allows one to store food in places and ways that will not become spoiled or ruined. A 28 day supply for a single person can be stored in a cache, meaning the checks for supply a third person only needed after that is depleted. Due to a better familiarity with nature, navigating back on path when lost even in darkness on requires a successful **Faith** feat against a DC:6. Locating signs of passage become easier, requiring a **Perception** feat against a DC:8. This can still be modified by the GM, based on conditions. Following those signs of passage are still performed at the same skill level as *wilderness lore*.

**Karma Attainment:** No lost activity time, but must eat only dandelions or the like for 3 Days

### Wound Care

No Skill Requirement

Judgment

3+

With this skill, on an action, this renders aid to a creature who has been wounded by **Body** damage. If the recipient has fallen in battle at zero or lower points, then this will immediately stabilize the being and remove the death saves; however, it will not remove any exhaustion from being rendered unconscious. Care can be continued for two more actions at the discretion of the one rendering aid. During those actions, a skill check using **Judgment** modifiers can be rolled against a DC:10 to restore one point of **Body**. With the possession of a wound or medical kit the restoration of the **Body** point is automatic. If not having one and the first check fails, then another action can be used to try again. However, only a single point of **Body** can be restored through this skill, which will help those even if in negatives. Recipients of a successful *wound care* cannot receive another treatment until after a long rest and new injuries occur.

**Karma Attainment:** 1 Day studying in library or hospital





## Fey Magickery

### Ancient Fairy Magic.

These are simple magical traces which can be called into being by anyone with a *cantrip control* skill. Most elves can tap into these forces naturally; however, *cantrip control* is not limited as a racial skill; anyone can learn it. Of course, that skill does have a requirement of a Agility score of 3 or higher to acquire. However, cantrips can be cast as many times as desired and cost no sub-attribute score points. These simple tricks can be performed with little investment and are usable in many circumstances. But this is a harnessing of fey energy and channeling it through one's own body, which is why Agility is a requirement. Further, there is a maximum number of cantrips that can be known; the number is equal to one's Agility score.

Learning *Cantrip Control* can be acquired via training and time rather than karma. The save-feat at the end of the training time is against Agility (DC:4) rather than Muse. Finally, the training time is based on 45 days rather than the traditional 100 training days required. The cantrips themselves can be learned this way as well; however, at only 100 karma each, few find that a worthwhile effort, but it is possible. Also, the karma attainment for all cantrips is merely a long rest, after which the new cantrip can be used.

There are other skills beyond cantrips; however, those are the basis of all fey magickery.

*The chart is ordered by skill cost, while the descriptions begin with cantrip control and then are ordered alphabetically afterwards.*

Skill	Cost	Cantrip ⚡	Cost
<a href="#">Cantrip Control</a> ⚡	100	<a href="#">Befuddle</a>	100
<a href="#">Dendrosophy: Heat-Blossom</a>	200	<a href="#">Blade Ward</a>	100
<a href="#">Dendrosophy: Off-Season</a>	200	<a href="#">Camouflage</a>	100
<a href="#">Dendrosophy: Strange-Fruit</a>	200	<a href="#">Chilling Touch</a>	100
<a href="#">Fey-Binding</a>	200	<a href="#">Dancing Lights</a>	100
<a href="#">Summon Pests</a>	200	<a href="#">Daze Animal</a>	100
<a href="#">Summon Vines</a>	200	<a href="#">Detune</a>	100
<a href="#">Green Stitching</a>	250	<a href="#">Dress</a>	100
<a href="#">Hail Steed</a>	250	<a href="#">Fire Finger</a>	100
<a href="#">Spiritual Nature</a>	250	<a href="#">Friends</a>	100
<a href="#">Summon Small Beast</a>	250	<a href="#">Hairstyle</a>	100
<a href="#">Team of Pixies</a>	250	<a href="#">Itemize</a>	100
<a href="#">Arbor-Forging</a>	300	<a href="#">Jubilate</a>	100
<a href="#">Conjure Minor Chaos</a>	300	<a href="#">Light</a>	100
<a href="#">Fiend Practicum</a>	300	<a href="#">Mending</a>	100
<a href="#">Wildshape, Land</a>	350	<a href="#">Message</a>	100
<a href="#">Wildshape, Water</a>	450	<a href="#">Mockery</a>	100
<a href="#">Wildshape, Flight</a>	500	<a href="#">Pepper</a>	100
		<a href="#">Prestidigitation</a>	100
		<a href="#">Recollection</a>	100
		<a href="#">Resistance</a>	100
		<a href="#">Stabilize</a>	100
		<a href="#">True Strike</a>	100
		<a href="#">Valet</a>	100
		<a href="#">Written Phrase</a>	100

## Cantrips

### Simple Fey Magic.

## Fey Magickery

<b>Cantrip Control</b> ⚡		<b>No Skills Requirement</b>		<b>Agility 3+</b>	
<p>This is the base skill required before one can use cantrips. Further, individual cantrips must be known. To acquire known cantrips, one must purchase a cantrip through karma and have an <b>Agility</b> score of at least 3 when acquiring the skill. To be clear, elves who gain this skill for free will not possess it automatically if their starting <b>Agility</b> score is below 3. The maximum number of cantrips that can be known is equal to one's <b>Agility</b> score.</p>					
<p><b>Karma Attainment:</b> To gain this skill, one must hunt and kill a noble deer, prepare the venison from the deer, consume it for breakfast. Then spend the rest of the day dancing and singing.</p>					
<b>Befuddle</b>			<b>Cantrip Control</b>		
Time Required:	1 action	Range:	30 feet	Duration:	1 round
<p>One creature seen within range must make a <b>Judgment</b> preservation save (DC:9). If the save fails, the creature becomes confused and loses its train of thought. Note that this spell does no real damage, will not affect the target's <b>Mind</b> score, and doesn't negate the target's next action; it simply erases the target's current thought. The thought probably will reoccur to the creature naturally at some time in the future, and is more likely for social encounters. For example, if a lady sees someone running from her husband's room with a dagger, this spell compels her to forget that image. But if the person with the dagger is still visible a second later, she'll wonder about it all over again. Similarly, an opponent in combat can forget what strike he was planning but still realizes he's in combat and attack on his next action. The cantrip's effect ends at the start of the target's next action, so it must be quick to make certain that something forgotten isn't instantly remembered.</p>					
<b>Blade Ward</b>			<b>Cantrip Control</b>		
Time Required:	1 action	Range:	Self	Duration:	1 round
<p>This cantrip is a quick defensive ability but it requires continued concentration while it is in effect, meaning no reactions are permitted. However, once cast, until the following round and until the next turn for action, the caster gains 3 points to his or her AC against any edged or piercing damage; however, blunt weapons and cleavers strike normally.</p>					
<b>Camouflage</b>			<b>Cantrip Control</b>		
Time Required:	1 action	Range:	Touch	Duration:	Up to 10 minutes
<p>The cantrip causes a creature to change colors to match its surroundings. The creature may attempt to hide, and when doing so gains an additional d6 to the DC for stealth. This effect lasts as long as the caster concentrates, meaning the one manifesting the effect cannot take actions or reactions while focusing.</p>					
<b>Challenger's Mark</b>			<b>Cantrip Control</b>		
Time Required:	1 reaction	Range:	5 feet	Duration:	1 round
<p>As a reaction when the caster makes a successful melee hit against a target -- a target that must be within range, thus limiting melee weapons with <u>reach</u> -- this cantrip can be added to the effect of the strike. The caster marks the creature until the end of its next turn, bellowing a magical challenge. This effect ends early if the cantrip evoker is incapacitated or dies, or even if someone else marks the creature with a similar magical challenge. On the marked creature's next turn, if it takes any other action besides an attack against the caster, even attacking another person, it has disadvantage for that action. The responsive attack against the caster does not have to be melee and the victim could choose not to act on its turn.</p>					
<b>Chilling Touch</b>			<b>Cantrip Control</b>		
Time Required:	1 action	Range:	Touch	Duration:	1 round
<p>This creates a spectral force from the caster's hand, who then makes a single 1d20 attack roll against a target's AC. If successful, the touch inflicts the victim with a necrotic ward which blocks all magical healing until the end of the caster's next turn.</p>					
<b>Dancing Lights</b>			<b>Cantrip Control</b>		
Time Required:	1 action	Range:	120 feet	Duration:	Up to 1 minute
<p>The magic creates from one to four torch-sized lights which hover in the air. Combined they shed dim light in a 10-foot radius. For the illusion to continue, the caster must concentrate and therefore cannot take actions or reaction during that time. Dispelling the lights existence is the ending or interruption of concentration and can occur at any time. Initiative in combat should still be rolled even if the action is to continue with concentration.</p>					

## Fey Magickery

<b>Daze Animal</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	60 feet
		Duration:	1 round
<p>This can affect a medium-size or smaller animal with a <b>Spirit</b> score of 6 or fewer points and it can be seen within range. The beast makes a <b>Will</b> preservation save (DC:7). If it fails, the animal cannot take actions or reactions until the start of the caster's next turn.</p>			
<b>Detune</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>One instrument seen within range becomes detuned. Anyone using the instrument in a performance has tactical disadvantage on their ability checks to play it. If the instrument is held by a creature when the cantrip is cast, then that creature makes a <b>Muse</b> preservation save against a DC (d4+8); a successful save negates the effect.</p>			
<b>Dress</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Touch
		Duration:	Instantaneous
<p>A willing creature (and note "willing") who is touched instantly dons up to four unworn and uncarried articles of clothing within 30 feet. Likewise, the cantrip may "doff" a like number of articles being worn. If removing clothing, the articles appear folded at the caster's feet. Any donned clothing is worn in the order desired, with any twists, ties, bows, or specific spacing and detail chosen. The clothing can't be behind glass or any other obstruction.</p>			
<b>Fire Finger</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Self
		Duration:	10 minutes
<p>A flame surrounds the caster's hand, which will not harm the caster or equipment. In addition to spreading dim light for 15 feet, the fire can be used to ignite combustible materials with direct contact for 10 seconds. If used against a grappled, incapacitated, restrained stunned or unconscious victim, 1 point of fire damage against <b>Body</b> can be inflicted with one action, requiring a successful attack roll. The first round starts the burning, but the damage is not delivered until the start of the next turn. In the interim duration for this specific type of burning, the flame-wielder cannot take any reactions.</p>			
<b>Friends</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Self
		Duration:	Up to 1 minute
<p>During the effect, the caster has advantage on all competition <u>saves</u> involving social interaction directed at a single creature who is not hostile at the time of casting. Further, the caster will add +5 to any DC required in <u>social interactions</u>. On the completion of the cantrip, the creature influenced is permitted a <b>Perception</b> check against a DC (d4+6) to be aware that magic was used against him, her or it.</p>			
<b>Hairstyle</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Touch
		Duration:	Up to 7 days
<p>By running one's hands along a willing creature's hair, this can change its color, shape, form, and even length, up to 1 foot shorter or longer. The effect will last for seven days or until the recipient is no longer willing to keep the change, whichever expires first.</p>			
<b>Itemize</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	30 feet
		Duration:	Instantaneous
<p>The quantity of a specific non-magical item within view can be instantly known. This is the cheat to how many marbles in the jar. The type of item must be have been handled in the past. If the caster has never eaten or touched a banana before, then knowing how many are in the tree above is not possible. The object being itemized must also be reasonably specific. One can learn how many apples are in a basket, for example, but not how many items of fruit in a pantry.</p>			
<b>Jubilate</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>Using an enchantment that works the same way as inspiration; therefore, those two cannot work in conjunction. A happy little tune is sung, bolstering the spirits of one friendly creature within range, who gains 1 temporary hit point and allows a +1 bonus to the first die roll, be it a save, attack or check. These enhancements last until the start of the caster's next turn.</p>			

## Fey Magickery

<b>Light</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Touch
		Duration:	1 hour
Upon touching an object, no larger than five-feet in any dimension, which objects emits bright light in a 20-foot radius, colored as desired. Covering the object blocks the light, and the effect can be dismissed at will. However, if the object is worn or held by a hostile or unwilling being, then that creature may roll an <b>Agility</b> save against a DC (d4+8) to avoid it.			
<b>Mending</b>			<b>Cantrip Control</b>
Time Required:	1 minute	Range:	Touch
		Duration:	Permanent
This cantrip repairs a single break in an object touched. This can mend a tear or two broken halves so long as the break or tear is no larger than six inches in any dimension. The result leaves no trace of the former damage. If the rupture is too large, then the cantrip make no repair at all.			
<b>Message</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	120 feet
		Duration:	1 round
Pointing at another creature, a message can be whispered. The target, and only the target, hears the message and can reply in a whisper that only the caster can hear. However, the target must be in line of sight. Moreover, the sent message occurs on the caster's turn, while the reply is made on the recipient's turn. If the recipient's turn occurs after the caster's next turn the following round, then no reply can be made.			
<b>Mockery</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 2 rounds
The caster spews enchanted insults at a single creature within range. Assuming the creature is not deaf, as comprehension is not required for the magic to work, then it must make a <b>Will</b> preservation save against a DC (d4+8) or become at disadvantage for its next action.			
<b>Pepper</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	30 feet
		Duration:	Instantaneous
One creature within view and range suddenly sneezes loudly unless making a <b>Will</b> preservation save an against a DC (d4+6).			
<b>Prestidigitation</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 1 minute
This cantrip can perform a simple trick, which can manifest in one of several different ways: <ul style="list-style-type: none"> <li>• Create an instantaneous and harmless sensory effect, such as a puff of wind, shower of sparks, music or odd odor.</li> <li>• Light or snuff a flame up to the size of a torch, instantaneously</li> <li>• Clean or soil an object smaller than one-cubic foot</li> <li>• Chill, warm or flavor a nonliving material smaller than one-cubit foot lasting up to one hour.</li> <li>• Create a mark or symbol of a desired color on a nonliving object or surface lasting up to one hour.</li> </ul>			
<b>Recollection</b>			<b>Cantrip Control</b>
Time Required:	Varies	Range:	60 feet
		Duration:	Up to 6 seconds
This allows a reaction to be used to capture seeing something in range. That image can be displayed as a glamour within five feet of the caster and requiring an action. Essentially the scene is magically saved in memory as a snippet of what is seen, such as a building, a scene in a bar or a facial expression. Up to two images can be held at one time, losing the oldest if capturing a new one beyond the capacity. This is visual only, having no audio component.			
<b>Resistance</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Touch
		Duration:	Up to 1 minute
Upon touching a willing creature, the caster selects which attribute <b>Body</b> , <b>Mind</b> or <b>Spirit</b> to affect. The enchanted being then may roll a d4 in addition to the first save roll made for any sub-attribute of selection within the next minute. However, cumulative castings will not add further bonuses.			
<b>Stabilize</b>			<b>Cantrip Control</b>
Time Required:	1 action	Range:	Touch
		Duration:	Instantaneous
By touching a living creature who is at 0 or negative <b>Body</b> points, the recipient becomes stable and lifted from the death saves. It will not remove any level of exhaustion.			

## Fey Magickery

True Strike			Cantrip Control		
Time Required:	1 action	Range:	30 feet	Duration:	1 round
Upon the casting of this cantrip and concentrating until the next action the following round, the caster gains insight against the single-targeted creature in range. Provided the concentration has not broken, during the next action in the following round, the caster can gain advantage against the recipient. The advantage could be melee, range or magical attack.					
Valet			Cantrip Control		
Time Required:	1 action	Range:	30 feet	Duration:	1 minute
A floating, translucent hand appears at a point of choosing. It remains until the duration or dismissed and has a movement rate of 30 feet. Any actions performed by the hand must be done as actions of the caster and the hand cannot multitask or exist while other incarnations of the cantrip are manifested. It can open doors, containers. The hand can lift or manipulate up to 10 pounds of mass. However, it cannot attack or activate magic/alchemical items.					
Written Phrase			Cantrip Control		
Time Required:	1 action	Range:	Touch	Duration:	Up to 1 minute
While speaking a word or phrase aloud and touching a book, scroll, or other object covered in writing, each instance of that word or phrase present becomes highlighted in glowing script for the duration. If used on a book, it will flip to the first page containing the subject of your search. The duration can last up to one minute but requires concentration, meaning the caster cannot take other actions or reactions.					

## Fey Skills

Arbor-Forging	Green Stitching and Armoring	Agility 5+
With this skill, one can use feywood to create elfin-chain, which is a light armor. An elfin-chain shirt is AC 13, but has no penalty for <i>sorcery</i> ; further, it sleeps as light armor. A full suit of elfin-mail is AC 15 and classified as medium armor, sleeps as medium, and only has a disadvantage for <i>sorcery</i> .		
<b>Karma Attainment:</b> 1 Week honing the skill with the one who reveals the method of the skill		
Conjure Minor Chaos	Summon Pests or Summon Vines	Judgment 4+
There is an important material resource needed to use this skill; it is a vial of blood from a humanish or atavistoid which has been killed in within the last day. With this magic, two moon demons appear. These will disappear when dropped to zero <b>Body</b> points or after five minutes (30 rounds of combat). The demons are hostile to all creatures. A demon attacks the nearest non-demons to the best of its ability. When conjuring the demons, the summoner swirls the blood in a circle, roughly a 10-ft radius; the demons appear outside that circle but within 40 feet of the summoner. The summoned demons cannot cross the circle or target anyone in it. It requires a long rest to perform this ability again.		
Dendrosophy: Heat-Blossom	Cantrip Control and Astrology	Perception 4+
The fey skill combines agronomy and fey magic to produce extraordinary crops. Once per year, the disciple can plant up a fruit-bearing trees or bush. The result of this sacramental rooting produces inedible orbs, when plucked from the branch produce warmth and light for about a week. The special fruit does not burn, but it will radiate both heat and light equivalent to a campfire. After the week has passed, the orb rots, diminishing in its glow until it completely decays over the next few days.		
<b>Karma Attainment:</b> Sacrifice a pig that has been personally owed for at least one month; after its death, circle the pig exactly nine times, then remove its intestines and hang them on a tree; sleep there that night; long rest.		

## Fey Magickery

Dendrosophy: Off-Season	Cantrip Control and Astrology	Perception 4+
<p>This fey skill is similar to <i>heat-blossom</i> in that it allows a fruit-bearing plant to be rooted once per year. However, this version causes the normal fruit of the tree to bloom in the off-season; thus, cherries would blossom in winter, while grapes would grow in early spring.</p>		
<p><b>Karma Attainment:</b> Time to acquire a rabbit or hare personally, chased down without tools or weapons, the sacrifice the animal sprinkling its blood on the roots of a tree, the sleeping there; long rest.</p>		
Dendrosophy: Strange-Fruit	Cantrip Control and Astrology	Perception 4+
<p>Like the other forms of dendrosophy, this skill allows the flora to grow and bear fruit from outside of the region, such as oranges in an arctic zone. Another option might be to grow a root-vegetable like potatoes.</p>		
<p><b>Karma Attainment:</b> Having sex in a forest, which re-enacts the sowing of the earth, then remaining there naked for a long rest</p>		
Fey Binding	Cantrip Control and Creature Specifics (Fey)	Mind 15+
<p>Once learning specific lore for fey creatures, this skill allows the ability to bind a fey spirit to another person or to oneself. Only one fey spirit can be linked to another living being at one time. The process is a special woodlands summoning, requiring 24 hours where the person to whom the fey will be linked must be present. The material costs are roughly 100 bits for herbs, amber incense, and a brazier full of duskwood chips. The fey spirit is summoned on a successful <b>Will</b> check (DC:9), and it will come in the form of another creature and act as a charmed <i>animal companion</i> (see <a href="#">skill</a>) serving its master for the following five years; however, unless noted in the benefits fey spirits cannot attack unless defending themselves against direct attack and will still often flee to survive. One further benefit from a fey companion is the ability to see and hear through that creature once per day, which acts as an act of scrying for one minute. Thus, fey-bound companions are often used as spies. Different types of fey forms offer different benefits, but each will have the abilities of their form. Some are due to advantages for the spirit while others benefit the master. The form will be based on a 2d6 roll:</p>		
2 Imp	Fey Spirit can communicate telepathically with the Master	
3 Quasit	Fey Spirit can attack and speak the abyssal language	
4 Hawk	Fey Spirit can fly; Master gains +1 on Perception	
5 Cat	Master gains +2 on Stealth actions	
6 Bat	Fey Spirit can fly	
7 Monkey	Fey Spirit can climb	
8 Owl	Fey Spirit can fly	
9 Raven	Fey Spirit can fly; Master gains free language as a supernatural ability during fey's service	
10 Turtle	Master gains +1 magical AC bonus like having a ring of protection	
11 Brownie	Fey Spirit can communicate in the common language	
12 Pseudodragon	Fey Spirit can fly, can attack and has a random cantrip	
<p>The summoning ritual can only be performed once every three months, whether successful or not. As a result, this skill is rarely offered as a business service and the fey-binder is often very selective of the recipient.</p>		

## Fey Magickery

Fiend Practicum	Cantrip Control and Creature Specifics (Fiend)	Spirit 15+
<p>After acquiring "fiend lore" by taking <i>creature specifics</i> for fiends, this skill allows some methods for dealing and harming creatures of the lower planes.</p> <ul style="list-style-type: none"> <li>• <b>Protection from Evil:</b> By spreading a two-foot diameter circle of runes made from herbs and silver shavings (cost: 50 bits), the occupant inside the circle gains a preternatural protection from fiends. So long as the being on the interior does not cross the circle or reach outside of it, then no fiend can physically enter or harm the occupant. Further, any charms, fear or spell-effects originating from the fiend are at disadvantage to affect the protected being.</li> <li>• <b>Pentagram Cage:</b> This allows the complex knowledge to create a pentagram that can trap a fiend, who once entering it cannot easily break free from it. The materials needed are herbs, silver shavings, and powdered rubies. The circle can be from two-feet in diameter to a maximum of ten-feet. The cost increases according to size (100 bits multiplied by 3x-diameter). Tiny fiends, such as imps, can be trapped by a two-foot diameter; small require three-feet; a medium fiend can be trapped by a six-foot diameter circle; and the largest is required for large-sized fiends. The fiend is guaranteed to be trapped for one hour. However, after that, each hour it may make a <b>Will</b> check to find a weakness in the cage. When creating it, the GM secretly rolls the DC which is 12+2d4 (and it remains that DC for every attempt to escape).</li> <li>• <b>Binding Pact:</b> Once trapping a fiend in a pentagram cage, a sage with <i>fiend practicum</i> can recite a supernatural binding ceremony to create a pact with the captured creature. This is an hour-long process, meaning the fiend will have one-chance to escape before being bound. This becomes an agreement in exchange for being set free from the cage. This could be knowledge or a specific act. Fiends with a total <b>Spirit</b> score of 7 or lower are immediately bound. Those with a <b>Spirit</b> score from 8 to 20 are permitted a save every hour against <b>Will</b> (DC:14) and are only bound to the pact after failing the save. Those with higher <b>Spirit</b> scores must fail two saves before being bound to the pact.</li> </ul>		
Green Stitching	Cantrip Control and Leatherworking	Agility 4+
<p>With this fey skill, the lateral appendages of the darkleaf tree can be sewn together to create armors equal to leather or even studded leather armor. Such armor is often referred to as goluka armor. The return for using darkleaf plants over actual leather is the lack of maintenance for the armor and minor healing properties it offers.</p> <p><b>Karma Attainment:</b> Wrapping one finger in darkleaf for 1 Week, not permitting it to dry out. There is a 1 in 20 chance the finger will be permanently stained green.</p>		
Hail Steed	Summon Pests or Summon Vines	Will 4+
<p>This fey magic summons a spirit that assumes the form of an intelligent, strong, and loyal steed. Appearing in an unoccupied space within 30 feet, the steed takes on a form that you choose: a horse, a pony, a camel, an elk, or a lizard steed. (The GM might can other animals to be summoned as steeds.) The steed has the statistics of the chosen form. Additionally, if your steed has a <b>Mind</b> of 1 or less, its <b>Mind</b> becomes 2, and it gains the ability to understand one language of your choice that you speak. The steed serves a mount and can be used with any existing skills designed for that type of mount. If the steed drops to 0 <b>Body</b> points, it disappears, leaving behind no physical form. You can also dismiss your steed at any time as an action, causing it to disappear. Otherwise, the spirit steed will persist for eight hours. The steed can only be summoned once until taking a long rest.</p>		
Spiritual Nature	Cantrip Control and Wilderness Survival	Spirit 13+
<p>This is a mystical connection between the character and all of nature. A person with this skill can accurately predict natural, non-magical weather for the next eight hours. This forecast ability is not innately constant; it requires approximately ten minutes to discern. Novel plants are able to be identified on a <b>Muse</b> feat against a DC:8. This can be used for to determine edibility or ingredient identification for <i>brewing</i> or <i>alchemy</i>. Additionally, once per week, this connection permits one question to be asked to the environment around him or her in one-mile radius. The question must be in the form which can be answered by Yes or No response. This is performed by communing with animals, plants and even natural spirits. The actual response (from the GM) may be something other than yes or no, but the question must be phrased in that way. Finally, these powers cannot be performed in an urban setting or underground.</p>		

## Fey Magickery

<b>Summon Small Beast</b>	<b>Summon Pests or Summon Vines</b>	<b>Will 4+</b>
<p>Through this fey magic skill, the summoner calls forth a bestial spirit. It manifests in an unoccupied space that can be seen by the summoner within 60 feet. The spirit will adapt to fit either air, land, or water, as desired by the summoner. The creature resembles an animal-like being native to the chosen environment. Its stats will be presented by the GM from the Bestiary; however, it would be similar to a small wolf or an oversized eagle. The creature disappears when it drops to 0 <b>Body</b> points or after thirty minutes. The creature is an ally to the summoner and companions. In combat, the creature shares the summoner's initiative count, but it takes its turn immediately after the summoner. It obeys verbal commands. Speaking on turn is a free action. If no command is issued, the beast takes the defensive action and uses its move to avoid danger. After the beast reverts to spirit form, another cannot be summoned until after a short rest.</p>		
<b>Summon Pests</b>	<b>Cantrip Control</b>	<b>Will 3+</b>
<p>This skill teaches the methods of fey summoning to a swarm of gnats, fleas, mites, bees, flying ants or similar insects. The group of vermin will appear on one creature seen within 30 feet. The target must succeed on a <b>Resilience</b> preservation save (DC:9) or suffer 2 points of poison damage; however, the poison restriction is not part of the attack. Once the single attack is over, the pests fade from existence. When performing this once, it requires a short rest to perform again. This is one of the gateway skills for all fey summoning powers.</p> <p><b>Karma Attainment:</b> Blood from the sacrifice of a chicken, goat, sheep, donkey, cow, or even a dog are spilled of the feces of the same. The blood-soaked feces is smeared over one's face, followed by a Long Rest.</p>		
<b>Summon Vines</b>	<b>Cantrip Control</b>	<b>Will 3+</b>
<p>This skill works as a reaction to a successful melee attack against an opponent. Once hitting the enemy in such a way, then the attacker may use a reaction to summon a writhing mass of thorny vines that appear at the point of impact. The victim must make a <b>Strength</b> preservation save (DC:10) or suffer the restrained restriction. Large-sized creatures or bigger save at advantage. While restrained at the start of each turn, the victim is permitted a free and immediate attempt to break free by rolling another <b>Strength</b> save with the DC being 2 points lower each turn. Once the DC reaches 0, the victim is free even if having failed all previous attempts. A short rest is required to perform again. This is one of the gateway skills for all fey summoning powers.</p>		
<b>Team of Pixies</b>	<b>Summon Pests or Summon Vines</b>	<b>Muse 3+</b>
<p>This summons a team of six pixies who work together to perform simple tasks at command for up to one hour. The pixies spring into existence in an unoccupied space within 60 feet. They cannot attack but can be killed. The summoner can dismiss them at will with no action or reaction required. On each turn of the summoner, a verbal command can be given whereby the team of pixies can move up to 40 feet and interact with an object. The pixies can perform simple tasks that a human could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. Once given the command, the pixies perform the task to the best of their ability until it completes the task, then wait for the next command. Should the pixies and summoner be separated by more than 60 feet, then the pixies wink out of existence. Once performing this, it requires a short rest to perform again.</p>		
<b>Wildshape, Flight</b>	<b>Spiritual Nature</b>	<b>Body 18+</b>
<p><i>Wildshape, Flight</i> is identical to <i>wildshape, land</i> except the selected animal may be those of a flying nature.</p>		
<b>Wildshape, Land</b>	<b>Spiritual Nature</b>	<b>Body 13+</b>
<p><i>Wildshape</i> skills are transforming abilities where one takes on the form of a true animal in the wild. This is useful in two main areas: combat and exploration. When <i>wildshape</i> occurs, all equipment becomes part of the new form and is unusable in this state, then said equipment returns to its normal condition when the person returns to his or her humanoid form. While in the form, combat attacks will occur as the animal, not the combat skills of the original entity. Other skills or abilities can be gained from either the origin or the animal, but the two cannot combine. Also, no casting, axioms, cantrips, or invocations, can happen while transformed. An additional limit to all <i>wildshapes</i> is the chosen animal cannot have more <b>Body</b> points than the one transforming. Also, such a transformation cannot be performed again without a short rest. Further, the land version only allows the transformation into walking creatures.</p>		



## Fey Magickery

**Wildshape, Water**

**Spiritual Nature**

**Body 15+**

*Wildshape, Water* is identical to *wildshape, land* except the selected animal may be those of a swimming or underwater-breathing nature.

## Rune Magic

### Remnants of the Earth's creation-energies channeled.

Rune stones had a humble beginning in dwarven culture. The first rune carving acted as a protection for the interred; however, after further practice, the power of *orgomn* (sometimes called *mana*) that could be trapped within the runic symbols found its way to other uses.

The base skill of rune magic is a bit formulaic but also requires some understanding of mineralogy, as well as dexterous craftsmanship. However, if having the prerequisites, the base skill of *rune-crafting* can be acquired as if it were a vocational skill and would not require karma. Also, like axioms, the individual runic carving can be self-learned.

Rune magic can only be scribed upon rock, and many require specific types and sizes of rock, which are detailed below. Rune magic works best as protecting an area, but some can be modified to become personal. Less common, but some may also have more offensive-styled powers. Also, the size of the runestone impacts power and duration. This means that some runes can be carried as an amulet, while others cannot.

Moreover, rune magic radiates a bit of interference from them. This means bad consequences can occur if too many are gathered together in the same vicinity. The effect is not immediate, although the GM could rule in special circumstances. As a general rule, for each day of overlapping runic area, the ground around the runestone must make a survival check on a d20 (DC:8) or become polluted, creating disease, vermin infestations, diminished crops and possibly tainted water supply where the conflicting runes are the source of the contamination, determined by the GM. The extent of the defilement varies based on the power of the runes and time of corruption. Further, for each week of overlap, the lesser of the runes involved (or both if equal) must make a survival check (DC:6) or become permanently disenchanting. On a "natural 1" the disenchantment is associated with a smoldering fire (or similar), which could spread based on the location and surroundings of the rune. The point of all of this is that stock-piling runes will require an investment of time, space and likely money -- unless the villain of the area simply does not care.

However, it is also important to take note of the duration of the rune carving. After it has expired, it will no longer radiate *orgomn* to cause problems. For all purposes, this reverts to becoming a normal rock. Therefore, careful burial planning is often associated with dwarves who inter their dead under runic protection. A few examples: Walking through a dwarven graveyard while wearing a rune amulet is not an issue; sleeping overnight in the graveyard can be problematic. Two party-members having personal runestones traveling together might poison their trail. Putting three runestones in the same chest will create a poisoning around chest after a few days. A warehouse of runestones will have to be large and spaced out between bins to avoid contamination.

#### Rune-Crafting ⚔

Mineralogy

Faith 3+

This skill offers no rune carving power itself, but does grant the understanding of how to use and create rune carving. This can be learned without karma as if it were a vocational skill.

Once the *rune-crafting* has been obtained, the specific rune carving can be acquired. Some will be a passive protection, requiring no knowledge or skill to gain the benefits. However, some runes that have a different nature may require an activation, which will be listed in the description of the rune.

Further, there are two different skills available for each rune. The first is *creation* and the second is *renewal*. *Creation* is the skill to carve and enchant the initial rune. After a rune has become drained for its *orgomn* and becomes inert, it can be brought back to its original power by a simpler process, but it must be implemented within a time span of inactivity less than half the original duration. The *renewal* skill does this, but as the process is simpler, it requires less talent. Of course, someone with the *creation* skill could also renew and reactivate a rune but still require the full time as did the creation. Maintenance skills became prevalent in dwarven societies that widely use runes to allow workload to be shared. The cost for re-activating a rune is half of the original creation cost. In such societies, typically these rune skills are trained over time learning the *renewal* skill first; however, karma could be used directly to obtain the top skill as the lesser is not a true prerequisite.

## Rune Magic

Rune ☘	Meaning	Creation Cost	Renewal Cost
koberen	<a href="#">Acid Resistance</a>	200	100
eisür	<a href="#">Aid</a>	200	100
eisten	<a href="#">Blunt Resistance</a>	200	100
rafmagns	<a href="#">Bolt</a>	200	100
jardaten	<a href="#">Burial</a>	200	100
eialagndag	<a href="#">Cold Resistance</a>	200	100
eisvargon	<a href="#">Edge Resistance</a>	200	100
eibrhan	<a href="#">Fire Resistance</a>	200	100
hiemar	<a href="#">Hammer</a>	200	100
eiskajj	<a href="#">Lightning Resistance</a>	200	100
last	<a href="#">Lock</a>	200	100
horpi	<a href="#">Luck</a>	200	100
eiör	<a href="#">Piercing Resistance</a>	200	100
eieitur	<a href="#">Poison Resistance</a>	200	100
komaivegfyrirvond	<a href="#">Repel Evil</a>	200	100
komaivegfyrirflinkk	<a href="#">Repel Good</a>	200	100
skarhir	<a href="#">Shield</a>	200	100
eigud	<a href="#">Smite Resistance</a>	200	100
hetjajardaten	<a href="#">Heroic Burial</a>	300	150
ikindett	<a href="#">Non-Detection</a>	300	150
fangelsi	<a href="#">Imprisonment</a>	300	150
ikinlips	<a href="#">Unbound</a>	300	150
brynja	<a href="#">Armor</a>	400	200
smarhir	<a href="#">Suffering</a>	400	200
segeal	<a href="#">Eviction</a>	500	300
stanstakkmagri	<a href="#">Antimagic</a>	500	300
svangadsten	<a href="#">Petrify</a>	600	400

Acid Resistance		Passive	Time to Craft: 20 days
<b>Usable Rocks</b>	Basalt, Gabbro, Feldspar		
<b>Stone Shape/Size</b>	<b>3ft x 2ft x 1ft</b>	<b>1ft x 1ft x 6in</b>	<b>Small Stone</b>
<b>Stone Weight</b>	1100 lbs	90 lbs	2 lbs
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months

The stone radiates throughout the designated area, granting all in that area resistance to corrosive damage.

Aid		Passive	Time to Craft: 10 days
<b>Usable Rocks</b>	Carnelian, Citrine, Sardonyx		
<b>Stone Shape/Size</b>	<b>2ft x 1ft x 1ft</b>	<b>9in x 9in x 6in</b>	<b>Amulet</b>
<b>Stone Weight</b>	450 lbs	30 lbs	½ lb
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months

For all in the area of effect, it offers +1 to AC, which is not stackable with other magical protections.

## Rune Magic

Antimagic		Passive		Time to Craft: 6 days
Usable Rocks	Pumice, Scoria			
Stone Shape/Size	6ft x 3ft x 2ft	3ft x 2ft x 1ft	Small Stone	
Stone Weight	1500 lbs	250 lbs	5 lbs	
Area of Effect	20ft diam sphere	10ft diam sphere	Personal	
Area of Radiation	None	None	None	
Creation Cost	10,000 bits	7,500 bits	5,000 bits	
Duration of Rune	1 month	1 week	1 day	
This rune blocks all magic from entering or manifesting within the area of effect. Due to the time to create, renewing is very difficult for the middle-sized stone, and it is impossible for the small stone.				
Armor		Passive		Time to Craft: 30 days
Usable Rocks	Corundum			
Stone Shape/Size	2ft x 1ft x 1ft	6in x 6in x 4in	Amulet	
Stone Weight	500 lbs	20 lbs	½ lb	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	7,500 bits	5,000 bits	3,000 bits	
Duration of Rune	2 years	1 year	6 months	
This runestone radiates throughout the area of effect, offering +3 to AC, which is not stackable with other magical protections.				
Blunt Resistance		Passive		Time to Craft: 20 days
Usable Rocks	Apatite			
Stone Shape/Size	3ft x 1ft x 1ft	1in x 1in x 6in	Amulet	
Stone Weight	700 lbs	80 lbs	1 lb	
Area of Effect	10ft diam sphere	5ft diam sphere	Personal	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	2 years	1 year	6 months	
This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.				
Bolt		Activation		Time to Craft: 20 days
Usable Rocks	Fulgurite			
Stone Shape/Size	4ft cylinder, 8in diam	2ft cylinder, 6in diam	Small Stone	
Stone Weight	625 lbs	140 lbs	2 lbs	
Area of Effect	90ft range 3(d20+5)	60ft range 2(d20+4)	30ft range d20+3	
Area of Radiation	20 feet	10 feet	5 feet	
Creation Cost	3,000 bits	1,500 bits	1,000 bits	
Duration of Rune	12 charges	6 charges	3 charges	
While touching the stone, anyone with the base <i>rune-crafting</i> skill (or some other valid skill that offers the ability to use it), it can conjure a bolt of lightning from the runes. The range the bolt can strike varies by the size of the stone as does its damage. The attack is made against a single victim's AC. The larger stone rolls 3d20 each gaining +5 to the roll. The medium-sized stone rolls 2d20 with a bonus of +4 per die. Lastly, the portable stone strikes with d20+5. For each successful strike against the opponent, 1 point of lightning damage is delivered. Further, if any die strikes, the target must make an <b>Agility</b> preservation save (DC:13) or suffer an additional point of lightning damage. For the rune to build up energy to make another strike requires 2d4 rounds. The stone becomes unpowered after all charges are expired. Moreover, to re-activate this runestone once inert, the process must be started again within 10 days of the last charge used.				

## Rune Magic

<b>Burial</b>		<b>Passive</b>	<b>Time to Craft: 1 day</b>
<b>Usable Rocks</b>	Granite, Pegmatite		
<b>Stone Shape/Size</b>	6in cylinder, 18in diam		
<b>Stone Weight</b>	90 lbs		
<b>Area of Effect</b>	5ft diam sphere		
<b>Area of Radiation</b>	5 feet		
<b>Creation Cost</b>	1,000 bits		
<b>Duration of Rune</b>	1 month		
Carved on a headstone of a burial plot. This protects the interred becoming undead while the power of the rune remains intact. This is believed to be the original rune that began runic magic. Also, a bit of dwarven trivia: dwarves bury their dead in soft rock, such as a talc or gypsum field, rather than dirt, but place their dead vertically so the head of the corpse is less than a foot from the surface.			
<b>Cold Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Quartz		
<b>Stone Shape/Size</b>	4ft x 3ft x 1ft	2ft x 18in x 8in	Small Stone
<b>Stone Weight</b>	1150 lbs	220 lbs	3 lbs
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to cold damage.			
<b>Edge Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Schist		
<b>Stone Shape/Size</b>	2ft x 2ft x 1ft	18in x 1ft x 1ft	Amulet
<b>Stone Weight</b>	700 lbs	275 lbs	1 lb
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.			
<b>Eviction</b>		<b>Passive</b>	<b>Time to Craft: 5 days</b>
<b>Usable Rocks</b>	Flint, Chert		
<b>Stone Shape/Size</b>	10ft diam circle		
<b>Stone Weight</b>	n/a		
<b>Area of Effect</b>	10ft diam sphere		
<b>Area of Radiation</b>	20 feet		
<b>Creation Cost</b>	5,000 bits		
<b>Duration of Rune</b>	1 month		
This is similar to the <i>imprisonment</i> rune in that it is designed for a specific target and requires a graven image. It is carved in a circular pattern covering a 10-foot diameter. The circle becomes the equator of the area of effect; thus, walls, ceilings and floors are commonly used. When walking into the area, the victim must make an immediate <b>Will</b> preservation save (DC:20) or be transported away. If blood is used, then DC:20. If the creature is extraplanar, then it will be sent to its home origin. If the victim is native to this plane, then it will be sent to a random and harmless location on the current plane of existence. Should the target make its save, then the rune carving is flawed and powerless; re-activating it will not be effective.			

## Rune Magic

Fire Resistance		Passive	Time to Craft: 20 days
Usable Rocks	Agate, Jasper		
Stone Shape/Size	4ft x 2ft x 1ft	2ft x 1ft x 1ft	Small Stone
Stone Weight	1350 lbs	350 lbs	3 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	10 feet	5 feet
Creation Cost	3,000 bits	1,500 bits	1,000 bits
Duration of Rune	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to fire damage.			
Hammer		Passive	Time to Craft: 20 days
Usable Rocks	Granite, Limestone		
Stone Shape/Size	3ft x 2ft x 2ft	1ft x 1ft x 1ft	
Stone Weight	1800 lbs	160 lbs	
Area of Effect	10ft diam sphere	5ft diam sphere	
Area of Radiation	20 feet	10 feet	
Creation Cost	7,500 bits	5,000 bits	
Duration of Rune	6 months	1 month	
Power radiates from the rune so that any being standing inside the area is at advantage for attack rolls of combat, whether melee or ranged.			
Heroic Burial		Passive	Time to Craft: 3 days
Usable Rocks	Granite, Pegmatite		
Stone Shape/Size	3ft x 2ft x 2ft	1ft cylinder, 2ft diam	Small Stone
Stone Weight	1800 lbs	600 lbs	2 lbs
Area of Effect	10ft diam sphere	5ft diam sphere	Personal
Area of Radiation	20 feet	5 feet	5 feet
Creation Cost	3,000 bits	5,000 bits	1,000 bits
Duration of Rune	2 years	2 years	6 months
Carved on a headstone of a burial plot or at the base of a preserved statue. This protects the interred becoming undead while the power of the rune remains intact. It additional, the area acts like a <i>protection from evil</i> circle, preventing fiends, undead and fey from entering the space.			
Imprisonment		Passive	Time to Craft: 3 days
Usable Rocks	Gypsum, Limestone		
Stone Shape/Size		10ft diam circle	
Stone Weight		n/a	
Area of Effect		10ft diam sphere	
Area of Radiation		20 feet	
Creation Cost		5,000 bits	
Duration of Rune		1 month	
This rune is carved in a large circle on the floor or ceiling and created specifically for one individual; the circle of symbols become the equator of the area of effect. A graven images of the target is also required (blood, hair, picture, doll). However, if that target walks into the circle within the duration of the rune's active power, then that being is trapped there as would a fiend be in a <u>pentagram cage</u> , guaranteed to be trapped for one hour. However, after that, each hour the victim may make a <b>Muse</b> check to find a weakness in the rune. When creating it, the GM secretly rolls the DC, which is 12+2d4 (and it remains that DC for every attempt to escape). If blood is used for the graven image, then +2 is added to the DC to escape.			

## Rune Magic

<b>Lightning Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Sandstone, Talc		
<b>Stone Shape/Size</b>	<b>5ft x 18in x 1ft</b>	<b>3ft x 1ft x 6in</b>	<b>Small Stone</b>
<b>Stone Weight</b>	900 lbs	180 lbs	1 lb
<b>Area of Effect</b>	10ft diam sphere	10ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	20 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 month	6 months
The stone radiates throughout the designated area, granting all in that area resistance to lightning damage.			
<b>Lock</b>		<b>Activation</b>	<b>Time to Craft: 1 day</b>
<b>Usable Rocks</b>	Marble		
<b>Stone Shape/Size</b>	<b>Small Stone</b>		
<b>Stone Weight</b>	3 lbs		
<b>Area of Effect</b>	1 Lock		
<b>Area of Radiation</b>	5 feet		
<b>Creation Cost</b>	500 bits		
<b>Duration of Rune</b>	1 month		
This rune becomes a magical key. It can add +10 to the DC of opening a lock by touching the lock. Touching an affected lock with the stone will automatically open it. Only one lock can be affected at a time. No special skills are required to activate the lock or unlock, merely touching the stone to the mechanism works.			
<b>Luck</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Agate		
<b>Stone Shape/Size</b>	<b>3ftx 3in x 1ft</b>	<b>1ft x 1ft x 6in</b>	
<b>Stone Weight</b>	1000 lbs	45 lbs	
<b>Area of Effect</b>	10ft diam sphere	5 ft diam sphere	
<b>Area of Radiation</b>	20 feet	10 feet	
<b>Creation Cost</b>	5,000 bits	4,000 bits	
<b>Duration of Rune</b>	6 months	3 months	
When standing in the area, an entity is at advantage for any saves required.			
<b>Non-Detect</b>		<b>Passive</b>	<b>Time to Craft: 30 days</b>
<b>Usable Rocks</b>	Olivine		
<b>Stone Shape/Size</b>	<b>6ft obelisk, 18in diam</b>		
<b>Stone Weight</b>	1200 lbs		
<b>Area of Effect</b>	20ft diam sphere		
<b>Area of Radiation</b>	25 feet		
<b>Creation Cost</b>	5,000 bits		
<b>Duration of Rune</b>	2 years		
When completing the carving of the rune over the large obelisk, it creates a 20-foot diameter sphere of non-detection. Inside the area cannot be scryed upon, nor can its occupants have divination or detections used against them, as if they all had a <i>dark-mind</i> skill. However, scrying through the eyes of another being physically present, such as fey companion, who is still outside the area but looking into it might still work.			

## Rune Magic

<b>Petrify</b>		<b>Passive</b>	<b>Time to Craft: 60 days</b>
<b>Usable Rocks</b>	Obsidian		
<b>Stone Shape/Size</b>	3ft x 18in x 1ft		
<b>Stone Weight</b>	700 lbs		
<b>Area of Effect</b>	30ft range		
<b>Area of Radiation</b>	30 feet		
<b>Creation Cost</b>	10,000 bits		
<b>Duration of Rune</b>	6 charges		
<p>The pattern of runes are written to form the shape of an eye and face a specific direction. After it is completed, anyone approaching it within 30 feet and examining it for more than a glance must make a <b>Resilience</b> save (DC:13) or begin the petrification process. On a failed save, a target begins to turn to stone and under the restrained restriction. At the end of the target's next turn, it must repeat the saving throw. On a success, the victim is able to break free from the forming stony skin and the effect ends. On a failure, the target is petrified. However, there is still one more final chance to avoid permanence. In the next round, an initiative is still rolled for the target, even though no actions can be taken. On that turn, the victim repeats the save a final time, which the GM may choose to have the player roll in secret to prevent the other players from knowing the fate. Please note that this final roll is not subject to automatic failure of the petrification restriction; it is made as if the character were whole. If successful, then the petrification effect is only temporary and fades from the target in 2d6 rounds. However, if this third save is failed, the petrification is permanent. After six creatures have become subject to the petrification, saved or failed, the rune no longer retains its <i>orgomn</i>.</p>			
<b>Piercing Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Dolostone		
<b>Stone Shape/Size</b>	3ft x 2ft x 1ft	1ft x 6in x 6in	<b>Amulet</b>
<b>Stone Weight</b>	300 lbs	14 lbs	¼ lb
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
<p>This offers all in the area of effect resistance to all non-magical weapons that deliver blunt damage. Resistance is effective even if the weapon is silvered.</p>			
<b>Poison Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Jade		
<b>Stone Shape/Size</b>	3ft x 18in x 1ft	1ft x 1ft x 6in	<b>Small Stone</b>
<b>Stone Weight</b>	900 lbs	100 lbs	2 lbs
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
<p>The stone radiates throughout the designated area, granting all in that area resistance to poison.</p>			



## Rune Magic

<b>Repel Evil</b>		<b>Passive</b>	<b>Time to Craft: 2 days</b>
<b>Usable Rocks</b>	Granite, Limestone		
<b>Stone Shape/Size</b>	5ft diam circle		
<b>Stone Weight</b>	n/a		
<b>Area of Effect</b>	5ft diam sphere		
<b>Area of Radiation</b>	10 feet		
<b>Creation Cost</b>	1,500 bits		
<b>Duration of Rune</b>	1 week		
Carved on a standing surface, when a being stands inside the circle, that entity is protect from fiends and undead as if standing in a <a href="#">Protection from Evil</a> circle from <i>fiend practicum</i> . No truly evil being can physically enter or harm the occupant. Further, any charms, fear or spell-effects originating from an evil being are at disadvantage to affect the protected being.			
<b>Repel Good</b>		<b>Passive</b>	<b>Time to Craft: 2 days</b>
<b>Usable Rocks</b>	Granite, Limestone		
<b>Stone Shape/Size</b>	5ft diam circle		
<b>Stone Weight</b>	n/a		
<b>Area of Effect</b>	5ft diam sphere		
<b>Area of Radiation</b>	10 feet		
<b>Creation Cost</b>	1,500 bits		
<b>Duration of Rune</b>	1 week		
Similar to the <i>repel evil</i> rune except is thwarts celestials and other truly good creatures.			
<b>Shield</b>		<b>Passive</b>	<b>Time to Craft: 2 days</b>
<b>Usable Rocks</b>	Orthoclase, Moonstone		
<b>Stone Shape/Size</b>	2ft x 18in x 18in	9in x 8in x 6in	Amulet
<b>Stone Weight</b>	725 lbs	40 lbs	1 lb
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
This runestone radiates throughout the area of effect, offering +3 to AC, which is not stackable with other magical protections.			
<b>Smite Resistance</b>		<b>Passive</b>	<b>Time to Craft: 20 days</b>
<b>Usable Rocks</b>	Pyrite		
<b>Stone Shape/Size</b>	2ft x 18in x 1ft	1ft x 9in x 3in	Small Stone
<b>Stone Weight</b>	950 lbs	50 lbs	2 lbs
<b>Area of Effect</b>	10ft diam sphere	5ft diam sphere	Personal
<b>Area of Radiation</b>	20 feet	10 feet	5 feet
<b>Creation Cost</b>	3,000 bits	1,500 bits	1,000 bits
<b>Duration of Rune</b>	2 years	1 year	6 months
The stone radiates throughout the designated area, granting all in that area resistance to smite damage.			

## Rune Magic

Suffering	Passive	Time to Craft: 4 days
Usable Rocks	Peridot	
Stone Shape/Size	Ground	
Stone Weight	2 lbs	
Area of Effect	1 Person	
Area of Radiation	15 feet	
Creation Cost	3,000 bits	
Duration of Rune	As Imprisonment	
<p>This is an extension of the <i>imprisonment</i> rune. The time to carve the additional runes and sprinkle in the crushed peridot is added to the time to create the original circular rune trap. However, while a victim is trapped inside, he, she or it suffers physical and mental anguish. This causes a -4 to all save attempts to escape. Further, for each full day spent in the prison, one degree of exhaustion is added.</p>		

Unbound	Passive	Time to Craft: 20 days
Usable Rocks	Granite, Limestone (Aventurine)	
Stone Shape/Size	20ft diam circle	
Stone Weight	n/a	
Area of Effect	20ft diam sphere	
Area of Radiation	25 feet	
Creation Cost	7,500 bits	
Duration of Rune	2 years	
<p>The rune is carved on the ground in a circle of symbols, using crushed aventurine in the grounds; it stretches out to a 20-foot diameter circle. For those standing in the area, it offers the wearer protection of free movement, meaning the wearer cannot be affected by spells such as <i>windstorm</i> or <i>immobilize</i>. Further, the wearer is at advantage for any non-magical save or competition that would result in being restrained or grappled.</p>		

## Wheedlism


“Witches were a bit like cats. They didn’t much like one another’s company,  
but they did like to know where all the other witches were,  
just in case they needed them.” –Terry Pratchett

There are a significant number of people, more often women than men, who dabble in *wheedlism*; however, few have the true skill. As an ideology or perhaps even a minor religion, *wheedlism* is the practice of talking to the spirits of the world to gain answers for requests. It is often considered a superstitious practice. For most, it is more coincidence than actual interaction with the kamii (spirits).

However, some of the practitioners of *wheedlism* cross over to true interaction and gain the skill, allowing them access to an entirely different sort of magic - a sympathetic sort of magic. Remember that the chimerics of the world (i.e. the physics and chemistry equivalents) are fully under the control of the gods and kamii. Weather is not a meteorological science but rather the results of commands of the regional emis kamii -- and yes, if the spirit gets angry, storms may occur. However, the point is those who achieve access to true *wheedlism* can petition to the kamii for powers. In many ways, this is a minor version of the [pact](#) skill.

For a person to gain access to *wheedlism*, one of the prerequisites must be met. One must have a *religious studies* skill, have been trained in *occult lore*, or possess the fey skill *spiritual nature*. Another way one can obtain the *wheedlism* skill is to have been joined with a boramey kami, either an asithchant, marischant, or a tasachant. Even if no longer attached, someone having experienced this spiritual touching is capable of obtaining *wheedlism*.

Once *wheedlism* is gained, there are additional witchcraft skills that can be obtained. However, *wheedlism* itself does offer some significant influence on one’s environment.

Wheedlism 	Special Requirements	Muse 3+
<p>This skill grants the ability have empathetic communication with the surrounding kamii. The wheedlist cannot see the spirits but can submit a generalized request to influence the immediate world. This request is submitted to the samas-level of the apothetarian spirits; thus, no great task may be asked, but small things such as improving the soil conditions for the farm or driving a herd of game towards the local hunters are both reasonable requests that can be made. The odds of success are based on two factors. First, the wheedlist’s <b>Muse</b> score; secondly, the duration before the result is needed. While there is no exact formula, the odds of success of the request for things desired within a week, is 5% per point of <b>Muse</b>. An additional 5% is granted for the double of the duration cumulatively. Thus, a witch with a <b>Muse</b> 4, asking for an improved harvest in 16 weeks would have roughly a 40% chance to influence the outcome (20% for the attribute and 20% for the duration). Asking for results sooner than a week will have the success adjusted by the GM. There is no spell cost for these requests, but no more than one request per point of <b>Muse</b> can be flowing simultaneously.</p>		

## Witchcraft Skills

## Wheedlism

Skill	Cost
Alter Appearance	100
Concoctions	100
Nature Call	100
Disease Resistance	200
Dredge	200
Healing Brew	200
Hepatoscopy	200
Hex	200
Narcotics	200
Seduction	200
Suppression	200
Antitoxin	300
Disease Transference	300
Free Curse	300
Love Brew	300
Seeking	300
Speak in Tongues	300
Truth Drug	300
Candle Magic	350
Personal Fey	350
Plant Control	350
Graven Image	400
Magical Theft	400
Ointment of Wings	400
Control Lycanthropes	500
Dakas Talk	500
Instill Love	500
Non-Corporeal	500

Alter Appearance	Wheedlism	Muse 3+
<p>Twice per day, resetting at sundown, the wheedlist can chooses a new appearance by altering height, weight, facial features, voice, hair length, coloration and distinguishing characteristics. Gaining the appearance of a different race is possible; however, the limitations prevent the witch from becoming anything other than a bipedal creature of the same size category. No additional limbs can be grown either – not even a monkey tail. Lastly, no attributes are modified from this change.</p> <p><b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.</p>		
Antitoxin	Narcotics	Muse 5+
<p>By touching a victim, this removes the effects of a poison from a victim's system. Details will be given for the specific toxin, as it may not reverse all damage done; however, it will at the very least remove the poison restriction. This ability costs the witch 5 points of <b>Spirit</b> per use.</p> <p><b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.</p>		

## Wheedlism

Candle Magic	Wheedlism	Muse 5+
<p>This skill allows the creation of magical candles that can bond to the lifesong of another. For each three days spent in making the candle, it will burn for five minutes up to a maximum of one hour. The magic of a candle takes effect when the candle is snuffed out, or burns down to nothing at the end of its duration, At <b>Muse 5</b>, a wheedlist may make red candles. The ability to make other colors of candles is gained as the <b>Muse</b> score increases. A candle must be burned in the presence of the intended victim in order to work.</p> <p><u>Red Candle</u> : Victim affected as <i>love brew</i> for a duration of one hour for each 5 minutes of burning. There is no save.</p> <p><u>Blue Candle</u> (Muse: 6): Grants the wheedlist protection from the intended target. This means an invisible barrier exists specifically against the target; all others are not affected. However, the barrier works both ways and if the wheedlist violates it to touch, attack or physically break the spot, then the barrier is removed. The duration of the barrier is equal to the time the candle burned.</p> <p><u>Yellow Candle</u> (Muse: 7): This grants telepathy and mind-reading of the target. This will overcome skills and magical protections on the victim. The duration is an equal amount of time the candle burned.</p> <p><u>Purple Candle</u> (Muse: 8): Acts as a <i>truth drug</i>, allowing one question to be asked of a victim for each five-minutes of burning — and all such questions are always answered truthfully.</p> <p><u>Gold Candle</u> (Muse: 9): Repairs damage to the objects, even magical, based on the value and time the candle burned. Additional details can be provided by the GM.</p> <p><u>Black Candle</u> (Muse: 10): One attribute curse can be placed on a victim for five-minutes of burning. The curses and order must be stated before lighting the candle. Obviously, only 45 minutes of burning if valud for this candle. The curses reduced an attribute to 1 point; thus, <b>Strength</b> could become a score of 1, or <b>Perception</b> could be reduced to 1. Saves of each attribute type can be attempted for each curse applied, but if two attributes are curses, then two saves are required. If successful, then that particular curse is negated while the others may still apply. Further, when those scores are adjusted, the functional values for <b>Body</b>, <b>Mind</b>, and <b>Spirit</b> are also recalculated. The curse remains until it is lifted. Casting <i>free curse</i> negates one curse at a time. Any candle which does not burn continuously for at least five minutes will have no effect. A candle which is extinguished midway through a a five-minute period is treated as though it had not burned at all during that time, but that turn will be counted against the maximum amount of time a certain candle may be burned.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		
Concoctions	Wheedlism	Muse 3+
<p>With this skill of witchcraft, the witch is able to brew very basic creations: bonfire blend, coma drought, mead, normal ale, and smelling salts, and these can be created at the same rate as someone with either a <i>brewery</i> or <i>distillery</i> skill.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		
Control Lycanthropes	Wheedlism	Muse 8+
<p>Any and all lycanthropes within 90 feet of the wheedlist are affected, and will not attack the master. The forms of the lycanthropes will instantly transform into the animal form if they were not already. No saving throw allowed. This control holds the the lycanthropes in their bestial form indefinitely. For each passing hour, there is a 1% chance (cumulative) of the affected creature(s) breaking the spell. Thus, after one hour, there is a 1% chance; after 6 hours, there is a 6% chance. Roll separately for each creature. Once breaking free by its own will, a lycanthrope will attack the witch. However, if the creature is released by the wheedlist, then the lycanthrope will transform back to their anthropoid form and recall nothing of the control. To perform this, it will remove 10 <b>Spirit</b> points from the witch.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		
Dakas Talk	Wheedlism	Muse 8+
<p>The ability can only be used once per month and then only at night. By performing an hour-long ritual, the wheedlist can contact a dakas kami of a random type, then enter a conversation with it. The wheedlist is the only one aware of the exchange. The witch may then ask the kami four questions of any sort, and the spirit will answer as truthfully as it is capable. There is a base chance of 50% that the spirit will know the answer to any question(s) asked of it. This chance is adjusted upward by 20% if the question is related to its spiritual province. If the dakas does not know the answer to a question, it will inform the wheedlist of that fact. While in the hour-long ritual, the ritualist will be in a trance. He or she may be awakened by the rules as if under the <i>asleep</i> but will be given the choice to remain or leave the trance. If choosing to leave, the chance to make contact again will not occur for another month.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		

## Wheedlism

<b>Disease Resistance</b>	<b>Wheedlism</b>	<b>Muse 4+</b>
<p>The same as the skill <i>disease resistance</i> except for the prerequisites and attainment. This conveys a +4 to any saves involving disease. If infected and damage occurs as a result, then that damage is halved per incident, just as any other form of damage resistance. It also halves the duration of the infection if becoming sick.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Disease Transference</b>	<b>Wheedlism</b>	<b>Muse 5+</b>
<p>By using a small animal, usually a tiny frog or lizard, painted with a special ointment, the wheedlist will place the small creature in the mouth of a diseased or mildly sick person. With concentration of about a minute, perhaps longer for seriously ill conditions, the wheedlist uses the animal as a living conduit. The sickness energies in the bed-ridden person's lifesong are drawn into the creature being held in the mouth. The result almost always kills the animal; however, it will transfer the disease out of the person. This works even against diseases that are resistant to divine powers of curing, although, such powerful sicknesses may require multiple applications of this method. The cost to the wheedlist is 4 points of <b>Spirit</b> and 15 bits worth of materials to make the ointment each time it is used.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Dredge</b>	<b>Wheedlism</b>	<b>Muse 4+</b>
<p>Once per day, the wheedlist can command spirits in the earth to create a 20-foot-deep in a 10-diameter (3 hexes). The time required to create the hole is approximately ten minutes. This power can only be used in an outdoor environment, and cannot be employed inside a structure, an enclosure or even underground. When completed, it is camouflaged and unobtrusive (<b>Perception</b> DC:19). Those stepping into one must mask a successful <b>Agility</b> preservation save (DC:14) or fall in. A victim who falls into the pit will take d6 points of blunt damage. Further as a result of the fall, if suffering more than half of one's <b>Body</b> max-score, then a final <b>Resilience</b> feat (DC:11) is required to prevent the wrenching of a limb (d4: arm, arm, leg, leg) which makes either movement half or attacks at disadvantage for the following 24 hours. A pit will only remain for 24 hours from its creation, collapsing back in to its natural state. Should a being still be trapped in the pit while dissipating, the creature will be returned to the surface but remain partially buried, requiring a brute force <b>Strength</b> feat (DC:13) performed once every minute until it can free itself.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Free Curse</b>	<b>Hex</b>	<b>Muse 5+</b>
<p>This is typically a skylad ritual, lasting from five to twenty minutes, the the witch dancing around the intended recipient. The result irrevocably removes all curses on an object or a creature. However, the process will remove 6 points of <b>Spirit</b> from the ceremony performer.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Graven Image</b>	<b>Hex</b>	<b>Muse 6+</b>
<p>Once per week, a wheedlist can make one clay or wax doll which she can use to influence one character or monster. Dolls are made to fit general categories, e.g. a man, woman, a troll, a dragon. To work, a part of the specific target (blood, nail clippings, lock of hair, bit of outer skin or scales, etc.) must be fashioned into the doll. Once the specific material is added, the doll acquires a focus. The doll now must be shown to the intended victim to finalize the conjunction. If the victim fails a <b>Logic</b> preservation save (DC:13), the victim is charmed (as per the <i>seduction</i> skill). The effect lasts as long as the doll is intact and in the creator's possession. If the doll becomes lost or destroyed, the charm is broken.</p>		
<b>Karma Attainment:</b> Undefined.		
<b>Healing Brew</b>	<b>Concoctions</b>	<b>Muse 4+</b>
<p>This skill allows the wheedlist to create a healing salve the same as having a <i>homeopathy</i> skill. No other formulas can be learned from this skill.</p>		
<b>Karma Attainment:</b> Not yet defined.		

## Wheedlism

<b>Hepatoscopy</b>	<b>Wheedlism</b>	<b>Muse 4+</b>		
<p>This uses the examination of the livers of lower animals to prophecy the actions of the future. The wheedlist will ask a question that can be answered yes or no and must be about an occurrence that has not yet happened; e.g., "will the orcs attack the village?" The reading will only see into the future by one week. The base of receiving a truthful answer is determined by the GM secretly rolling <b>Muse</b> feat check (DC:9). However, the chance of success is adjusted according to the size and physiological complexity of the animals used — but no creature of with greater than a <b>Mind</b> score 4 will work successfully under any circumstance. Birds and fish may be used with a -4 penalty on the roll; small animals and monsters confer a -2 penalty; man-sized mammals or monsters, typically sheep and goats, make no adjustment; and large mammals, such as a horse, grant a +2 bonus to the roll. Creatures that are mutants or glitches will add an additional +2 bonus to the roll. Creatures or monsters that are examined must be killed by the witch just before attempting the divination or the reading will fail.</p>				
<b>Karma Attainment:</b> Not yet defined.				
<b>Hex</b>	<b>Wheedlism</b>	<b>Muse 4+</b>		
<p>With this power, a wheedlist can place a <a href="#">curse</a> upon a victim. These can be either <i>ageusia</i>, <i>bio-nonspecto</i>, <i>gauchiste</i>, <i>gluttony</i>, <i>malglossima</i>, <i>mock feratu</i>, <i>portclaudio</i>, or <i>thunderous step</i>. When placing a curse, it will cost 4 points of <b>Spirit</b>.</p>				
<b>Karma Attainment:</b> Undefined.				
<b>Instill Love</b>	<b>Wheedlism</b>	<b>Muse 8+</b>		
<p>This power can only be used upon one target at a time. It requires touch, but upon doing so, the effect is permanent or until the wheedlist releases the recipient. The ability acts as a permanent <i>love brew</i> if the intended target fails its <b>Judgment</b> preservation save (DC:18). <i>Evenfree curse</i> is not able to remove the effect. However, extreme powers, such as a <i>wish</i> or an item of legendary status with the purpose of undoing akin effects, will be able to abolish the <i>charm</i>. Any individual overcome by the love power will faithfully serve the wheedlist, and this subjugation will be nearly absolute, stopping just short of following suicidal orders.</p>				
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.				
<b>Love Brew</b>	<b>Concoctions</b>	<b>Muse 5+</b>		
<p>This skill creates potion one love potion. The time to create a single does is one week and success is not guaranteed. The odds of creating one is 60% plus 3% per point of <b>Muse</b>. The success roll is made at the end of the week of brewing. The potion will have the effect of <i>charming</i> an individual who drinks it. The imbibor is permitted a <b>Judgment</b> preservation save (DC:18) to shake off the effects. Otherwise, the effect has a maximum duration of one month. Each morning after a night's sleep, the victim has a 1% chance for each day of effect that the potion will have worn off. Thus, on the third morning, there is a 3% chance of the potion losing its effectiveness. Should the victim consume another potion while still under the influence of the previous love potion, then the save will be made at disadvantage.</p>				
<b>Karma Attainment:</b> Not yet defined.				
<b>Magical Theft</b>	<b>Wheedlism</b>	<b>Muse 6+</b>		
<p>This is an ability used as a reaction. Performing it will cost the wheedlist 7 points of <b>Spirit</b>. This ability allows the magic of another caster to be captured mid-spell and redirected into an object to be released later as item-use. Only one effect can be trapped at a time. The magic-trapping object must be a single object which meets a particular value to be capable of catching and storing the magical effect. It will require an action to release the trapped magic, after which the object used will turn to dust.</p>				
	<u>Object Value</u>	<u>Mind Cost</u>	<u>Spirit Cost</u>	<u>Duration Stored</u>
	100 bits	1	1-2	1 day
	250 bits	2	3-4	3 days
	1,000 bits	3	5	7 days
<b>Karma Attainment:</b> Undefined.				
<b>Narcotics</b>	<b>Concoctions</b>	<b>Muse 4+</b>		
<p>This witchery allows the handling and creation of poisons. Concoctions able to be formulated are acid splash, a black cigar, brittleskin poison, deathbane poison, hornmystic poison, lekhan oil, mind crank poison, nightvine poison, strength snuff, tears of doubt, and venomooze. Details of these can be explained by the GM.</p>				
<b>Karma Attainment:</b> Not yet defined.				

## Wheedlism

<b>Nature Call</b>	<b>Wheedlism</b>	<b>Muse 3+</b>
<p>As an action, the wheedlist can make a mental call to animals within 120 feet. The cost of doing so is 3 points of <b>Spirit</b>. As a result, either 2d4 small ones (birds, squirrels and the like) or one larger one (an eagle or wolf) will respond to the summons. This allows communication with the summoned creatures, enabling the witch to give the creatures one of two orders. Moreover, on the same turn as summoned, the animals can be made to rush at an opponent, making a chaotic movement that might be confused as an attack. For beings with a <b>Logic</b> score of 2 or lower and subject to a <i>charm</i> effect to suffer a round of <i>confusion</i> until the end of its next turn. All others will be at disadvantage on their next action. The summoned animals cannot be forced to rush at a character or monster they would normally flee from; further, the animals cannot perform this rush again until three action-turns later. Summoned animals can also be made to act as messengers, carrying any object their size will permit them to carry for up to 3 days. If not used for a specific on-going task, these animals will disperse after five minutes.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		
<b>Non-corporeal</b>	<b>Wheedlism</b>	<b>Muse 8+</b>
<p>This ability will transform the physical state of the wheedlist at an expense of 10 <b>Spirit</b> points. This will change the witch to a non-corporeal state. The witch will become invisible and silent, almost as if not being on the same plane of existence; however, the lifesong of the wheedlist does remain on the same plane for all purposes including his or her senses other than tactile response and tremorsense. Further, no physical attack can harm the witch unless it can extend to strike ethereal beings. Likewise, physical assaults from the witch will not inflict harm either. However, mental, spiritual and magical attacks will be capable of striking corporeal opponents. The duration for remaining non-corporeal is 20 minutes or until chosen to stop the condition.</p>		
<b>Karma Attainment:</b> 3 Days in a trance talking with the kamii.		
<b>Ointment of Wings</b>	<b>Concoctions</b>	<b>Muse 6+</b>
<p>This skill allows for an ointment to be created which will allow one human-sized individual to fly at a movement rate of 50. The ointment must be smeared over the recipient's naked body to work, and its effect will last for two hours. The time to create one dose requires one week of steeping.</p>		
<b>Karma Attainment:</b> Not yet defined.		
<b>Personal Fey</b>	<b>Concoctions</b>	<b>Muse 5+</b>
<p>Similar to <i>fey binding</i>, but it is for bonding a familiar spirit to the witch only. Further, there is no chance of the result failing, but it also does not expire after five years of service, making the time owned indefinite, but the animal-fey may die of old age. A witch can only obtain one fey spirit in a 10-year period. Thus, should a fey-servant die before the duration from the last summoning, the wheedlist must wait until the end of the period for another. Lastly, the scrying sight between master and companion can be used three time per day and up to five minutes each use.</p>		
<b>Karma Attainment:</b> Not yet defined.		
<b>Plant Control</b>	<b>Nature Call</b>	<b>Muse 5+</b>
<p>Tree branches, grasses, shrubs and the like up to 40 feet from the wheedlist and within a 15-ft diameter area (7 hexes) will grab at, attempt to hold and try to restrain all living (and even undead) creatures within their reach (within the area and adjacent hexes). Plants grapple as <b>Strength:2</b> beings. Once establishing a hold, the plants may attempt to disarm or strangle an intended victim if the wheedlist orders the this as an action. The plants can pry a weapon from a restrained person by using another <b>Strength</b> competition; however, the plants will be at disadvantage on the competition roll. For strangulation see asphyxiation rules. The effect has a duration of 2 minutes and costs the wheedlist 4 points of <b>Spirit</b> to manifest.</p>		
<b>Karma Attainment:</b> Not yet defined.		
<b>Seduction</b>	<b>Wheedlism</b>	<b>Muse 4+</b>
<p>This is a magic-use similar to an incantation or axiom. Performing this will cost the witchcrafter 2 points of <b>Spirit</b>. However, it can be cast upon any sociable humanoid within 30 feet that can be seen. The target is permitted a <b>Will</b> preservation save (DC:12). If the recipient has been threatened by anyone within the last few moments, even those unrelated to the caster, then the save is made with advantage. If the save fails, then the target treats the sorcerer as a friendly acquaintance. This won't make anyone do things against his self-interest, such as rob a bank or attack a monster out of his league. When the spell ends, a <b>Perception</b> check is allowed against the same DC to know magical influence was used. If not aware, the victim may still have feelings towards the caster but is no longer under compulsion.</p>		
<b>Karma Attainment:</b> Not defined.		



## Wheedlism

<b>Seeking</b>	<b>Seduction</b>	<b>Muse 5+</b>
<p>This is a very specific curse. It cannot be made as part of a combative encounter but rather must be administered during a social encounter. The verbiage of the conversation to administer requires about two minutes. Those in the discussion can make a <b>Perception</b> check (DC:20) to recognize the enchantment is occurring at the halfway point. The effect can influence multiple persons up to a total of 12 points of <b>Will</b>. No individual with a <b>Will</b> score of 6 or higher can be affected. Also, the recipients must be anthropoids or atavistoids. If those in the group exceed the total <b>Will</b> maximum, then those with lowest scores in the group are affected first. The witch must be able to verbally communicate with her targets for the power to work, and the task must be something that can be accomplished within a day. Upon success, the witch can send the targets away from her on an imaginary errand for themselves, such as going to town for supplies or going to a nearby river to get water. The details must be specific and obtainable. Commanding to walk westerly for a day is not a valid command. Moreover, each victim is permitted a <b>Will</b> save (DC:14) to avoid the compulsion. Those failing will be compelled to attempt the errand, provided that it poses no direct threat to their safety or well-being. There is a chance of 20% plus 1% per <b>Muse</b> of the wheedlist who created the quest that the victims will forget all about the encounter after the <i>seeking</i> is completed.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Speak in Tongues</b>	<b>Wheedlism</b>	<b>Muse 4+</b>
<p>The wheedlist contacts the kamii in the area to let the witch speak and understand any language for the following hour. This does not convey the ability to read or write foreign languages. Further, the cost of this ability is 3 <b>Mind</b> points per usage.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Suppression</b>	<b>Wheedlism</b>	<b>Muse 4+</b>
<p>This is a magic-use similar to an incantation or axiom. Performing this will cost the witchcrafter 2 points of <b>Mind</b>. a visible bolt of energy will fire from the witch's head, seeking a target with in line of sight, unobstructed and within 30 feet. It will make a 1d20+<b>Logic</b> attack against the target. If striking successfully, no physical damage is inflicted but rather will force a d6 points temporary <b>Mind</b> damage with the purpose of rendering the victim unconscious (should the score reach 0). However, this <b>Mind</b> damage is only momentary, recovering at a rate of 1 point per minute.</p>		
<b>Karma Attainment:</b> Not defined.		
<b>Truth Drug</b>	<b>Concoctions</b>	<b>Muse 5+</b>
<p>A victim who ingests a dose will fall into a stupor, and is forced to answer from 1-4 questions truthfully. The victim is permitted to make a <b>Will</b> competition save on a d12 against the truth drug, using the <b>Muse</b> score of the witch who created it as the opposing attribute. If winning the competition, the victim fights off the stupor but will be under the <i>drowsy</i> effect for 1 to 4 subsequent actions. The time to create a single ingested dose is one week and costs 100 bits. The odds of successful creation is 60% plus 3% per point of <b>Muse</b>. The success roll is made at the end of the week.</p>		
<b>Karma Attainment:</b> Not yet defined.		

## Divine Powers

### The power of the gods.

Theology and divine powers are what makes pious entities capable of tapping into supernatural powers from transcendent sources. A priest is a term used for a being who acts as a conduit of divine magic, which manifests as miraculous effects. Harnessing that power does not rely on study or training but rather the devotion and intuitive impression of a deity's desires.

In game terms, for a player character to be a priest, the first thing is to decide what deity is to be worshiped. The specific name is relative for the campaign world being used; however, all power-granting deities has spheres of control over specific provinces. A god may have dominion over more than one of these provinces; however, a particular sect or faction will be dedicated to a particular aspect of the deity associated with one province selected above. Thus, the Greek god Poseidon has power over both Sea/Water and Calamity; however, a cleric of his would only worship and be granted power from one of those provinces.

Province		Province	
Calamity	☠	Knowledge	📖
Community	👤	Life	+
Death	☠	Nature	🌿
Deception	👁	Sea/Water	💧
Earth	🌾	Sky/Light	☁
Fire/Sun	☀	War	⚔
Special Symbols			
Celestrashire	👉	Feluperi	👁
Lacerta	🐸	Selquerine	🍄
Skabronrhirs	🕒	Unique Deity	👑

Once the province is determined, then the skill of Divine Accord is required to gain access to the invocations of divine magic of that province. All invocations marked with tags of provinces. It is only available to a priest if the province devoted to is tagged in the invocation.


Divine Accord ⌚	No Skill Requirement	Spirit 10+
<p>This skill grants the ability call forth invocations from one's deity. It bonds the character to a devout relationship with a deity, the church or sect, which may influence decisions and mindset of the character. This can be trained at the church (or in rare cases of extreme devotion for self-training, at the GM's discretion) as if it were a vocational skill; thus, after 100-days religious study without using karma, the acolyte can gain <i>divine accord</i> upon a successful <b>Faith</b>-feat save (DC:4). Starting characters are assumed to have studied and trained. However, those picking it up should have some sort of story explanation, such as a conversion on the road to Damascus; however, it may not need to be that dramatic. Nonetheless, the GM might rule that it requires a day or two for the <i>divine accord</i> to be fully in place or that certain minor quest actions be performed to establish the skill.</p>		

After obtaining *divine accord*, a list of potential invocations becomes available. To learn more about an individual priest's list of invocations able to be cast, see [Building the Invocation List](#). Once the list has been created, the priest can manifest the incantations, which will have varying degrees of function and require different amounts of power consumed to create the effect. This is measured by one's Faith. A priest is able to cast an invocation if it's point cost is equal or lower than one's Faith. When a spell is cast, that cost is subtracted from the priest's current Spirit score. If the current score is below the desired incantation (despite one's Faith score), it can't be used. In other words, if a character has 4 Faith and 10 Spirit, then only invocations valued at 4 points or lower become available to be used. Casting a one-point spell, however, would reduce the Spirit score to 9 after its use. While more details will be given later, a few points may be recovered after a short rest, and even more will be restored after a long rest.

### Divine Manifestation

A ritual of words as a prayer, calling upon the power of one's deity to intercede is the basis of how a divine spell is cast. There are

## Divine Powers

some invocations which will require the priest to use his or her holy symbol. Occasionally, other materials are required. When this is necessary, it will be listed in the description of the power. Otherwise, one should assume that only verbal factors are responsible for manifesting these divine effects. However, there is a method called "silent prayers." By this method, the invocation can be brought to fruition by adding an extra point of Spirit to the cost, but also requires a successful Muse save against a base of 10 plus the normal amount of Spirit cost; e.g. *favor* would have a DC of 12 and cost 3 Spirit points, whether succeeding or failing. When performing a silent prayer, this is basically the same as a mental only element for casting, assuming the specific invocation does not have other requirements listed. Finally, the only invocations that can be used with the silent prayers method are the same list of powers designated by the *divine preservation*  symbol.

## Concentration


Like sorcery, the divine powers have some spells which require concentration. While concentration is required no reactions can be performed nor can any new axioms, cantrips or invocations be cast. However, partaking in conversations and observing the surroundings are perfectly legitimate; even further, other actions, such as drinking a potion are valid as well. Combat attacks, whether melee or at range, can be performed at disadvantage. Nonetheless, movement rate is half during concentration. Of course, a specific detail in an incantation could override this general rule.


Concentration may be broken by inflicting damage against Body, Mind or Spirit. However, the caster is permitted a save against a DC:14 plus the number of points of damage to maintain concentration. If struck with Body damage, a Resilience save is used. If Mind damage, then Judgment; and if Spirit, then Muse. Should the priest's concentration be broken, it will usually end the incantation. Thus, if the concentration is required to maintain or complete an effect, then breaking the caster's concentration would free the victims.


## Divine Powers Involving Combat Attacks

Several incantations require a touch or melee attack to the opponent as part of the magical effect. In general the action will be to touch or attack the foe, followed by using the incantation as a reaction. For touch-based attacks, where only gripping contact is needed to transfer the effect, the reaction is usually based on the successful touch result. Thus, if the attempt to touch fails, the incantation will not be attempted. However, when attacking with a melee weapon, the reaction is most-often triggered by the lunging or attempt of the attack, meaning that the results of the attack are unsure when the Spirit points are expended to cast the incantation. See [Touch-based Effects](#) for more details.

## Pantheons

Elvish deities from the Selquerine, save the Demon Queen (if she can be counted as such), will not grant the following incantations: *Assemble Armor*, *Astral Blood*, *Blood Lust*, *Crown of the Grave*, *Death Throes*, *Desecrated Glow*, *Extract Poison*, *Smear* or *Suggestive Fear*. However, any elf or fey being who establishes a divine accord with one of these gods will be allowed to cast the following, regardless of the deities' province: *Delay Disease*, *Faerie Fire*, *Fellowship*, *Growth of Plants*, *Silent Step* and *Summon Animals*. Non-elfen, non-fey worshippers of the Selquerine due happen, but those impure races do not receive these extra incantations. Of course, the appropriate Spirit and Faith requirements must still be met. All such incantations are designated by the  symbol. For more specifics about the Selquerine pantheon, see the [Religion](#) section.

All deities for the Terrac (Dwarven, Gnomes) races have a province; however, none grant incantations for that province that cost greater than 6 Spirit points. Instead all natural terracs, and other races accepted by the deity, who become priests of the Skabronrhirs pantheon can be granted invocations that are marked with the  symbol regardless of province. These special invocations include *Animate Dirt*, *Battle Cry*, *Battle Fate*, *Combined Effort*, *Commune with Earth*, *Detect Harmful Gas*, *Detect Magic*, *Detect Metals and Minerals*, *Detect Runes*, *Divine Lock*, *Gateway*, *Gravel Footsteps*, *Intimidating Presence*, *Land Lair*, *Meld With Rock*, *Reeking*, *Renew Deposit*, *Spike Stones*, *Stepping Stones*, *Stone Talk*, *Terrac Mettle*. Further, each god in the Skabronrhirs pantheon will grant skills or abilities. For more details about the Skabronrhirs, see the [Religion](#) section.

The halflings have a small pantheon of deities. These gods grant by province; however, like the Skabronrhirs, none grant incantations for that province that cost greater than 8 Spirit points. However, those who worship the Celestrashire and become priests will gain access to additional invocations, marked with the  symbol. Access to these extra divine powers will possible regardless of the province of the granting deity. Such invocations include *Aplomb*, *Backbiter*, *Blessing of Luck and Resolve*, *Bountiful Chance*, *Breath of Life*, *Detect Magic*, *Divine Deterrence*, *Escape Ward*, *Fearsome Duplicate*, *Halfling Vengeance*, *Intuition*, *Opportunity*, *Tricker's Blessing*. For more details about the Celestrashire, see the [Religion](#) section.

Lizardfolk worship a small set of deities. One notable one is Ssess'nik, originally a demon lord, but because of the directed attention through fear and worship, especially due to the khaasta sub-race, this entity has ascended to the status of an evil god. The collection of beliefs, ceremonies, rituals and worship of the lizardfolk is known as Lacerta. For shamans and priests in the Lacerta beliefs, have special requirements for building the invocation list, which is the Lacerta deities require one-third of the granted powers to comes from their invocations. For more details about Lacerta, see the [Religion](#) section.

The jzaka have a religion specific to their origin, known as Feluperi. Their culture is an interesting one where the priests work

## Divine Powers

together for the betterment of their society, but the different perspectives of the churches place them at odds at times. The details of this belief can also be found in the [Religion](#) section.

## Building the Invocation List

### Personalizing the Priest Character

When gaining the ability to cast invocations, a priest will be granted a customized list based from what is available in the province of worship. The list is built by either the player or by the GM.

The spells in the list are built based on points and the priest's Faith score. Once an invocation is added to the list, it becomes a permanent power of the priest and is not interchangeable until the priest has a Faith increase again. When building the list for the very first time, a total number of points is assigned to build the list. Based on the Spirit spell point cost of an incantation, it can be added to the list, then those points are subtracted from the available points for the list. However, when the priest's Faith increases, then the list of granted invocations can be completely rebuilt, keeping whichever ones are wanted but also replacing lower point-cost spells with improved ones, if so desired.

Faith Score	Total List Points	Lacerta *
2	18	6
3	30 (+12)	10
4	43 (+13)	14
5	58 (+15)	19
6	74 (+16)	24
7	91 (+17)	30
8	109 (+18)	36
9	128 (+19)	42
10	148 (+20)	49
11	170 (+22)	56
12	194 (+24)	64

\* Deities of the Lizardfolk religion require that one-third of a shaman's or priest's invocation list come from the pantheon-granted invocations.

Whenever the priest's Faith score increases, he or she can add to the list; however, the newly selected incantations will not be able to manifest until the following day after being selected. Once completing the new selection of invocations, any points not used can be applied at the new Faith increase. Additionally, based on the worshiped deity, the GM could optionally offer a free incantation or ability when reaching Faith scores of 5, 8 and 10.

Invocation	Calamity	Community	Death	Deception	Earth	Fire	Knowledge	Life	Nature	Sea	Sky	War	Other
<b>Spirit Cost 1</b>													
<a href="#">Prestidigitation</a>													
<b>Spirit Cost 2</b>													
<a href="#">Aid Movement</a>													
<a href="#">Alter Fate</a>													
<a href="#">Analyze Portal</a>													
<a href="#">Animate Dirt</a>													
<a href="#">Bane</a>													
<a href="#">Battle Cry</a>													
<a href="#">Battle Fate</a>													
<a href="#">Black Cairn</a>													
<a href="#">Bless Meal</a>													
<a href="#">Blood Wind</a>													
<a href="#">Bolt</a>													
<a href="#">Bread Crumbs</a>													
<a href="#">Breathsense</a>													
<a href="#">Burden</a>													
<a href="#">Celestial Fist</a>													
<a href="#">Chain of Eyes</a>													
<a href="#">Clarity</a>													
<a href="#">Cloud of Fungus</a>													
<a href="#">Compelled Duel</a>													
<a href="#">Compose Mind</a>													



## Divine Powers

<u>Toten Beast</u>											
<u>Treat Minor Body Damage</u>											
<u>Treat Minor Mind Damage</u>											
<u>Treat Minor Spirit Damage</u>											
<u>Trickster's Blessing</u>											
<u>Understand Curse</u>											
<u>Updraft</u>											
<u>Weapon of Doubt</u>											
<u>Weapon of Nonsense</u>											
<b>Spirit Cost 3</b>											
<u>Absorb Song</u>											
<u>Acclimate</u>											
<u>Alert Tribe</u>											
<u>Animal Spy</u>											
<u>Animal Subdual</u>											
<u>Aplomb</u>											
<u>Aquatics</u>											
<u>Aura of Glory</u>											
<u>Beast Claw</u>											
<u>Blessing of Luck and Resolve</u>											
<u>Blood Bond</u>											
<u>Blood Reprisal</u>											
<u>Bone Bite</u>											
<u>Brambles</u>											
<u>Branding Smite</u>											
<u>Burrowing Claws</u>											
<u>Chaotic Fate</u>											
<u>Charm Aquatic Life</u>											
<u>Charm Desert Creatures</u>											
<u>Charm Marsh Creatures</u>											
<u>Clarity of Mind</u>											
<u>Cloak of Bravery</u>											
<u>Combined Effort</u>											
<u>Curse of Woe</u>											
<u>Damage Ward</u>											
<u>Darkness</u>											
<u>Darkvision</u>											
<u>Death Armor</u>											
<u>Delay Disease</u>											
<u>Downpour</u>											
<u>Dragonskin</u>											
<u>Echoes of Cowardice</u>											
<u>Elemental Infusion</u>											
<u>Extend Breath</u>											
<u>Faerie Fire</u>											
<u>Fearsome Duplicate</u>											
<u>Find the Gap</u>											
<u>Flitter</u>											
<u>Gentle Repose</u>											
<u>Glorify</u>											
<u>Greater Acupressure</u>											
<u>Guard Spirit</u>											
<u>Heat Metal</u>											
<u>Icy Backlash</u>											
<u>Infusion of Chaos</u>											
<u>Intuition</u>											
<u>Iron Gut</u>											
<u>Misstep</u>											
<u>Momentary Mind Bastion</u>											
<u>Music of the Spheres</u>											
<u>Mute</u>											
<u>Native Port</u>											
<u>Necrozone</u>											
<u>Rapport</u>											
<u>Reeking</u>											



## Divine Powers

Weapon of Nightmares										
Zealot's Charge										
<b>Spirit Cost 5</b>										
Air Steps										
Animal Shapes										
Anti-Venom										
Assemble Armor										
Astral Blood										
Blindsight										
Blood Lust										
Calm Winds										
Circle of Privacy										
Curse of Choking Sands										
Deeper Darkvision										
Dream										
Gravel Footsteps										
Healing Waters										
Hypothermia										
Land Lair										
Life Bolt										
Lightning Command										
Maggots										
Obsessions										
Polymorph Plant										
Quell Fire										
Radiant Halo										
Renew Breath										
Slow Wound										
Solar Flare										
Sorcery Curse										
Spineless										
Status										
Summon Animals										
Swamp Lance										
Taint Cuisine										
Target of All										
Terrac Mettle										
Transmute Metal										
Venom										
Volatile Torch										
Wall of Water										
<b>Spirit Cost 6</b>										
Acid Rain										
Age Plant										
Airy Shadow										
Blood Lightning										
Breath of the Elements										
Briers										
Call the Beast										
Champion's Strength										
Closure of Confusion										
Constriction										
Death Throes										
Defense										
Deluge										
Free Curse										
Grave Robbery										
Hearken Lifesong										
Hellfire Burst										
Knurl										
Life's Grace										
Meld With Rock										
Mold Touch										
Noxious Fumes										
Prying Eye										
Resistance to Fire										
Resistance to Ice										



## Divine Powers

Resistance to Lightning											
Return to Earth											
Ride the Lightning											
Sanctify											
Sand Warriors											
Singing Stone											
Stone Bones											
Stone of Sharpening											
Tongues											
Torus of Terror											
Treat Serious Body Damage											
Treat Serious Mind Damage											
Treat Serious Spirit Damage											
Tree Mount											
Zephyr Dancing											

### Spirit Cost 7

Advice											
Animate Objects											
Bedevilment											
Borrow											
Breath of Life											
Calm Sand											
Calm Water											
Charnel Fire											
Create Jungle Minions											
Disturb Sleep											
Earth Reaver											
Elemental Breath											
Exorcism											
Frost Gaze											
Geyser											
Greater Sculpt											
Growth of Plants											
Hidden Lodge											
Pair to Other											
Rage											
Reanimation											
Rejuvenating Waters											
Spike Stones											
Stone Talk											
Thornwrack											
Treat Mass Wounds											
Water Summoning											

### Spirit Cost 8

Chain of Madness											
Commune with Earth											
Déjà Vu											
Discern Lies											
Enlighten Undead											
Flesh Shiver											
Heartseeker											
Howling Chain											
Imbue Undead											
Instill Vulnerability											
Regenerate											
Repeat Action											
Sky Drop											
Summon Spectral Death											
Taint Body of Water											
Transmute Drake											

### Spirit Cost 9

Burning Blood											
Elemental Body											
Horde of Healing											
Insect Plague											





## Divine Powers

Absorb Song		Spirit Cost: 3			
Time Required:	1 action or reaction	Range:	30 feet	Duration:	Up to 10 minutes
<p>As a creature's lifesong exits its body, the priest can steal the energy of exiting the corpse. The can occur as a reaction in the moment of death or up to two rounds after the end of the round death occurred. The prayer will reach out and use the essence of the recently deceased, which will grant 1 temporary <b>Body</b> point for each <b>Resilience</b> modifier the dead creature had. If cast upon a being who is not yet dead, the prayer is worthless and the <b>Spirit</b> points are lost. If successful, those temporary points will remain up to ten minutes, but should the complete amount of temporary points be removed by damage, then the incantation effectively terminates. If the temporary points are not lost after ten minutes, they expire; thus, ending the spell at that time. However, while the temporary points are still within the priest's lifesong and the spell has not expired, then another lifesong from a dying being can be captured for more temporary <b>Body</b> points by an action (but not a reaction) which costs no <b>Spirit</b> points. The maximum number of creatures from which life power can be stolen are equal to the priest's <b>Faith</b> modifier with at least one life-essence being able to be captured. Temporary points from more than one creature cannot stack atop on another; only the highest value is gained. However, if a stronger life is stolen first, then some but not all points are lost, and a second dead being's essence can be captured which is lesser than the first, those points can act to restore up to the original dead source amount.</p>					
Acclimate 		Spirit Cost: 3			
Time Required:	1 minute	Range:	Touch	Duration:	6 hours
<p>Upon casting, up to two beneficiaries of the spell will be able to withstand temperatures from -40 to 160 degrees F° as if it were room temperature. This prevents exhaustion due to exposure; however, the spell has a 6-hour duration. This offers no protection or resistance against direct attacks but does lower the exposure due to exhaustion.</p>					
Acid Rain		Spirit Cost: 6			
Time Required:	1 action	Range:	60 feet	Duration:	6 turn
<p>This terrible conjuration creates a toxic shower that covers all in the area centered on a point within range. The area of effect is 15-ft diameter column 40 feet high (7 hexes). The droplets are a corrosive acid that eats through metal, cloth, and flesh. Creatures caught beneath the rain take 2d4 points of corrosive damage. It is easy enough to move out of the are, but those remaining continue to suffer like damage at the end of each of their turns. A <b>Resistance</b> save (DC:14) is required when suffering damage. This will not reduce any damage, but those who fail this save must check to see if any exposed equipment is destroyed. To clarify, once the <i>acid rain</i> called into a location, it cannot move and will last until the end of the caster's sixth subsequent turn.</p>					
Advice		Spirit Cost: 7			
Time Required:	1 action	Range:	10 feet	Duration:	Special
<p>This spell allows the shaman to give profound and thoughtful advice to any creature with a <b>Mind</b> score of 2 or higher. The two must also share a common language. When cast, the potentially affected creature is allowed a <b>Will</b> save against a DC (d6+14) plus <b>Faith</b> modifier to avoid. If this is failed, the shaman can give the creature instructions in the form of advice. These can be instructions to do anything, including acts obviously foolish or destructive. The advised creature then does its best to obey the instructions. However, if the advice would place the creature in great peril or cause its death, the creature is allowed a second save with a +4 bonus just before committing the act. Should, for example, the shaman gave advice to go to a nearby cliff and jump off (and the creature cannot fly), the second save would be allowed just before, the creature took the fatal step. The spell does not in any way conceal the identity of the one who gave the advice, and bad advice can often cause trouble for the shaman should those who follow it survive.</p>					
Age Plant		Spirit Cost: 6			
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds. The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 5 years per point of <b>Faith</b>. The priest can stop the aging at any point within the limits. He or she could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home. The incantation does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). <i>Age plant</i> has no effect on magically generated plants or plant-based monsters.</p>					


## Divine Powers

Aid Movement 		Spirit Cost: 2			
Time Required:	1 action	Range:	Self	Duration:	1 minute
For the duration of the incantation, the priest is not penalized extra movement to crawl, squeeze, or move across difficult terrain. This incantation will not remove encumbrance or armor penalties.					
Air Steps		Spirit Cost: 5			
Time Required:	1 action	Range:	Self	Duration:	30 minutes
When cast, the priest is able to defy gravity, fly, levitate and navigate the air as if walking with his or her normal movement rate. However, this ability is limited to being under the open sky. While it can be performed inside an urban building, it cannot be used underground.					
Airy Shadow		Spirit Cost: 6			
Time Required:	1 action	Range:	Self	Duration:	5 turns
When cast, the priest temporarily becomes a creature of shadow, flickering in and out of a demiplane on the borders of the Shadowfell. Until the ends of th priest's fifth subsequent turn, he or she will have resistance to necrotic damage and further will inflict an additional point of necrotic damage per die pool whenever successfully hitting a creature with a melee attack. For the duration of the invocation, the metaphysical location of the priest is determined at the end of each of his or her turn by making a <b>Faith</b> feat save against DC:13. If successful, then until the start of the priest's next turn, he or she vanishes from the current plane of existence and appears in a shadowy demiplane. Otherwise, the priest remains in location. If rolling a "natural 1," then the invocation terminates prematurely. At the start of the next turn, if the priest were in the shadowy existence, he or she returns to an unoccupied space of choice within 10 feet of the space from which the caster vanished. If no unoccupied space is available within that range, he or she appears in the nearest unoccupied space (chosen at random if more than one space is equidistant). This appearance and re-appearance may allow sneak attack, based on circumstances which will be ruled by the GM. Further, the spell requires an action to dismiss. While in the shadowy dimension, the priest can see and hear things in the plane of origin but everything is slightly obscured, lighting vision to only 30 feet. Further, the priest's corporeal form is not in the previous location during the moments in the shadowy reflection. While in this shadow state, the only creatures able to detect the priest are undead, creatures with a natural immunity to necrotic damage, and those with spirit sight whether natural or magically-charmed; to be clear, even blindsight cannot detect the priest. Attacks by undead, even physical, will extend to this shadow dimension; however, any potential magic, such as that cast by a vampire or lich, cannot penetrate the planar barrier. Further, psionics cannot affect the priest while he or she is in the shadowy existence. However, there are a few exceptions: <i>abolish shadows</i> could affect the priest if targeting the location from where he or she left the plane. Additionally, extreme powers of vague description, such as a <i>wish</i> , could target the priest. Lastly, if this invocation is cast while on the Shadowfell and its bordering ethereal or astral locations, then it is wasted having no effect.					
Alert Tribe		Spirit Cost: 3			
Time Required:	1 action to cast plus 1 action per creature touched	Range:	Touch / 90 feet	Duration:	8 hours
While not notifying the entire tribe, enables the priest to send an instantaneous mental missive to his comrades alerting them to a dangerous situation. It is not possible to send any message other than "alert" by means of this spell. Further this does not provide two-way communication. However, the true meaning of the mental missive, other than the fact that a dangerous situation exists, can be prearranged if so desired. The incantation can be cast only on awake, living, and sentient creatures ( <b>Mind</b> score of 1 or higher). As the priest physically touches foreheads each recipient for an extended period of time, it causes the casting time to vary based on the total number of targets. One ally per point of <b>Faith</b> can be linked by means of this divine power. Once cast, the mental links forged by means of this spell last until the alert is broadcast or for at most eight hours. An alert has a maximum range of 90 feet around the priest. Anyone beyond that range won't hear the alert, although the spell effect (and the mental link) ends nonetheless. Likewise, anyone maintaining a psionic defense shield, wearing a ring of mind shielding, or employing similar magics will not receive the menta1 warning. However, if a recipient is asleep and that condition is not maintained by chemical or magical means (although it may have been induced by such), he or she immediately awakens and is aware that an alert has been issued. To clarify, the missive does not require an action and occurs in the instant the priest is sends the message. However, the priest must use a reaction to send the alert.					





## Divine Powers

Alter Fate		Spirit Cost: 2			
Time Required:	1 reaction	Range:	Self	Duration:	Until next turn
Whenever the priest fails a <b>Logic</b> or <b>Will</b> save, this invocation can be called as a reaction. The priest can re-roll the failed save that triggered this reaction, but must use the new roll, even if it is lower. In addition, until the end of his or her next turn, the priest is resistant against smite and necrotic damage.					
Analyze Portal		Spirit Cost: 2			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 1 minute
The priest can see the outline of any magic portal within range; however, it will not reveal secret or hidden doors unless they are magical in nature. While studying the door no other actions, reactions or castings can be performed. For each round of learning about the portal, the priest gains knowledge randomly about the following on a d6. Repeated rolls are valid even though the gained information is not:					
<ol style="list-style-type: none"> <li>1. Any special key or command word required to activate the portal</li> <li>2. Any specific circumstance to activate the portal (a time of day for instance)</li> <li>3. Whether the portal is one-way or two-way</li> <li>4. Whether the portal is functioning correctly or not</li> <li>5. A glimpse of where the portal leads. The glimpse lasts for 1 second and can see about 20 feet beyond the portal.</li> <li>6. Whether or not the portal is an illusion.</li> </ol>					
For every round the priest focuses on the portal, he or she learn one more of the listed pieces of information.					
Animal Befriending		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	1 month
This affects a single animal with a <b>Mind</b> score of 2 or lower. If the animal does not make a successful <b>Judgment</b> save (DC:13) immediately when the spell is birthed, it follows the caster about thereafter. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, such as, if the caster intends to eat the animal, send it ahead to set off traps, or use it as fodder, the the incantation will fail. The caster can teach the befriended animal three specific tricks or tasks. Typical tasks are those taught to a dog or similar pet (they cannot be complex). Training for each such trick must he done over the period of only one day due to the magic involved. For the month duration, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly. The caster can use this spell to befriend an animal up to 2 Body points per <b>Faith</b> . This is also the maximum total <b>Body</b> points of the animals that can be affected and trained at one time.					
Animal Shapes		Spirit Cost: 5			
Time Required:	1 action	Range:	30 feet	Duration:	10 minutes
When cast, the priest can assume the form of any Small or Medium creature of the animal kingdom. If the form assumed has any of the following abilities, the priest also gains the listed ability: climbing (max 50-foot movement), fly (max 50-foot movement), swim (max 50-foot movement), darkvision (up to 60 feet), and <b>Perception</b> bonuses (max +2). All items and equipment are transformed into the shape. Magical properties towards protection and AC are transferred if part of the "other" category; however, anything as an armor base is lost. If selecting a small-sized animal, the form taken grants a +1 bonus to <b>Agility</b> above the priest's natural, non-magical bonus; further, a +1 natural armor bonus in gained. If a medium-sized creature is chosen, then the gain is a +1 bonus to <b>Strength</b> above the norm, and also a +2 natural armor bonus.					

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Animal Spy 		Spirit Cost: 3			
Time Required:	1 action	Range:	Touch	Duration:	30 minutes
<p>The priest borrows some of the senses of a beast he or she touch. So long as the priest is undisturbed, then seeing and hearing what the animal perceives is perfectly transferred. However, if the priest attempts anything else, even light activities such as reading or talking, then a <b>Perception</b> check (DC:12) is required for each round of disturbance. Difficult distractions, such as loud noises, fighting or casting other invocations, require a similar <b>Perception</b> check but rolled with disadvantage. If the animal moves more than 1 mile away from the priest, the spell ends. This invocation only affects animals and fey with a <b>Mind</b> score of 6 or lower. To clarify, the caster gains no control over the animal nor can any communication with it be made other than seeing and hearing through its senses. If the priest uses this on a creature that is mystically or magically bound to another intelligent creature (such as <i>fey binding</i>, then the intelligent creature to whom the target is tied will make a secret <b>Judgment</b> save (DC:13) when this invocation is cast. If that save succeeds, the spell fails. Whether the roll succeeds or fails, the intelligent creature tied to the beast gains no special awareness of this spell or its effects.</p>					
Animal Subdual		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	10 minutes
<p>This incantation is started by gazing at a hostile animal. If neither the priest's concentration or line of sight is broken by the start of his or her next initiative the following round, then the animal rolls a save against <b>Will</b> (DC:21). If failing the save, the animal becomes instantly docile. As long as no one inflicts harm to it, the creature will remain calm and non-violent for the following 10 minutes. This does not act as the action of the priest's subsequent initiative, meaning he or she may still take an action after the save of the animal is rolled.</p>					
Animal Transcendence 		Spirit Cost: 4			
Time Required:	15 minutes	Range:	10 feet	Duration:	1 hour
<p>Casting this spell transfers the priest's consciousness into the body of a designated animal; the recipient must be of the Animal Kingdom. The priest can use all the senses and abilities of the animal and is in full command of the animal form. For example, a priest could elect to transfer his presence into the body of a hawk and fly over an area to determine the terrain, occupants, and other conditions. However, none of the priest's skills or magical abilities are usable while in the animal's existence. If cast on a creature with a <b>Will</b> score of 2 or lower, the animal does not receive a save. Animals of greater prowess, such as hippogryphs, receive a <b>Will</b> save against a DC of (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). A successful save means the spell is wasted and the animal is unaffected. An attempt to transfer into the body of another's kindred animal, bonded beast or a fey-bonded spirit always fails and wastes the incantation. The animal's consciousness is suppressed throughout the duration of the spell. If the animal dies while the spell is in effect, the priest's presence returns to his or her lizardfolk form. The priest suffers 1d4 points of <b>Body</b> damage and also 1d4 points of <b>Mind</b> damage. If <b>Mind</b> points fall below his or her <b>Judgment</b> score, the priest behaves like the animal, terrified and hurt. He or she may hiss, spit, move about on all fours or as if trying to fly; howl, meow, or otherwise vocalize as the animal; and will be generally uncontrollable until the insanity what would have been the end of the spell duration. While the spell is in effect, the priest's body is motionless and vulnerable. The priest is unaware of his body or anything that might be happening to it. If the body is slain, the priest's consciousness is imprisoned in the animal's body until the animal dies or some other method can be used to free the priest.</p>					
Animate Dirt		Spirit Cost: 2			
Time Required:	1 action	Range:	25 feet	Duration:	5 minutes
<p>This incantation animates dirt in the area. Only normal, natural dirt can be effected and the caster can move up to one pound of dirt anywhere within the range. The speed of the dirt movement is 5 feet per round. The dirt cannot deal damage or affect the concentration of sorcerers. The priest is unable to cast another incantation for the round of evoking the divine power to move the soil, but may still take other actions and reactions. While the duration exists, the priest can also select a different pound of dirt and move it as well. This spell only animates dirt, so any other substance found mixed in with the dirt will not be effected and will remain afterwards.</p>					

## Divine Powers

Animate Objects [Concentration]		Spirit Cost: 7			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>Objects come to life at the priest's command, remaining animated while the caster maintains concentration up to the end of the sixth subsequent turn. The caster chooses up to "six" nonmagical objects within range that are not being worn, carried or influenced by anyone's lifesong, and by doing so new "creatures" come to life. The size of the object affects the actual number of objects that can be animated. Small objects (a chest, chair, weapons) count as two objects. Medium targets (a four-person table, human-sized statue, heavy-weapons) count as four objects. Large targets (a cart or plow) count as six objects. Bigger objects are unaffected by this incantation. Each object is under the priest's control until the spell ends or until reduced to zero <b>Body</b> points. By concentration, the priest controls the actions of each of the creature-objects which occurs on each of the following turns belonging to the cleric, but the objects must remain within range of the caster. However, because of the required concentration, the priest cannot use reactions or cast new spells; however, other actions are permitted, such as attacks or item-use.</p>					
Animated Object Statistics					
Size	Strength	Body	AC	Attack	
Tiny	2	4	17	d20-1;light weapon	
Small	3	6	14	d20;light weapon	
Medium	5	10	12	2d20;medium weapon	
Large	7	16	10	3d20;heavy weapon	
<p>An animated object is a construct with statistics determined by its size. Constructs are completely immune to <b>Mind</b>- and <b>Spirit</b>-based attacks. Further, constructs cannot be healed by most magic, unless the description specifically states. Animated objects do not have vision as their awareness is based solely on the priest. They are further immune to poison, sleep effects, paralysis, stunning, disease, death effects, and necromancy effects. Constructs do not eat, sleep, or breathe. An animated objects speed is 30 feet; if the object lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. If the object is securely attached to a surface or a larger object, such as a chain bolted to a wall, its movement would be zero. When the animated object drops to zero <b>Body</b> points, it reverts to its original object form, and any remaining damage carries over to its original object form. If attacking, an object can make a single melee attack against a creature within 5 feet of it. It makes a slam attack and delivers blunt damage; however, the GM might rule that a specific object inflicts slashing or piercing damage based on its form.</p>					
Anti-Cold Shell 		Spirit Cost: 4			
Time Required:	1 action	Range:	Self (10-foot sphere)	Duration:	1 hour
<p>This invocation creates a comfortably warm 10-foot radius sphere centered on the priest. The radius penetrates below the ground; therefore, if using atop a frozen lake, the results could be disastrous. Friendly creatures within the sphere are immune to cold damage. In addition, creatures made of ice, cold and even water elementals can't enter the sphere; if such a creature is within the area when the invocation manifests, the creature is pushed to the nearest unoccupied space outside the sphere.</p>					
Anti-Venom		Spirit Cost: 5			
Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
<p>This removes the effects of a poison from a victim's system. Details will be given for the specific toxin, as it may not reverse all damage done; however, it will at the very least remove the poison restriction.</p>					

## Divine Powers

<b>Aplomb</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: Up to 10 minutes
<p>Until the spell ends, the recipient touched by the priest gains the ability to traverse across any surfaces horizontal, even sloping up to a 75° angle. The divine magic lightens the pressure of weight, but surfaces must still be capable of bearing at least half the total weight of the being crossing it. This leaves the recipient's hands free while doing so, even when moving across surfaces where balancing is practically impossible or would ordinarily require a check. For the duration, the recipient also increases his or her climbing speed to become normal walking speed; however, it does not convey any skill of <i>climbing</i> itself or offer special protection from falling from a climb. However, one is at advantage on all checks involving balance. In no way does this offer abilities of spider-climbing or walking on liquids; however, for the matter of leaving traces of passage, the area traversed throws a -4 penalty to the calculations of anyone checking for tracks or attempting to track the recipient.</p>				
<b>Aquatics</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: 30 minutes
<p>By touching the target, the ability to swim well is conveyed. The recipient temporarily gains webbing around its arms and legs, allowing it movement through water at a rate of 25 feet at normal encumbrance. This grants a total distance able to be swam by this incantation of 4500 feet, nearly a mile. However, this does not grant breathing in the water in any way, but it does allow holding one's breath for twice as long as normal; thus, a person with a <b>Resilience</b> score of 4 could dive underwater for ten rounds before the effects of not breathing begin. See <a href="#">Asphyxiation</a> for more details.</p>				
<b>Arcane Disruption</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	60 feet	Duration: 12 turns
<p>This ability influences the ability of any sorcerer. It scrambles the memories of arcane magic in his or her mind, forcing the sorcerer to make a <b>Judgment</b> save against a DC (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). If failing it, then it completely interrupts any current concentration effects, Further, until the end of the victim's twelfth subsequent turn, all axioms attempted are cast at disadvantage. This effect targets only the mind for use of sorcery. It will have no effect against cantrips, invocations, rune magic or whedelism.</p>				
<b>Assemble Armor [Concentration]</b>		<b>Spirit Cost: 5</b>		
Time Required:	Special	Range:	30 feet	Duration: Concentration
<p>This ability allows armor to quickly assemble onto the priest; however, this can only be performed for the priest and not others. As the priest begins to concentration, his or her actual armor flies onto the priest by itself, assuming it is within 30 feet of the priest at the time of invocation. The armor must have been worn previously by the priest and cannot be in use or even touched by another creature at the time of calling this power into action. Once starting though, creatures touching or grabbing the animated pieces will not prevent the donning. While concentrating on miraculously effect, the priest may not use reactions or begin new spells, and any combat actions are at disadvantage. The time required depends on the bulk of the armor selected. Armors are fully assembled at the start of the subsequent number of turns for each 20 pounds (with any overage requiring an extra turn). Thus, padded armor (8 pounds) would be donned at the start of the following turn, but lamellar armor (35 pounds) would not be complete until the start of the second following turn. Plate mail (65 pounds) would require even more time, completing only at the start of the fourth subsequent turn. No assistance can speed up the time. Obviously, this allows the caster the option to not wear it most of the time and avoid heat, chaffing and other penalties, but it still requires up to a few combat rounds to have it securely in place. The spell and concentration are complete once the armor is donned.</p>				



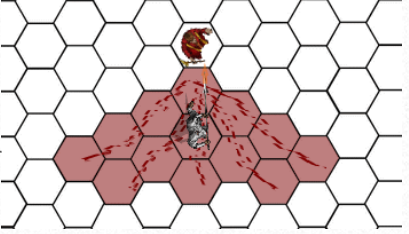
## Divine Powers

<b>Astral Blood [Concentration]</b>		<b>Spirit Cost: 5</b>		   
Time Required:	1 action	Range:	Self	Duration: Up to 6 turns
<p>The priest creates an astral projection of himself or herself up to 60 feet away on the completion of the action, and the continued manifestation of the projection requires concentration. This power effectively moves the priest's consciousness to the projection image, meaning his or her original form can take no actions or reactions. However, in the priest's stead, the projection can act – so long as those actions are limited to melee combat. Due to the nature of this incantation, the concentration to control the image does not cause disadvantage for combat actions. Actions of attack by the projected image are identical to the die pools used by the priest normally; however, special properties of the material and magic of weapons used are not transferred. Thus, if the priest normally attacked with a magical mace which allowed a bonus to hit, that additional modifier would not be used by the projection. If the original weapon had been blessed by an <i>infusion of fire</i> or other enchantment, that bonus effect would not be transferred to the projection. However, any melee maneuvers that can be performed in person, such as <i>weapon lock</i>, can be performed by the astral projection; and further, if the original can be disarmed, locked or broken, the astral weapon can be as well; yet, if the astral form is broken, the original will stay preserved, although it would be unusable again for the remaining duration of the incantation. Both the priest and the projection can use movement; however, because the priest is concentrating his movement rate is half of normal, but the project can move at the complete movement rate and is not penalized by rough terrain, obstacles, water, chasms, etc. While the projection cannot fly, it can cross a chasm or other gap of terrain so long as it ends on solid ground by the end of the turn. Lastly, the projection has no actual substance; therefore, blocking passage cannot be performed by the astral projection; however, grappling and pushing are still possible but no modifiers from the priest's <b>Strength</b> are used in the contest. Finally, an <i>astral blood</i> image cannot use the flee attack as a reaction. The image lasts as long as the priest can maintain concentration; however, the image cannot remain after the end of the sixth subsequent turn.</p>				
<b>Aura of Glory</b>		<b>Spirit Cost: 3</b>		   
Time Required:	1 action	Range:	Self (10-ft radius)	Duration: 2 minutes
<p>This spell creates an aura centered on the priest that bathes all friendly creatures within a 10-foot radius (18-hexes) in a warm, soft and comforting light. Each affected creature, while within the radius, has advantage on saves against being frightened or shaken. The aura moves with the priest.</p>				
<b>Backbiter</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	30 feet	Duration: Until next turn
<p>The halfling priest places a curse on a visible enemy within range. The creature must roll a <b>Faith</b> save against DC (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). If failing, the victim suffers d6 points of smite damage. In addition, if the creature failed the save, it has disadvantage on the next weapon attack roll it makes before the end of its next turn. Should that next attack utterly miss, then the disadvantage damage (d3) is inflicted upon itself.</p>				
<b>Bane</b>		<b>Spirit Cost: 2</b>		     
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>The priest selects an enemy in combat within 60 feet, forcing a <b>Will</b> preservation save at (d4+8) plus the priest's <b>Faith</b> modifier value. If failing, that target suffers -1 to hit on all attack rolls for the next 9 rounds. The effect ends after the victim completes its ninth turn after being cursed. Further <i>free curse</i> can remove the effect.</p>				
<b>Banner</b>		<b>Spirit Cost: 4</b>		    
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>Holy power radiates from the priest in an aura with a 30-foot radius, awakening boldness in friendly creatures. Until the completion of the priest's sixth subsequent turn, the aura, centered on him or her, moves with the priest. Any non-hostile creature (including the priest) starting its turn within the aura gains +4 to preservation saves made against <b>Will</b>, <b>Faith</b> and <b>Muse</b>.</p>				






## Divine Powers

<b>Battle Cry</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	20 feet	Duration:	Up to 3 turns
<p>The priest makes a battle cry which fills allies with righteous fury, making their attacks more sure. Up to three allies within range can be selected by the priest; however, the charismatic effect does not enhance the priest. For the duration of each recipient's next three turns, the first melee action will gain a +2 bonus to hit on all the dice in the primary-hand die pool. After that bonus is used, the benefit ends for that recipient. If the enchanted ally never uses an action to perform a melee attack in that time frame, then the bonus to hit will be lost.</p>					
<b>Battle Fate</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	Special
<p>This grants a special blessing upon a single target within range. At the start of each of recipient's next turn until the spell ends, the target gains a "battlefate" die. During that turn, when the target makes an attack roll, preservation save, feat or competition, it can choose to roll the "battlefate" die to be applied to a single die. Once it is used, the blessing is complete. A d6 is used for attacks and saves, while a d4 is used for any competitions. The time to use the "battlefate" die is up to the recipient and can be held at most for six turns. If using the "battlefate" die in an attack die pool with many d20s, then it will apply to the first die rolled (or color-designated die). If the invocation duration ends without having used the blessing, then the recipient immediately rolls a d4, which is granted as an AC bonus (as other) until the end of the recipient's next turn. Never can more than one <i>battle fate</i> effect be upon the target simultaneously. Further, while cost little <b>Spirit</b>, the priest cannot cast this invocation again until after a short rest.</p>					
<b>Beast Claw</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>Using an action to cast, this power transforms the priest's hands into taloned appendages. Until the end of the third subsequent turn, the priest is permitted to make a <i>savage form</i> attack, even if untrained in the skill. Further, if having <i>savage form</i> and a separate appendage-attack, then these can be used in conjunction under the method of <i>savage form</i>. However, without <i>spinning moves</i>, then the same target would have to be attacked. Further, the claws attack will gain a +2 bonus to hit. The caster can use a normal weapon if desired, but the special bonuses of this enchantment will not apply.</p>					
<b>Bedevilment</b>		<b>Spirit Cost: 7</b>			
Time Required:	1 action	Range:	90 feet	Duration:	Up to 4 turns
<p>The priest casts magical disrupting bolts that prevent a creature from taking actions. By selecting a creature in line of sight within range, the target must make a successful <b>Will</b> preservation save against DC (d6+14) plus <b>Faith</b> bonus or be unable to take any actions upon next turn; however, at the end of each of its missed turns, the victim can repeat the save against the original DC to break the curse. Otherwise, it will continue under the end of the fourth missed turn. However, if breaking the effect due to a successful subsequent save, then the victim will still remain mildly affected by being under the drowsy restriction until the duration of the invocation. To be clear, if making the original save, no restrictions exist at all as it ends the spell's effects.</p>					
<b>Bewildering Charm [Concentration]</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>The priest selects up to three targets within range; however, they must all occupy a relatively close space, being within 20-feet of each other at the farthest points. All targets must make a <b>Will</b> preservation save against DC (d6+10) plus the priest's <b>Faith</b> bonus. On a failed save, the creature experiences a fog of the mind for the duration of the invocation, causing any reactions not be able to be taking quickly enough. Therefore, an affected creature charmed by this spell cannot take any reactions for its following 6 turns. However, to maintain the mind fog, the priest must maintain concentration. As such, the priest cannot use his or her own reactions or cast new spells; however, other actions are permitted, such as attacks or item-use. Affected creatures can use an action to make a new save against the original DC, which would shake off the effect to itself with on success.</p>					
<b>Black Cairn</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	Special	Duration:	Permanent
<p>Upon the completion of this casting, the shaman knows the location of a corpse (animal or otherwise). The lizardfolk must first find stones, each one bigger than a fist. He or she stacks them in a small pile, or cairn, and sits and stares at the blackness of the stones until he receives a vision of the corpse's location. If the caster has an item belonging to the corpse, the casting time is reduced by half.</p>					



## Divine Powers

<b>Bless Meal</b> ✨			<b>Spirit Cost: 2</b>		☠️👁️🌟📖🔥🌊☁️🔪
Time Required:	1 minute	Range:	40 feet	Duration:	Permanent
This ability purifies 8 meals upon usage.					
<b>Blessing of Luck and Resolve</b>			<b>Spirit Cost: 3</b>		👣
Time Required:	1 action	Range:	Touch	Duration:	1 hour
A favored blessing of halfling clerics, this spell grants its target a +2 morale bonus on preservation saves or feats involving fear and charm effects. If the target also has the <i>discipline</i> skill, the incantation conveys a special resistance, meaning if the target fails the save against fear or charm, a reaction can be used to re-roll the save with a +4 bonus, but the result must be taken, even if it is worse.					
<b>Blind</b>			<b>Spirit Cost: 4</b>		☠️👁️☁️🔪
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
The priest blinds a foe. The victim must make an <b>Agility</b> save against DC (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). If failing the save, the target is blinded and under the restriction until the end of its sixth subsequent turn.					
<b>Blindsight</b>			<b>Spirit Cost: 5</b>		👁️🌟☁️
Time Required:	1 action	Range:	Self	Duration:	1 hour
This ability endows the priest with a special perceptive sense known as blindsight, a mystical means of being aware of the surrounding even without vision or hearing. The range of sensation extends 60 feet from the priest. During this effect, the priest is effectively immune to blind and deaf restrictions. This effect lasts for an hour.					
<b>Blood Bond</b>			<b>Spirit Cost: 3</b>		☠️🌟📖🔥🔪
Time Required:	1 action	Range:	Touch	Duration:	12 turns
The cleric chooses two willing creatures. Each target must have a <b>Mind</b> score of 9 or higher, based on its <u>maximum</u> , not its current score. This invocation links their life forces. Any damage taken by either enchanted creature is split between the linked creatures, each taking the extra point if the division results in a half point. If the same spell strikes both simultaneously and that spell inflicts damage which allows for a save to avoid or reduce the damage, then the two creatures make only one combined save. The two recipients choose which creature will make the save. Damage is calculated as if only one were hurt, then split any damage inflicted between them per this divine effect. The effect remains until the end of the priest's 12th subsequent turn.					
<b>Blood Lightning</b>			<b>Spirit Cost: 6</b>		☠️👁️☁️🔪
Time Required:	1 action	Range:	Touch	Duration:	Up to 10 minutes
This enchantment sets a contingency upon the recipient, who must be willing. Within the next 10 minutes, if that creature takes damage from a melee attack, bolts of crimson lightning explode from the wound, extending in a 120° cone, 20 feet on the sides and 15 feet deep. Each creature in the area of this explosion of <i>blood lightning</i> must make an <b>Agility</b> save against DC (d6+12) plus <b>Faith</b> modifier (DC range: 15 to 25). Victims suffer 2d4 lightning damage on a failed save, or half as much on a successful one.					
					
<b>Blood Lust</b>			<b>Spirit Cost: 5</b>		☠️👁️🌟🔪
Time Required:	1 action	Range:	20 feet	Duration:	4 turns
The priest selects an ally or self to grant an enhancement for melee attacks, increasing the attack dice of the primary hand die pool by 1d20 for the following 4 subsequent turns of the recipient. The extra die counts as a skill die which makes it subject to the 5d20-in-a-die-pool rule.					
<b>Blood Reprisal</b>			<b>Spirit Cost: 3</b>		☠️👁️🌟🔥🌊🔪
Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
When a creature within range attempts a melee attack on one of the priest's allies, a reaction can be used to animate a throwable weapon on the priest's person to strike that attacker. That throwable weapon does not have to be in hand, but must be accessible on the priest's person; e.g. on his belt but not in a bag. The weapon will attack with a single d20 using <b>Faith</b> as the modifier instead of <b>Agility</b> and delivers smite damage. The animated weapon will not gain advantage or magical effect that are currently granted to the priest for other events.					

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<b>Blood Wind</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	Until next turn
<p>This priest selects one friendly creature within range as the spell's target. Until the end of the creature's next turn, any melee attack it makes with a <i>savage form</i> die pool carries its force through the wind, giving it an effective reach of 20 feet. However, if an appropriate attack is not made on the next turn, the reach returns to normal.</p>					
<b>Bloody Thorns</b>		<b>Spirit Cost: 10</b>			
Time Required:	1 action	Range:	90 feet	Duration:	10 turns
<p>This spell creates a 30-foot diameter circular area filled with animated thorny vines and brambles which stand ten feet tall. Any movement in this area is limited to 10 feet. Unlike lesser versions, this invocation can be created upon an occupied space. Moreover, the <i>bloody thorns</i> area effectively becomes an entity of combat, gaining an initiative of its own. Upon its turn, it makes a special and individual d20 "attack" with its thorns against each of those who are inside the area; the roll will be at advantage using the better of the two dice to determine success. If there is a score against a victim's AC, d6 points of edged damage is inflicted. Moreover, anyone moving through the area of a <i>bloody thorns</i> will automatically suffer d4 point of body damage of the edged type at the end of that being's turn. Finally, if traveling through the effect faster than 10 feet, by whatever means that might be, then the special attack would occur against the traveler for each five feet above the limit traversed. The thorny area disappears at the end of the tenth subsequent turn.</p>					
<b>Bolt</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
<p>This enchants a bow or hurled weapon to double its normal range for 6 rounds; however, this effect will not alter the maximum. It can be combined with <i>weapon return</i>. The weapon type does not change and strikes as its normal state whether normal, silver or magical.</p>					
<b>Bone Bite</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	Touch	Duration:	Up to 24 hours
<p>This invocation causes any bone or bone fragment to become a razor-sharp pair of jaws that bites any living being it strikes except the caster. The jaws either bite someone they are in contact with or someone they are thrown at and strike. The caster throws the bone as a improvised weapon based on the skills possessed. A contact-attack is based on a <a href="#">touch-attack</a> or could be constructed as part of a weapon with an <i>engineering</i> skill, allowing it to be attacked as a spear for example. However, while gaining extra d20s, this would still act as a touch-attack and deliver no base damage. If successfully striking, the bone bites for 1d4 points of piercing damage and remain attached, bony fangs clinging to the victim. If remaining attached until the start of the priest's next turn, the bone bites automatically for an additional 1d4 points of damage then release and fall to the ground as an unenchanted bone. However, the victim can use an action to detach the bone jaws. Undead are unaffected by this spell as <i>bone bite</i> jaws will not bite them. Any amount of time up to 24 hours can elapse between the casting of the spell and its biting attacks; a caster who fails to hit can pick up and throw the bone later, or leave it in a niche or corridor as a trap. The effect even functions underwater and so can be hidden in a pool or bucket of water. Multiple castings upon the same bone will fail. However, it can be cast upon different bones up to one per 2 points of <b>Faith</b>. <i>Bone bite</i> teeth can puncture armor, carapaces or bony plates, dragon hide, and all known nonmagical barriers and substances.</p>					
<b>Borrow</b>		<b>Spirit Cost: 7</b>			
Time Required:	1 action	Range:	5 feet / 30 feet	Duration:	Up to 6 turns
<p>The priest robs a creature of one of its attributes, such as <b>Strength</b> or <b>Faith</b> and gives that capability to an ally. One creature of priest's choice within range rolls a save based on that attribute score against a DC (d6+14) plus <b>Faith</b> modifier (DC range: 15-25). If the target fails, it has disadvantage on feats and saves using the chosen attribute. In addition, the target has disadvantage on attack rolls using the chosen ability score, and gains no modifier bonuses if they apply to an attack. At the time of casting, the priest chooses another willing creature within 30 feet. For the duration, that creature gains advantage on all feats and saves using that attribute. In addition, that allied creature gains 6 temporary <b>Body</b> points. On each of the first target's turns, it can use an action to repeat the save against the original DC; note that the disadvantage inflicted by this incantation will not apply to these special saves. On a successful save, the spell ends. Otherwise, the attribute will be borrowed until the end of the victim's sixth turn.</p>					






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<b>Bountiful Chance</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>This incantation grants the <i>chance</i> racial skill temporarily to up to three anthropoid or atavistoid targets. If the priest does not have this as a racial skill, then he or she could be one of the targets. The power remains until the end of the caster's sixth following turn.</p>				
<b>Brambles</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>This spell creates a 20-foot radius circular area (38 hexes) filled with thorny vines, spikes and brambles, which will slow movement to 20 feet. This may not be created covering any occupied space, however, should one choose to enter the area, the special terrain gets an effective d20 (no modifiers) attack against the entering entity's armor class. Upon a successful attack, the victim suffers d4 body point of edged damage for movement in the area on that turn. While one could choose to attempt to move faster than the restriction, this would result in a terrain-attack for each 5 feet of movement. If using movement other than one's own transit, such as a <i>fly</i> axiom or pulled by telekinesis, then the attack for each 5 feet would apply. Of course, flying over the area would not incur penalties, but flying out of the spell would act as 5 feet of upward movement through the treacherous environment. The <i>brambles</i> effect will remain until the start of the caster's 9th subsequent turn.</p>				
<b>Branding Smite</b> 		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Self	Duration: Up to 6 turns
<p>The priest casts an enchantment on himself or herself, which potentially lasts until the end of the next 6 turns. During that time, when the priest hits the next creature with a melee weapon attack, which acts as a magical weapon strike, a radiance emits upon the strike. The attack deals an extra d4 of smiting damage with the blow. Further, it will force the target to become visible if it were not. Additionally, the victim emits a dim light in a 5-foot radius, making it unable to become invisible until the spell ends. The duration is only 1 minute, regardless of when and if a successful attack occurs. However, after the first target has been struck, the effect ends and subsequent hits against other targets do not convey this effect.</p>				
<b>Bread Crumbs</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Self	Duration: 3 hours
<p>The priest leaves a mystical mist, trailing behind when walking. Only the priest can see this trail, allowing him to trace steps and backtrack if needed without error. The mystic marking lasts for 3 hours.</p>				
<b>Breath of Life</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	Touch	Duration: Permanent
<p>This incantation will restore 2d6 <b>Body</b> points to a single target; however, unlike other spells that heal damage, <i>breath of life</i> can bring a recently slain creature back to life. If cast upon a creature whose negative score caused death the same round or one round previous, then the <b>Body</b> restoration from the healing applies to the creature as if death never occurred. However, if the healed creature's total score is still below the death threshold after the healing, then death is imminent. Creatures who are brought back to life through <i>breath of life</i> stabilize at a -1 <b>Body</b> score rather than regaining the benefits of immediately being restored to functioning health and suffer all the same penalties. Further, creatures slain by death effects or who have been petrified cannot be saved by <i>breath of life</i>.</p>				
<b>Breath of the Elements</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	Touch	Duration: 24 hours
<p>This incantation permits the priest or a touched creature to breathe normally in hostile environments. The priest must choose either air, earth, fire, or water. For the duration of the spell, the affected can breathe that element normally, as if it were normally breathed. This does not convey resistance or protection from damage other than no damage will occur from breathing. Fire-breathing would allow surviving smoke and flames of a burning building or even the flames of the elemental plane of fire. If buried in dirt, the priest could survive with earth-breathing. If air is selected, then poisonous gases, even magical ones, will not affect the enchanted target.</p>				

## Divine Powers

<b>Breathsense</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>Through this power the priest can detect the presence of all breathing creatures within 150 feet. The size of each creature and its general direction can be determined, but not its exact location. You can sense the general size of a creature by its breathing. However, the breath signature of a creature can be muffled if it is behind total cover, in another room or blocked by some barrier. The priest would detect a creature as one size smaller half the time in such conditions.</p>				
<b>Briers</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>This spell creates a 20-foot radius circular area (38 hexes) filled with thorny vines and brambles, 10-foot tall, which will slow movement to 10 feet. This may not be created covering any occupied space, however, should one choose to enter, the terrain will automatically inflict d4 point of body of edged damage against a creature moving in the briers on one's turn. If using movement other than one's own transit and moving at a rate faster than 10 feet, then further damage may occur, as a d20-attack for each hex (5 feet) traveled will inflict d4 edged damage hit. The area will stay in existence until the end of the caster's ninth subsequent turn.</p>				
<b>Burden</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration: 4 hours
<p>Allow one creature, up to the size of an elephant or gryphon, to carry twice as much burden as normal for 4 hours.   <i>Divine Preservation could be used as a reaction if the priest were suddenly encumbered beyond one's ability to move.</i></p>				
<b>Burning Blood</b>		<b>Spirit Cost: 9</b>		
Time Required:	1 action	Range:	90 feet	Duration: Up to 3 turns
<p>This divine power infects the blood of a creature within range with a toxic mixture of corrosive fluids. The target must make a <b>Resilience</b> save against DC (2d4+15) plus the priest's <b>Faith</b> modifier (DC range: 20-28). If succeeded, the no ill-effects occur and the spell ends. On failure, the victim immediately takes 1d4 acid damage and 1d4 fire damage. Until the spell ends, the target cannot take reactions, and its movement is half of normal. Then at the start of the victim's next turn, it makes another save against the original DC. If successful on these subsequent saves, the toxicity and incantation end. If failing the save, then a repeat of the damage and penalties occur. Finally, at the start of the turn after that, a final save is made again. If failing, the damage occurs one more time, but the reaction and movement penalties are lifted as this is the end of the spell.</p>				
<b>Burrowing Claws</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Self	Duration: 5 minutes
<p>Through this spell, the priest grows short, thick claws. They are useless for combat, but ideal for tunneling mystically through soft earth. The priest gains a burrow speed equal to half of his or her normal walking speed.</p>				
<b>Call the Beast</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>The priest chooses a target within range, which must make a <b>Will</b> preservation save against DC (d6+12) plus <b>Faith</b> bonus (DC range: 14-23). On a failure, the next time the target falls asleep, it awakens 30 minutes later mad with rage, immediately moving towards the nearest creature that moves and making a melee attack against it. While enraged by this spell, target will not cast spells or make ranged attacks, but is compelled to continue making melee attacks against its target. This mad rage continues for 1 minute, during which time it continues to attack its target relentlessly. It only willingly stops if the target creature is dead or somehow completely removed from the situation, in which case it chooses the nearest creature that moves as its new target and attacks it in the same way. The creature enraged by this spell can repeat the <b>Will</b> preservation save against the original DC at the end of each of its turns, ending the spell on a success. Otherwise, the spell ends 6 round-actions after the creature awoke in its rage. When this spell ends, the target falls unconscious and goes back to sleep. Unless awakened, it sleeps for whatever length of time it would normally sleep. The target retains no memory of what happened while it was charmed by this spell.</p>				

## Divine Powers

<b>Calm Sand</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	Centered on Priest	Duration: 1 hour
<p>This incantation inhibits natural or magical disturbances of sand within a 120-ft diameter sphere centered on the caster. If the priest moves, the sphere follows. Any natural desert creature or burrowing creatures with fewer <b>Will</b> points than the caster's <b>Faith</b> will flee the area if possible, and earth elementals (animated rock, etc) are paralyzed while in the area. Desert, burrowing and elemental creatures with equal or greater <b>Will</b> must make a successful <b>Will</b> save (DC:18) to avoid paralysis or maintain free movement in the area. Additionally, allies of the caster do not suffer difficult terrain penalties of movement while inside the area of effect. Note that while this spell would calm the sand during a sand storm, it would not affect the winds. Only Egasski will grant this incantation.</p>				
<b>Calm Water</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	Centered on Priest	Duration: 1 hour
<p>This incantation inhibits natural or magical disturbances in water within a 120-ft diameter sphere centered on the caster. If the priest moves, the sphere follows. Aquatic or water-based creatures with fewer <b>Will</b> points than the caster's <b>Faith</b> will flee the area if possible, and water-based creatures (water weirds, elementals, etc.) of this type cannot take form. Aquatic and water-based creatures with equal or greater <b>Will</b> must make a successful <b>Will</b> save (DC:18) to form or maintain free movement in the area. Note that while this spell would calm the waters of a hurricane, it would not affect the gale-force winds. Egasski will never grant this incantation.</p>				
<b>Calm Winds</b> 		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	20 feet	Duration: 10 minutes
<p>When the priest cast this incantation, it stills the air around the holy one, creating an area of calm within a 20-foot radius sphere centered on caster. A creature inside the spell's area is immune to the effects of high winds from either natural effects or spells. In addition, air-based elemental creatures treat the area as "crawling" terrain for the duration and feel an instinctive urge to avoid entering it. The spell's protective area moves with the caster, who can only move at half speed while dragging the area of effect of the spell.</p>				
<b>Capitulation</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 reaction	Range:	30 feet	Duration: 5 minutes
<p>When a comrade of the enemy falls, the priest charms beleaguered foes they would be wiser to surrender. As a reaction to when the priest's side of the fight reduces a hostile creature to 0 or lower <b>Body</b> points and that fallen creature is within 30 feet of the priest, this charming effect is brought into being. To determine who is affected, roll 3d6 and add the priest's <b>Muse</b> score. The final total is how many <b>Body</b> points of creatures this spell can affect. Creatures within range that are hostile are affected in ascending order of their current <b>Body</b> points (ignoring unconscious creatures and creatures that cannot see or hear the priest). Starting with the creature that has the lowest current <b>Body</b> points, each creature affected by this spell drops any weapons it is holding, and for the duration it can take no action except to disengage, it can take no reactions except for self-preservation, and its movement is still normal. The charm can make any creature affected by this spell change its attitude from hostile to indifferent. Indifferent beings will not submit to being shackled or tied up. Subtract each creature's current <b>Body</b> points from the total before moving on to the creature with the next lowest points. A creature's <b>Body</b> points must be equal to or less than the remaining total for that creature to be affected. This spell ends early on any target that is attacked or harmed by a spell, or that witnesses any of its friends being harmed. When the spell ends, a target remains indifferent unless the GM rules that it becomes hostile again. Undead, constructs, and creatures immune to being charmed or frightened are not affected by this incantation.</p>				

## Divine Powers

<b>Celestial Fist [Concentration]</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	3 turns
<p>With this incantation, the priest conjures a great fist of force with the appearance of analogous to the divine province. An earth deity would create a fist of stony appearance, while a sun god would manifest one of flame. Regardless of the appearance, the fist will not inflict damage. It will, however, smash down on an enemy and hold that foe fast in its grip. The target can be of size category large or lower and must be within range. The target and the fist enter a grappling competition. The fist will use the priest's <b>Faith</b> score for the competition. If the fist wins the competition, the victim is under the grappled restriction until the start of the priest's next turn. If the priest chooses, he or she can continue the hold by concentrating, but doing so prevents the caster from taking reactions or casting new spells. The duration will through the start of the priest's third subsequent turn. However, the victim may attempt to escape by another competition. If escaping, that action will end the <i>celestial fist</i>. Further, damage to the fist will not force an escape.</p>					
<b>Chain of Eyes</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	60 feet	Duration:	2 hours
<p>The priest can see through another creature's eyes. The creature must be known and within sight at the time of invoking the ability. The duration of the effect is 2 hours.</p>					
<b>Chain of Madness</b>		<b>Spirit Cost: 8</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Special
<p>The priest inflicts one creature with random selection of temporary insanity, found in the GM Aide document. If the target fails a <b>Judgment</b> preservation save against DC (d8+14) plus the priest's <b>Faith</b> bonus (DC range: 18-27), the two insanities from the table are rolled. The effects of the madness are immediate and last for 24 hours. If the same results are rolled twice, the madness lasts 48 hours. The target may infect up to six different people with madness. The first six people it touches within its duration of madness must also make a like preservation save. If failing, that victim contracts the same insanities, lasting 24 hours regardless of the number of afflictions. A creature infected with madness by the original target can spread it as well, forcing each of the first three people it touches during the 24-hour duration of its madness to make <b>Judgment</b> saves as well; however, this third-generation victim will roll the save advantage and contracting the same madness for 12 hours on a failure. These final victims Creatures who cannot pass it on to others.</p>					
<b>Champion's Strength [Material]</b>		<b>Spirit Cost: 6</b>			
Time Required:	10 minutes	Range:	60 feet	Duration:	3 rounds
<p>The priest wraps a large and heavy gold chain of four links around his or her holy symbol. The gold chain jewelry must be valued at 1,000 bits, and further it is thick and will weigh over five pounds. The links represent the four willing humanish or atavistoid beings selected by the priest, who will designate one as the "champion." Moreover, the targets are limited to persons of medium or smaller size category. All participants become aware of their roles. The methods of others will be subject to collective actions until the end of the "champion's" next three turns. In between the start of the incantation and the first turn of the "champion" and then the times between his or her subsequent turns, if one of the beings designated as a link makes a sacrifice, then it will be at disadvantage on attacks and any saves, feats or competitions involving <b>Strength</b>. To sacrifice, the link is committing to this and its subsequent actions to be limited to melee attack and cannot make other choices, not even drinking a potion. However, by this sacrifice, the "champion" will become at advantage on melee attacks as well as any <b>Strength</b> saves, feats or competitions. If another willing link also makes the sacrifice, then the "champion" increases the weight of his weapon damage by 1 on every die pool used in the melee attack. If the third joins the sacrifice, then the weight increases by 2 total points of damage on every die pool. All penalties and bonuses granted by this incantation last until it ends, regardless of whether any or all of the targets remain within range; however, should a link change his or her minds, then the spell ends instantly. If a link becomes unconscious, incapacitated or dies, the spell continues but without that link's contribution to the "champion."</p>					







## Divine Powers

<b>Chancel</b>		<b>Spirit Cost: 10</b>		
Time Required:	10 minutes	Range:	60 feet	Duration: 24 hours
<p>The incantation makes an area within range extremely secure. The area is a cube that can be as small as 5 feet to as large as 30 feet on each side. The spell lasts for the duration or until an action is used to dismiss it. When cast, the pontiff decides what sort of security the spell provides, choosing any or all of the following properties:</p> <ul style="list-style-type: none"> <li>• Sound is unable to pass through the barrier at the edge of the warded area.</li> <li>• The barrier of the warded area appears dark and foggy, preventing vision, vibration and smell (including darkvision, devil sight, blindsight and tremorsense) through it.</li> <li>• Magical sensors and scrying are unable to breach inside the protected area or pass through the barrier at its perimeter.</li> <li>• Nothing can teleport into or out of the warded area.</li> <li>• Planar travel is blocked within the warded area.</li> </ul>				
<b>Chaotic Fate</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 reaction	Range:	Self	Duration: Instantaneous
<p>Using the energy of chaos, one can use a reaction to alter the result of a single d20 roll. The rules of a single reaction per round must be followed. Further, certain deities of order and law may not grant this incantation, regardless of province -- at the GM's discretion. However, when the priest character rolls a d20 (not any other sided die), whether as a solo roll, part of a die pool or even at advantage/disadvantage, and that single die score is unsatisfactory, then with this spell, a d8 and a d4 can be rolled. This will not change the raw score value of the d20 but only the total adjusted result; therefore, this can never remove the miss from a "natural 1." To factor the new score, the original d20 roll is used, then add the result of the d8 and subtract the result of the d4. Any modifiers which would have originally been applied are then recalculated to determine the effective total score of the die roll. All other conditions of raw scores then would apply appropriately as if that value had been rolled naturally.</p>				
<b>Chariot of the Sun [Material]</b>		<b>Spirit Cost: 10</b>		
Time Required:	1 minute	Range:	60 feet	Duration: 12 hours
<p>Sacrificing two rubies (600 bits) by crushing them into dust in a specially designed crucible, the priest summons a large chariot and two horses made of flame in an empty area (15ft x 10ft) within range. The priest and an additional six medium-sized creatures can fit into the chariot. A large creature counts as three for space confinements here, while category-small beings count as ¾. Anyone other than the designated passengers will suffer d4 fire damage per round if entering the chariot. The horses only respond to spoken commands from the priest. Structurally, the chariot has 25 <b>Body</b> points, and each celestial horse has 21 <b>Body</b> points. All three are AC 20, plus are immune to fire damage; however, these three are also vulnerable to cold damage. When pulled by the fiery horses, the chariot has a flying speed of 75 feet. The chariot and the horses can be banished back to their home plane of fire to end the spell at will, without an action, at any time.</p>				
<b>Charm Aquatic Life</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By raising one's holy symbol, the priest causes each aquatic or amphibious creature seen within 30 feet to make a <b>Will</b> save (DC:12). If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being.</p>				
<b>Charm Desert Creatures</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By bellowing a guttural growl, the priest causes each native desert creature (animals, monsters, anything) seen within 30 feet to make a <b>Will</b> save (DC:9). Only creatures with a <b>Body</b>-point max score equal or lower than double the caster's <b>Faith</b> score can be affected. If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being. Only <b>Egasski</b> will grant this incantation.</p>				

## Divine Powers

<b>Charm Marsh Creatures</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>By spreading his or her arms to appear larger than normal, the priest causes each native swamp creature (animals, monsters, anything) seen within 30 feet to make a <b>Will</b> save (DC:9). Only creatures with a <b>Body</b>-point max score equal or lower than double the caster's <b>Faith</b> score can be affected. If any creature fails its save, it is charmed for its next 6 turns or until it takes damage. While it is charmed, it is friendly to the caster and others designated. This keeps any attacks or acts of aggression against the caster and allies at bay, even if the animal is a pet of another being. All Lacerta deities except Egasski will grant this incantation.</p>				
<b>Charnel Fire</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	Touch	Duration: Up to 6 turns
<p>Selecting a single target from any undead that the priest controls via <i>crown of the grave</i>, his or her touch causes the selected feratu to burst into flames, making the walking dead a roaring bonfire. For the duration, the affected undead is immune to fire and inflicts an extra 2 points of fire damage with its melee attacks: <code>onHit; {"command":"damage","quality":"body","value":"2","damageType":"fire","specialWord":"Fire"}</code>. This fiery control is maintained until the end of the caster's sixth following turn. Until that point, the priest may choose to use an action to cause the undead creature to explode. This, of course, destroys the feratu and ends the incantation, but moreover, every creature within 10 feet of the center of the explosion must make an <b>Agility</b> save (DC:18). Creatures that fail the save, suffer 2d4 points of fire damage but only half on a successful save.</p>				
<b>Circle of Privacy</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 minute	Range:	25-foot circle	Duration: 24 hours
<p>The priest sprinkles salt in a circle around a campfire, tent, or some other central object. Natural predators and curious passer-byes are magically discouraged from looking too closely at the area enclosed by the circle. Sights, sounds and smells inside the circle are masked and muted, and anyone just passing by is unlikely to even notice your camp. Any <b>Perception</b> checks to notice the area are made with disadvantage. Effectively, this can create glamours and even phantasms to distract the victims who do not notice the area. This incantation does not protect against any form of magical detection.</p>				
<b>Clarity</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	60 feet	Duration: 6 turns
<p>The priest selects an ally or self in combat within 60 feet. That target gains d2 temporary <b>Mind</b> points for the next six subsequent turns. The score can exceed the maximum normal amount. Only one <i>clarity</i> effect can be on a person at one time. If the points are not lost by mental combat or spell-casting by the end of the duration, then the points fade from existence.</p> <p> <i>Divine Preservation could be used as a reaction if the priest suffered Mind damage.</i></p>				
<b>Clarity of Mind</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>The priest touches a target and grants extraordinary focus for the duration. The target has advantage on <b>Logic</b> and <b>Judgment</b> preservation saves and feats.</p>				
<b>Cloak of Bravery</b> 		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>The priest touches a target and grants supernatural confidence. The target has advantage on <b>Will</b> preservation saves and feats or any other roll that could prevent the frightened or shaken restrictions.</p>				
<b>Closure of Confusion</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest chooses up to 3 hostile creatures within range and that are no bigger than size category Large. Each target can be pulled up to 20 feet closer to the caster on a failed <b>Judgment</b> save against DC (d6+12) plus the priest's <b>Faith</b> bonus (DC range: 14-23). Those who make a successful save may optionally choose to be pulled if desiring so. However, those who fail are subject to 1d4 points of <b>Mind</b> from the confusion of this movement, while those who save are not.</p>				


## Divine Powers

Cloud of Fungus		Spirit Cost: 2																
Time Required:	1 action	Range:	Touch	Duration: 6 turns														
<p>The shaman who casts this invocation on a normal mushroom, truffle or toadstool (up to 6 inches in diameter) transforms the fungus into a magical orb, which can be dropped or thrown on the caster's next action. The rules for <a href="#">hurling grenade-like missile "close enough"</a> are used. The orb bursts upon landing, releasing a cloud of spores 10 to 15 feet in diameter (7 hexes). Those caught in the spore cloud must make a successful <b>Resilience</b> preservation save (DC:12) or suffer an attack of coughing and choking, which leaves them in an incapacitated restriction. They can make no actions or reactions, but are allowed to move out of the area. The cloud dissipates in d3+1 rounds; the coughing effect remains until end of the victim's turn when escaping the cloud or it fades from existence. The spores do not affect undead or non-breathing creatures. If the missile is not thrown (or dropped) by the end of the priests sixth turn after casting, then the enchantment is lost.</p>																		
Combined Effort		Spirit Cost: 3																
Time Required:	1 reaction	Range:	Melee Reach	Duration: Instantaneous														
<p>This incantation is a reaction to the attempt to perform a melee attack with the primary-hand die pool. Note the reaction is to the attempt not the success; therefore, the <b>Spirit</b> cost will be expended even if the melee attack fails. The primary-hand die pool gains a bonus for each die in the pool equal to the number of your allies visible within 10 feet of the target. However, the bonus has a maximum of +5. If the attack hits, then the victim must also make a <b>Will</b> preservation save against DC 10 plus the granted bonus. If the fails the save, until the end of its next turn it cannot the victim has disadvantage on attack rolls but only against the priest and those specific allies.</p>																		
Commune with Earth		Spirit Cost: 8																
Time Required:	1 minute	Range:	Self	Duration: Instantaneous														
<p>This spell enables the dwarven cleric to become one with his environment. This incantation is only effective in the typical dwarven environment of rocky mountains or hills, or underground caverns or mines. The spell operates in a radius of five mile and to a depth of one mile. The priest instantly gains knowledge of up to three facts of his or her choice about any of the following subjects as they relate to the area:</p> <ul style="list-style-type: none"> <li>• Terrain, structures and bodies of water</li> <li>• Prevalent oozes, minerals, animals, or peoples</li> <li>• Powerful celestials, fey, fiends, elementals, or undead</li> <li>• Influence from other planes of existence</li> </ul>																		
Commune with Thought		Spirit Cost: 11																
Time Required:	10 minutes	Range:	Self	Duration: Instantaneous														
<p>With this power, the priest reaches a connection with cosmic thoughts and intellect, as an energy reservoir from of "thought incarnate" collected from gods, spirits and greater entities. This permits the priest to gain instant knowledge, learning up to three facts of his or her choice. This can be formed as a question or be given a general fact defined below:</p> <table border="0"> <thead> <tr> <th><u>Question</u></th> <th><u>General Fact</u></th> </tr> </thead> <tbody> <tr> <td>Does a specific location or being exists?</td> <td>The shortest, most direct physical route to a known location</td> </tr> <tr> <td>Which plane of existence has the strongest influence on the area within a 2-mile radius?</td> <td>The general location of a known being</td> </tr> <tr> <td>Does a particular material (gold, water, mythril, etc) exist in a known location?</td> <td>Information about a known animal, mutant or person in a known location</td> </tr> <tr> <td>Who is the most powerful entity within a 2-mile radius?</td> <td>All the magical properties of an item in possession</td> </tr> <tr> <td>What is the terrain and bodies of water like in a specified location?</td> <td>Prevalent resources found in specified location or city</td> </tr> <tr> <td>Answer to a yes/no question, but could receive "unclear" as a result</td> <td>General wildlife or civilian life in a specified location or city</td> </tr> </tbody> </table>					<u>Question</u>	<u>General Fact</u>	Does a specific location or being exists?	The shortest, most direct physical route to a known location	Which plane of existence has the strongest influence on the area within a 2-mile radius?	The general location of a known being	Does a particular material (gold, water, mythril, etc) exist in a known location?	Information about a known animal, mutant or person in a known location	Who is the most powerful entity within a 2-mile radius?	All the magical properties of an item in possession	What is the terrain and bodies of water like in a specified location?	Prevalent resources found in specified location or city	Answer to a yes/no question, but could receive "unclear" as a result	General wildlife or civilian life in a specified location or city
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## Divine Powers

<b>Compelled Duel</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>With this, the cleric attempts to compel a creature into a duel. One visible creature within range must make a <b>Will</b> save against DC (d4+8) plus the priest's <b>Faith</b> modifier (DC range: 9-17). On a failed save, the creature is drawn to the priest, compelled by the divine demand to duel. This compulsion remains until then end of the priest's sixth subsequent turn. However, the victim may choose not to attack the priest, and as a result for the duration of the invocation, it has disadvantage on attack rolls against all others besides the priest. Further, if attempting to move further than 30 feet away, it must make another <b>Faith</b> save against the same DC. If it successful, it is free to move away; otherwise, it cannot willfully move further away as part of its movement for that turn. While the spell is in effect, the priest is free to take other actions and reactions; however, if attacking any other creature, if invoking a spell that targets a hostile creature other than the victim, if another ally inflicts damage to the target, if any ally casts a harmful spell on it, or if the priest voluntarily moves further than 30 feet from the target, then the invocation ceases.</p>				
<b>Compose Mind</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>The priest maintains a calm attitude in the face of danger, which grants the <b>Faith</b> bonus to any save involving fear, with a minimum bonus of +1. Additionally, any damage inflicted which might break his or her concentration for the duration, the faithful has advantage on the saves required to maintain it. This effect remains until the end of the priest's sixth following turn.</p>				
<b>Constriction</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 reaction	Range:	Touch	Duration: Up to 3 turns
<p>By making a touch-based attack using a grappling maneuver, the priest spreads his arms and wraps the target in a bear hug, if successfully attacking. As a touch-based effect, should the attack fail, then the reaction to cast the incantation is not used and the points are not consumed. However, if grappling the victim, this incantation allows the priest to make a special crushing attack. This type of attack is possible only against foes of the priest's own size or smaller. The victim suffers 1d4 points of blunt damage from crushing for the initial turn and every turn thereafter unless the spell ends, the priest is killed, or the bear hug is broken. Normal rules of post-grapple still apply. At the start of the third subsequent turn, no damage is inflicted and the incantation terminates; however, the hold from the grapple will still be intact.</p>				
<b>Contingent Health</b>		<b>Spirit Cost: 4</b>		
Time Required:	Through next turn or 1 action	Range:	Touch	Duration: 1 hour
<p>This invocation has two options. First, as an action with a continued chanting until the end of the next turn, the priest can draw a sigil on a creature or himself which sets a healing contingency to occur within the next hour. When the recipient becomes harmed, the priest can willfully activate the sigil as a reaction to manifest power as a <i>treat minor body</i> spell for d4 healing; however, this cannot heal the recipient if he or she is in negative body values, but it will stabilize the victim like the <i>minor</i> healing spell does. It is also possible at the will of the original priest to use an action to activate the sigil. For the priest to trigger the sigil, the priest must be able to see the recipient in direct sight. If the sigil is never activated within the duration, then the <i>treat minor body</i> will occur automatically at the end of its hour-long duration, whether needed or not. The second option is to pray for an immediate healing upon touching the target, requiring only 1 action. With this option, d6 body points will be instantly restored. This option can restore a target in the negative range, where the original option will not. Note that this incantation, compared to other healing spells, requires touch.</p>				
<b>Create Flame</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>This power creates a 10-foot radius (7 hexes) circular campfire. It may not be created covering any occupied space, however, should one choose to enter or cross the fire, the fire would attack as d20+3 plus <b>Faith</b> modifiers against the crossing entity's fire armor class. Upon a successful attack, the victim is suffers with d3 points of fire damage to its <b>Body</b> score and would suffer the same for each successive combat round remaining in the fire. The flames are real, not magical, and therefore addition fuel can be included to continue its burning; however, without doing so, the fire will burn itself out within 5 minutes. That said, the opposite effect is also possible. Finally, determined by the GM, the fire might catch other combustible materials and could turn into something wild and out of control.</p>				

## Divine Powers










<b>Create Jungle Minions</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	20 feet	Duration: Permanent
<p>This spell permanently changes common crocodiles or alligators (one for every three complete points of <b>Faith</b> of the caster) into lesser segophages. Additionally, this incantation can also transform humanish and atavistoids into such beasts; however, only a single target is permitted for such circumstance. Those to be affected need only be within sight and range of the caster. Willing creatures are transformed; unwilling creatures receive a <b>Will</b> save (DC:10) to avoid the effect. Those who change effectively lose their consciousness. Minions attack as commanded by the priest. The spell is permanent, unless reversed by a successful <i>disrupt magic</i> or similar means. Lesser segophages are compelled to devour the flesh of enemies who fall in combat, a process taking 3 rounds of actions. Multiple devourers can shorten the time, but it will always require at least one round. During this time, a segophage cannot attack or follow the caster's commands. If the segophages do not kill and devour at least one victim slain in an encounter he or she commands, then the caster must make a <b>Muse</b> save (DC:10) or have the surviving segophages turn on him or her. The total number of segophages that can be under the caster's command, even if one is not involved in the current encounter, is one per point of <b>Faith</b> of the caster.</p>				
<b>Crown of the Grave</b>		<b>Spirit Cost: 4</b>		   
Time Required:	1 action	Range:	300 feet	Duration: Up to 1 month
<p>The priest animates up to three skeletons or zombies. The type emerging is randomly selected, unless the environment is specifically, known or prepared, like an ancient graveyard or morgue. If there are no potential corpses within 300 feet of the priest at the time of casting, the spell and priest points are lost. The reanimated undead will act as charmed creatures under the priest's influence for one month. If they are not destroyed in that time, then any remaining will fall apart as a ragged corpse at the end of the duration. The total number of undead which can be commanded simultaneously is twice that of the priest's <b>Faith</b> score.</p> <p><i>Note: Skills to enhance the power of this incantation are animate monster, feratu command, raise ghoul and unlife likeness.</i></p>				
<b>Crystalbrittle</b>		<b>Spirit Cost: 12</b>		 
Time Required:	1 action or reaction	Range:	Touch	Duration: Instantaneous
<p>The priest touches any metal object up to 30 cubic feet in volume and turn it into a fragile crystalline substance that shatters easily upon impact. You can transform any metal object or even a creature made of metal such as an iron golem. If you target an item worn or carried by another creature, or if you target a creature made of metal, then a <u>touch attack</u> must first be made, then use a reaction to release the power of this incantation. Even then, the victim is permitted a difficult but possible <b>Agility</b> save against DC (2d4+20) plus the clergy's <b>Faith</b> modifier (DC range:27-33). If the target is magical object or a construct entity, then the save is made with advantage. Once transformed, the object or creature becomes AC 10 and has 1 <b>Body</b> point.</p>				
<b>Curse of Choking Sands</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	30 feet	Duration: 12 hours per <b>Faith</b>
<p>This transforms good water into lifeless sand. When cast on a creature that fails a <b>Resistance</b> against DC d6+10 plus the priest's <b>Faith</b>, the creature is unable to drink liquids for the next 12 hours for each point of <b>Faith</b> the caster possesses. Liquids turn to sand as they touch the victim's lips. Every 6 hours under the curse, the victim must make a successful <b>Resistance</b> feat check (DC:10) or suffer one degree of exhaustion. Death occurs under the rules of dehydration. A victim who has not died from dehydration when the spell ends can begin to drink normally. Liquids turned to sand by the curse remain sand. A <i>free curse</i> spell ends the <i>curse of the choking sands</i> immediately. It is also possible to break the spell by completely immersing the cursed creature in water for 60 seconds, which might cause asphyxiation.</p>				
<b>Curse of Woe</b>		<b>Spirit Cost: 3</b>		   
Time Required:	1 reaction	Range:	Melee	Duration: Special
<p>This incantation can be used as a reaction whenever a successful melee strike is made against an opponent. At that point, the victim is under a curse if failing a <b>Faith</b> preservation save against DC (d6+8) including the cursing priest's <b>Faith</b> bonus. The curse forces the victim to be at disadvantage on its next save or feat. This spell's magic is permanent until its effect is triggered, but can be removed by a <i>free curse</i> or special ritual.</p>				

## Divine Powers

<b>Damage Ward</b> 			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
The priest selects an ally within 30 feet or self to imbue an enhanced ward against one type of damage. If an ally is selected, the target must be in line of sight. This grants a +2 bonus to AC against either blunt, edged or piercing damage, selected by the priest, until the end of the caster's 6th following turn.					
<b>Darkness</b> 			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
The priest can produce a <i>darkness</i> in a 10-foot radius (seven-hex circular area) which lasts until the end of the caster's sixth subsequent turn. The <i>darkness</i> can be overcome by any light source, but only brings the area back to what it would be normally without the light. Magical <i>darkness</i> hinders all sorts of vision except devilsight. More details can be found in the <a href="#">Senses</a> section.  <i>Divine Preservation could be used as a reaction to block suddenly-appearing light that is creating a threat.</i>					
<b>Darkvision</b> 			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Self	Duration:	4 hours
The priest is granted darkvision up to 30 feet for 4 hours.					
<b>Deafen</b>			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
The priest deafens a foe. The victim must make a <b>Resilience</b> preservation save against DC (d6+10) plus the priest's <b>Faith</b> modifier (DC range:12-21). If failing the save, the target becomes deaf and under the restriction of the same name for end of the victim's sixth subsequent turn.					
<b>Death Armor</b> 			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Self	Duration:	3 turns
After casting this spell, a shroud of dark flames wreathes the body of the priest. Until the start of the priest's third subsequent turn, any creature within 5 feet that touches or hits the priest with a melee attack takes an amount of necrotic damage equal to 1d4. Those striking with <i>reach</i> from further than one hex (5 feet) will not receive this reflective damage.  <i>Divine Preservation could be used as a reaction as revenge against someone who just struck the priest.</i>					
<b>Death Perception [Concentration]</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	300 feet	Duration:	Up to 10 minutes
Using a fresh corpse that has been dead for less than an hour and that is within range, the cleric can select to use either its sight, hearing or sense of smell, assuming the dead creature was capable of those senses when it was alive. For example, using a recently slain monster, the priest could see through its eyes. The effect is stationary unless the corpse is moved (or its head is moved). No special senses the corpse possessed in life are transferred to the priest. Further, while using the senses of the corpse, the priest's equivalent sensory organ is occupied. The incantation can end at will at any time, but while in use requires concentration; thus, preventing reactions or the use of new spells.					
<b>Death Prayer</b> 			<b>Spirit Cost: 2</b>		
Time Required:	5 minutes	Range:	Touch	Duration:	Permanent
The priest can, by use of this invocation, reduce the chance that a corpse will rise later as an undead creature. It prevents both the magical animation of a corpse and the seizure of the body by an intruding spirit. Once the protection is placed, the magic fades, and the fact that the <i>death prayer</i> was cast can be detected only by a powerful divinations. If a corpse would rise as an undead creature, this protection allows a special save using the <b>Will</b> score the creature had in its previous life (DC:12). Failure means the corpse will rise as the appropriate type of undead. Success means that the corpse remains truly dead. This prevents the corpse from returning, for example, as a ghoul, shadow, skeleton, wight, or zombie. While the corpse is sealed, a <i>necrosayance</i> or its equivalent cannot contact the spirit unless the caster has a higher <b>Faith</b> score than the caster of the <i>death prayer</i> . Also, while the corpse is protected, any methods to restore its life suffer a -5 (or 25%) penalty on rolls. penalized by 25%. The <i>death prayer</i> cannot be removed with <i>disrupt magic</i> , but the GM may rule that more powerful magic could. To perform this, the priest requires a vial of holy water, which is sprinkled over the body.					



## Divine Powers

<b>Deluge</b> 			<b>Spirit Cost: 6</b>
Time Required: 1 action	Range: 60 feet	Duration: Between 3 and 8 turns	
<p>The priest can produce heavy rain fall in a 30-foot radius circular area, which lasts for a variable length of time, dispersing at the end of the priest's turn equal to d6+2 turns. The temporary weather causes an obscurement, reducing visibility to 20 feet. Moreover, all ranged attacks suffer a -6 to hit penalty when firing from within or into the area; such ranged attacks are also at disadvantage. Further, if the target has 10-feet or more of rainfall between the attacker, then the friendly fire rule will be used. All movement inside the area is considered difficult terrain.</p> <p> <i>Divine Preservation could be used as a reaction to obscure the ranged attack of a bowman.</i></p>			
<b>Desecrated Glow</b>			<b>Spirit Cost: 4</b> 
Time Required: 1 action	Range: 15 feet	Duration: Permanent	
<p>The priest radiates negative energy which heals any undead creature within 15 feet, restoring d4 <b>Body</b> points to each. The healing occurs instantaneously in an eerie flash of light which lingers on the targets' bodies for a moment.</p> <p><i>Note: Skills to enhance the power of this incantation are energy drain, sap and vampiric gaze.</i></p>			
<b>Detect Harmful Gas</b> 			<b>Spirit Cost: 2</b> 
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>Useful in mining and underground exploration, this incantation enables the caster to detect the presence of harmful gas in a sphere 60-foot diameter around the caster. The primary use of this spell is to detect underground hazardous natural gases such as explosive methane or poisonous sulphur dioxide, or fire-caused gases like carbon monoxide, but this spell can also detect any other harmful gases that occurs naturally or are produced by alchemy or magic. Although this spell always reveals the presence of such gas, there is only a 2% chance per total <b>Spirit</b> to identify the specific type of gas found (e.g., chlorine gas, methane, or carbon monoxide). Some rare, exotic gases may be beyond a priest's ability to identify exactly, although the identification roll may indicate the possible danger from or effect of the gas. The material component of this spell is the cleric's holy symbol.</p>			
<b>Detect Magic</b> 			<b>Spirit Cost: 2</b> 
Time Required: 1 action	Range: Self / 30 feet	Duration: Up to 10 minutes	
<p>For the duration, the priest gains the ability to sense the presence of magic within 30 feet. The sense is not automatic but instead requires using an action to examine an object or creature to recognize a magical aura. If an object is on a living creature, then it is protected by its lifesong and therefore the person must be examined first to know something on his person is magical, then a second action, then third, and so on, could be used to delve deeper an examine specific items on the person's possession. While the incantation does not require concentration, those rounds where examining for magic do have the penalties of concentration. Because the study requires an action, the only impact during moments of detecting magic, only reactions are restricted.</p>			
<b>Detect Metals and Minerals</b>			<b>Spirit Cost: 2</b> 
Time Required: 1 action	Range: 90 feet	Duration: 10 minutes	
<p>The priest concentrates on finding a specific type of metal or mineral. If the substance is within 90 feet, and no higher or deeper than 10 feet, the exact location and approximate quantity of the metal or mineral is revealed. The caster may try to detect different substances throughout the duration of the spell, one different type of metal or mineral per round. Metals and minerals of all types may be found, and a determination may be made of whether they are in a pure, refined form or whether they occur as a raw ore. The caster can move at a walking rate and still concentrate on the spell, but cannot engage in strenuous activity, combat or cast other magic and still maintain the detection effect. The priest must have his or her holy symbol.</p>			
<b>Detect Runes [Concentration]</b>			<b>Spirit Cost: 2</b> 
Time Required: 1 action	Range: 90 feet	Duration: 5 minutes	
<p>This invocation allows the terrac priest to locate all magical glyphs, sigils and runes within 60 feet instantly, even if they would otherwise be unrecognized. Further, if using a one round of concentration, during which no reactions can be used, the caster can learn what it the rune or glyph does - such as sealing an object closed or is a <i>teleport sigil</i> - and also learn what, if any, damage energy types are used as part of its protection. This invocation offer no protection or prevention of disturbing a magical glyph. It is possible for some magic sigils to detonate based solely on this analysis if such a symbol were created for that purpose. The option to study a rune lasts for 5 minutes, during that time only moments of concentration will the denial of reactions by in play.</p>			





## Divine Powers

<b>Devout Combat</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 reaction	Range:	5 feet	Duration:	Instantaneous
<p>This is a reaction to a melee attack with a weapon of 5-foot reach or less. This is triggered based on the attempt; therefore, the <b>Spirit</b> cost is spent prior to the attack roll. When making the melee attack, the priest's <b>Faith</b> is used rather than <b>Strength</b> for the calculations to hit and damage.</p>					
<b>Disarm Foe</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	20 feet	Duration:	Instantaneous
<p>The priest creates a burst of force to target the wielded weapon of a visible creature within range. The victim must make an Agility save against DC (d4+8) plus Faith modifier (DC range: 9-17); otherwise, the creature will drop the weapon. If the weapon is wielded by two hands, then the creature has advantage on its save. Should the weapon be dropped, it falls into a space of the priest's choice within 5 feet of the victim.</p>					
<b>Discern Language</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	Self	Duration:	1 hour
<p>The priest can understand all spoken and written languages. Responding, either in writing or verbally, is not endowed. The duration is 1 hour.</p>					
<b>Discern Lies [Concentration]</b>		<b>Spirit Cost: 8</b>			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 5 minutes
<p>The priest concentrates on a target. No reactions or new spells can be used during the continuous concentration; also if attacking in combat for some reason, it is at disadvantage. If the subject deliberately and knowingly speaks a lie, the priest will know. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. Skills such as <i>silver tongue</i> may protect from this discernment. The maximum duration for the concentration is 5 minutes.</p>					
<b>Disrupt Magic</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Special
<p>The priest selects a single creature, object or effect within 60 feet to attempt to bring the magical energy to an end. If a creature is selected, then this will disrupt the concentration in play. The opposing caster must make an appropriate save (<b>Agility</b> for cantrips, <b>Logic</b> for sorcery, and <b>Faith</b> for divine powers) against a DC 12 plus the priest's full <b>Faith</b> score (DC range:14-24); success indicates concentration is maintained. If an object is selected, should that object be projecting an effect, the disrupt arcana will stop it. An existing spell can also be taken down. In these last two cases, the effect makes a simulated save, rolling a d20 with bonuses based upon the power of the effect. If it is an axiom, the allow +2 for each point used for the spell. If a divine power, then bonuses are equal to the spirit points used. If that simulated save is successful, then the effect is not dispelled. If any of the interrupted effects were permanent in nature, then they would be restored after one minute (or at the end of the priest's sixth subsequent turn).</p>					
<b>Disturb Sleep [Material]</b>		<b>Spirit Cost: 7</b>			
Time Required:	1 reaction	Range:	Touch	Duration:	1 week
<p>Prior to casting, the priest must prepare a doll crafted from silver and gems, having a value of at least 1,000 bits. It requires 8 hours of activity for the priest to prepare such a doll, and only three can be prepared in advance. Crafting a fourth will be a work of art but unable to hold the necessary energy to cast this incantation. When casting, the priest selects a target, <u>touches</u> it and by doing so, it loses its ability to sleep restfully for the duration of the spell. The subject's dreams are filled with a discordant orchestra and frightening images. Starting when the subject next attempt, whenever the victim finishes a long rest, it must roll a <b>Muse</b> preservation save. If it fails, it does not gain the benefits of that long rest. This spell can be ended by a <i>free curse</i>, in addition to being dispelled by the caster.</p>					
<b>Divine Deterrence</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>When cast initially, the priest immediately gains +1 bonus to Armor Class in the "other" category. Until the end of the duration, the priest can use an action to increase another +1 to the "other" part of his or her AC. Thus, in the original casting, the priest would gain +1. As the action of the priest's next turn, an action could increase the bonus to +2. And even one more time on the next action, +3 could be obtained. However, at the end of the next turn, the spell would expire, causing all the AC bonuses to be lost instantly.</p>					







## Divine Powers

<b>Divine Lock</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration: 1 month
<p>The priest creates a semi-material locking mechanism to secure a specific item touched, which could be a chest, door, or window, basically anything a standard lock could protect, even if the object doesn't have a clasp. The caster gains the ability for the month duration to touch it to open or close as desired. Additionally, the priest can grant this opening ability to one other person. Further if examined by <i>detect magic</i> its magical property will be revealed; however, it will not identify as metal despite its appearance. Due to the magical nature of the <i>divine lock</i>, it will prevent the item from being used in an <i>animate objects</i> incantation. Finally, it exists for one month or until destroyed. If picked, this effect has a DC:15 and is destroyed if successful.</p>				
<b>Divine Sacrifice</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 reaction	Range:	Melee Reach	Duration: Instantaneous
<p>The attempting a melee attack of the primary hand die pool, meaning the reaction is triggered before the attack rolls, this incantation can inflict additional damage based on self sacrifice. As a result, the priest will suffer half of the original damage from the primary hand die pool (rounded down). However, by doing so, the attack is granted an exploding crit die after the original damage is calculated. This extra die will count even if there already was a crit from the original attack. However, this d20 must be rolled against the target's AC, but will deliver 1-3 points of extra damage. Further, it is a true crit, meaning if it is a "natural 20" then it will produce yet another crit die.</p>				
<b>Downpour</b> 		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	60 feet	Duration: From 4 to 7 turns
<p>The priest can produce heavy rain fall in a 20-foot radius circular area (38 hexes), which lasts for a variable time, terminating at the end of one of the priest's subsequent turns. The total time of the effect is d4+3 rounds; thus, it ends from the fourth to seventh turn following the casting. The <i>downpour</i> causes an obscurement, making all range attacks into, out of or within the area penalized by -4 to hit.</p> <p> <i>Divine Preservation</i> could be used as a reaction to obscure the ranged attack of a bowman.</p>				
<b>Dragonskin</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>When the priest casts this incantation, his or her skin hardens and becomes scaly. For the following 6 subsequent turns, if wearing armor weighing under 20 pounds, the caster gains a +2 bonus to AC in the armor base category. The priest also gains resistance to one of either fire, ice or lightning. Worshipers of the province of sun or fire will always have fire resistance. Those of water will have ice resistance. Sky and light deities select lightning resistance for their priests. All other provinces will occur at random or by selection by the GM.</p>				
<b>Dream</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 minute	Range:	One Creature	Duration: Up to 4 hours
<p>This incantation, unique to elfin goddess <b>Ithalle Kaimeleron</b>, allows the caster to become a messenger and effect the dreams of another intelligent being on the same plane of existence. If the target is asleep or in a state of dreaming meditation, the messenger can effect the target's dream creating any thing and the target would remember the dream perfectly. If the target is awake the messenger know it and can wait for it to fall asleep or end the trance ahead of time. However, the message itself has a duration of only one minute and no save is required. However, should the messenger choose to look horrific, making the dream nightmarish, its message will be shortened to ten seconds and the target will attempt to resist the messenger with a Will preservation save against a DC (2d4+10) plus the priest's Faith modifier (DC range:13-23). If the priest is in possession of a graven image of personal nature, such as a possession, hair or blood, belonging to the target, then such a save is made at disadvantage. The target's save is successful, the messenger is forced out of the dream and the spell is broken. If the target fails, then the message is known, and the target awakens immediately.</p>				

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Earth Reaver		Spirit Cost: 7		
Time Required:	1 action	Range:	70 feet	Duration: Instantaneous
<p>With one stern, commanding word, the priest gestures to a point on the ground within range, and the indicated spot erupts in a shower of dirt and stone. Each creature in the 20-foot diameter sphere (37 hexes) centered on that point takes 2d4+3 blunt damage and are knocked prone. Victims are permitted an <b>Agility</b> save (DC:15) to remain standing and suffer only half the damage. After the eruption, the area of the spell becomes difficult terrain until it is cleared. Each hex of the area requires at least 1 minute to clear by hand. Earth-based elemental creatures do not take damage from this spell.</p>				
Echoes of Cowardice 		Spirit Cost: 3		      
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest amplifies the doubts and fears inside one creature within range. The target must make a <b>Faith</b> preservation save against DC (d6+8) plus the caster's <b>Faith</b> bonus (DC range: 9-19). If failing the save, the victim suffers 1d4 <b>Spirit</b> damage and falls prone. Creatures not affected by spiritual attacks, such as constructs, and undead creatures are immune to this effect.</p>				
Elemental Body [Concentration]		Spirit Cost: 9		  
Time Required:	1 action	Range:	Self	Duration: Up to 4 hours
<p>When the priest cast this invocation, it transforms his or her body and all the gear carried into a new form, composed of one of the elements based on the type of divine province. The caster retains the previous size and statistics, except as noted below, but until the spell ends, the priest's lifesong signature becomes "elemental," and he or she gains the following benefits:</p> <ul style="list-style-type: none"> <li>•The body is attuned to the environments where this element completely surrounds you, breathing and existing in such places comfortably.</li> <li>•Immunity to poison damage and the poisoned restriction is gained, as well as immunity to being paralyzed, stunned, and unconscious.</li> <li>•The priest becomes resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.</li> </ul> <p>In addition, the priest gains the following special abilities depending on the province of the worshiped deity:</p> <p><u>Air</u>: Flight at your normal speed. Creatures have disadvantage on their attack rolls against the priest while they are flying or hovering.</p> <p><u>Earth</u>: The priest gains a +1 bonus on all die in attack die pools when used against foes that are touching the ground; further, the priest has advantage on any competition made for tripping or pushing. No matter what armor is or is not worn, the AC base will be at least 13. Appropriate sub-attribute modifiers will still apply.</p> <p><u>Fire</u>: The priest is immune to fire. Any creature that grapples the priest, or is within 5 feet of you when it hits you in melee, takes 1d2 fire damage. If using <i>savage form</i>, the priest will inflict an extra point of fire damage.</p> <p><u>Water</u>: The priest can swim at his or her normal speed and gains a +1 bonus to hit for all dice in any die pool when the priest and the opponent are both touching water. The priest can use an action to put any nonmagical fire within 5 feet by sheer desire.</p> <p>As a final note, this invocation requires the use of concentration, meaning no reactions or new spell-casting can occur. Combat attacks are at disadvantage as well; however, movement is not affected for this spell. Nonetheless, if concentration is broken in the midst of this spell, depending on the environment, the results could be devastating.</p>				
Elemental Breath		Spirit Cost: 7		   
Time Required:	1 action	Range:	Special	Duration: Instantaneous
<p>The priest unleashes a breath weapon, a 60° cone, extending 30 feet (26 hexes). The damage type depends on the province of the priest: earth inflicts acid; sun inflicts fire; nature inflicts poison; sea inflicts cold; and sky inflicts lightning. Any creatures in that area must perform an <b>Agility</b> preservation save against DC (d6+20) plus the <b>Faith</b> bonus (DC range: 25-31). Failure inflicts 3d4 points of <b>Body</b> damage. Those making a successful save suffer only half.</p>				
Elemental Infusion		Spirit Cost: 3		   
Time Required:	1 action	Range:	Touch	Duration: 3 turns
<p>This enchantment endows a single melee weapon with an infusion of special damage such that an d2 points damage are also inflicted upon a successful strike with the weapon. The special damage is dependent on the type of divine province: earth delivers corrosive damage, sun delivers fire; nature adds poison (but not restriction occurs); sea adds ice damage; and the sky province delivers lightning damage. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.</p>				

## Divine Powers

<b>Enhance Senses</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	30 feet	Duration:	1 hour
<p>This incantation will enhance a single target's senses. The target gains night vision, and all of the target's imprecise senses have their distances doubled, such as being able to hear or smell things at twice the normal range. Should the target already has night vision, then it gains darkvision.</p>					
<b>Enlighten Undead</b>		<b>Spirit Cost: 8</b>			
Time Required:	10 minutes	Range:	5 feet	Duration:	Permanent
<p>This invocation weaves the energies into the lifesong of an undead creature, essentially creating a glimmer of intelligence into its otherwise dead mind. The priest selects an undead creature in close proximity that is not hostile. The target must have no <b>Mind</b> score to be a valid target. The undead gains a <b>Mind</b> score of 9 (2/2/2). The target also gains the ability to speak one language of the priest's choosing. Additionally, any languages it knew in its life can also be spoken. It also gains ability to learn up to one-thousand karma points worth of skills. Those skills are not instantly known and must be obtained over time. Further, most undead will deteriorate after around a month of re-animation; however, this power will extend the "life span" of the undead up to three years. The affinity of the enlightened undead creature is similar to having been charmed by the priest but is not under his or her control - unless being controlled by other means. It remains under the charmed condition for 30 days or until treated in a harmful way to break the charm. However, during the first 48 hours of its "new life" there is a condition like <i>rapport</i> between the priest and the undead, as well as a subtle telepathy where once every three to four hours, the priest can receive a summary of its experiences. This allows a newly enlightened undead to act as a potential spy before leaving its fledgling status adjusting to its newfound intellect.</p>					
<b>Envenom Claws</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	Touch	Duration:	6 turns
<p>This invocation allows the priest to imbue a poisoning ability to an animal that has claws. This is typically used on allied, trained pets; however, it is possible to empower a wild animal, assuming the touch is possible. The requirements are the target must be of the Animal Kingdom and it must have an attack that uses either claws or talons. Upon empowering the animal, it will have the following weapon special added: <code>onHit;{"type":"save","quality":"resilience","DC":"12"};{"command":"poison"}</code> for its next 6 turns. The duration of the poison afflicted upon anyone will last beyond the duration of the spell but will fade after roughly five minutes after being stricken.</p>					
<b>Epuration [Concentration]</b>		<b>Spirit Cost: 12</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
<p>The priest selects a creature within range, conjuring seven small golden orbs to hover around the target, granting it a strong magical protection. Concentration to maintain the orbs is required, meaning the priest can take no reactions nor cast any new spells. However, when any magic forces the protected creature to make a save or suffer damage by a spell attack, one of the orbs nullify the incoming spell effect on it; thus, the protected creature no longer needs to make a save or the spell damage is absorbed. Afterwards, the orb that blocked the attack fades away. Should a magical attack require a save for half-damage, only one orb is used to completely block the effect. This is true even in an area-of-effect attack; however, this orb only protects the chosen creature with the orbs hovering around it. Other victims in the area will still suffer normally.</p>					
<b>Escape Ward</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	Self	Duration:	1 minute
<p>This incantation grants the priest extra maneuverability when running through melee spaces that might otherwise offer a flee attack. This enchantment only works against foes who are larger by at least one size category above the priest. When running through adjacent spaces, by counting an adjacent hex as difficult terrain, then a larger opponent is unable to use a reaction for a flee attack. Also, the priest is at advantage for any competition to invade the larger creature's space.</p>					
<b>Exhaustion</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	3 turns
<p>The priest selects a target within range which must roll a <b>Resilience</b> save against DC (d4+8) plus the priest's <b>Faith</b> modifier (DC range:9-17). If the victim fails the save, it suffers one degree of exhaustion, meaning it is at disadvantage for feats and checks until the end of its third turn after being affected. Preservation saves would still be rolled normally. A common use would be when grappling is involved. This invocation cannot be used against celestials, constructs, fiends, or undead.</p>					

## Divine Powers

Exorcism		Spirit Cost: 7			
Time Required:	30 minutes	Range:	60 feet	Duration:	Special
<p><i>Exorcism</i> is a simple ceremony which will put a banshee to rest, cause a haunting to cease or remove a presence from a possessed being. This will also remove any charms or allures, such as a <i>charm</i> axiom, which might be upon a person. The process requires 30 minutes and is guaranteed to work, unless special circumstances exist for which the GM can justify.</p>					
Extend Breath [Concentration]		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 rounds
<p>If a being within range is currently holding its breath, then this incantation will add up to another three rounds to which it is capable of remaining in the held breath restriction. For example, a creature with a <b>Resilience</b> score of 2 is able to hold its breath for two rounds, but aided by this prayer, it would be able to avoid asphyxiation for a total of five rounds. This effect cannot be used cumulatively upon the same target until the recipient has respired breathable air for one full round, from end of turn to end of subsequent turn. Further, this incantation cannot be placed prior to the recipient being under the held breath <u>restriction</u>. Lastly, to grant this extra holding power, the priest must maintain concentration, meaning he or she cannot use reaction, cast other magic spells, as well as suffering disadvantage on combat attacks.</p>					
Extract Poison [Concentration]		Spirit Cost: 4			
Time Required:	Through next turn	Range:	60 feet	Duration:	Special
<p>This deadly effect requires a special casting time, which begins as the action of the cleric's first turn. During the casting, the priest draws poison and negative energy from nearby sources, like serpents, mushrooms or even undead. Most areas have natural poisons, but it is possible isolated or designed areas might not. It causes no harm to the object from which the venom is drawn. During this process until the priest's next action, concentration is required, meaning no reactions are permitted. Upon the priest's next turn, an action is used to complete the incantation causing the poisonous energy to be emitted upon a single opponent within 60 feet. The victim must make a <b>Resilience</b> preservation save against point using a DC of (d6+12) plus the priest's <b>Faith</b>. If the victim fails, the strike inflicts <b>Body</b> damage in points equal to d4 plus <b>Faith</b> bonus and acts under the poisoned restriction until the end of the victim's next two turns. Lastly, if the victim has been poisoned from this effect, then at the start of each turn while under the effect, the victim must make like <b>Resilience</b> saves equal to the original. Failure of these subsequent saves inflict an additional d2 points of poison damage.</p>					
Exultation [Concentration]		Spirit Cost: 4			
Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 turns
<p>Through this incantation, this bolsters allies' divine incantation casting. Until the start of the caster's third subsequent turn and while maintaining concentration, meaning no reactions, other spells and combat is at disadvantage, when an ally within 30 feet of the priest's current location calls about a divine spell, then special bonuses are granted to that caster. This includes action and reaction spells alike. If the incantation incorporates an attack roll, the ally gains a +2 bonus to hit for the applicable die pools of that incantation's description. If an ally casts a divine power that requires any creatures to roll a save during the same turn as the spell is cast, the DC of those saves is increased by 2.</p>					
Faerie Fire		Spirit Cost: 3			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>Up to three targets within range when the incantation is cast are outlined in light if they fail an <b>Agility</b> preservation save (DC:d6+10 plus <b>Faith</b>). Until the end of the priest's sixth subsequent turn, the affected creatures or objects shed dim light in a 10-foot radius. Any attack roll against an affected creature or object has advantage if the attacker can see it, and the affected creature or object cannot become invisible.</p>					

## Divine Powers

### Fangclaw

Spirit Cost: 2



Time Required:	1 action	Range:	Self	Duration:	3 turns
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This invocation creates a fanged, biting mouth in the palm of the caster's hand as well as small biting mouths at the tips of his or her fingers. The *fangclaw* will remain until the end of the priest's third subsequent turn. Its bite is under the control of the caster; it does not automatically snap at anything it touches. The caster can only deliver the hand's attack by slapping his or her palm against a subject, requiring a successful touch attack, using either AC or grappling to determine. The series of fangs will deliver one bite once per round. If placing the victim in a hold, it will automatically bite at the end of the caster's turn if the hold is still intact. It could be used as part of a *savage form* attack as an appendage acting like a fist. Therefore, it could be used as a "multi-attack" in certain scenarios. The damage from the *fangclaw* bite is a mere 1 point of piercing damage; however, it forces the subject to make two saves. The first is a **Resistance** save (DC:8) to prevent paralysis. The second is a **Will** save (DC:8) to ignore the blistering hot saliva. If **Resistance** save fails, the subject is paralyzed until the end of its next turn; if it succeeds, no paralysis occurs. If the **Will** save fails, the fiery saliva distracts the subject placing it at disadvantage on its next action. However, if the victim is resistant or immune to fire, then the **Will** save is automatic; moreover, if the subject is vulnerable to fire, the save automatically fails. These twin saves are made against every bite of the *fangclaw*; saving successfully against one attack does not mean that the subject is immune subsequent bites.



### Favor

Spirit Cost: 2



Time Required:	1 action	Range:	60 feet	Duration:	6 turns
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The priest selects an ally or self in combat within 60 feet. That target gains d4 temporary **Body** points that lasts for the recipient's next six turns. The score can exceed the maximum normal amount, and only one *favor* effect can be on a person at one time. This will not alter bonuses granted from the **Body** score. If the points are not lost by physical combat during the incantation's span, then the extra fade from existence.

 *Divine Preservation* could be used as a reaction if the priest suffered physical damage or right before entering something expecting to inflict damage like jumping from a platform.

### Favorable Wind

Spirit Cost: 2



Time Required:	1 action	Range:	30 feet	Duration:	Until the next turn
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The priest selects herself or an ally within 30 feet. If the next action is a ranged attack, guiding winds will aid the attack, granting advantage. If the next action is not a range attack or the power is not used by the end of the following round, then the benefit is lost.

### Fearsome Duplicate

Spirit Cost: 3



Time Required:	1 action	Range:	90 feet	Duration:	12 turns
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The priest creates a larger and far more menacing version of herself that can be sent forth, manipulated like a puppet, and used to interact with others. This glamour has visual and auditory components but no tactile or thermal factors. Further the illusion becomes a larger and far more menacing version of the caster, being up to a large size category. Further, the cleric can determine a theme as to how it alters from the original appearance. However, this duplicate always retains some vestiges of the actual appearance. The duplicate has no actual substance, cannot manipulate the surroundings, or attack or otherwise harm creatures it encounters. The caster can use the duplicate to speak and interact verbally. Additionally, the priest can see, hear and smell the duplicate's surroundings as if the priest were actually present using your **Perception**. The caster also remains aware of her own immediate surroundings when controlling the duplicate; however, this does take a toll on the senses. The priest suffers – 4 penalty on **Perception** rolls of things in the original location while controlling the image. Maintaining control of the duplicate requires a standard action; however, the duplicate can remain under control even if with no line of sight. The duplicate immediately winks out of existence if it is struck by an attack or in the area of a damaging effect, or if it moves beyond the maximum range of the spell. The illusion has an AC of 10 for attack calculations.

## Divine Powers

<b>Fellowship</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Self	Duration: 1 hour
<p>When the fey priest cast this upon oneself, he or she becomes +2 for all saves originated from a fey being. Further, whenever meeting a fey creature in a social situation, the priest emits a minor and friendly charm which causes other fey to be impressed, unless that fey being already had a hostile intent. This impression allows the priest to engage in 1 minute of conversation before the affected creature will act in a defensively or choose to respond in hostile manner, unless the priest or allies cause harm during that time.</p>				
<b>Find the Boss</b> 		<b>Spirit Cost: 2</b>		  
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>As the caster surveys the opponents, he or she can perceive a shimmering aura over the most powerful foe. From all the creatures seen within range and perceived to be non-allies, the priest instantly knows which creature is the most challenging. There is a bit of subjectivity to this which must be determined by the GM if multiple opponents have very different skills. This spell does not reveal any details about the enemy.</p>				
<b>Find the Gap [Concentration]</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Melee Reach	Duration: Up to 3 turns
<p>This incantation allows the priest to spot weak points in an opponent's armor until the end of the caster's third subsequent turn. However, this requires concentration to maintain this spell's effect, but while doing so any melee attack made by the priest against that target treats all armor as base 10 and ignores any shield bonus. If a creature has natural armor, it is not bypassed. Any attribute modifiers due to armor still apply to the enemy AC. Further, disadvantage for attacking while concentrating will only remove a d20, but the d3 damage penalty is removed by this incantation.</p>				
<b>Flame Strike</b>		<b>Spirit Cost: 10</b>		 
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>A vertical column of divine fire roars down from the heavens in a location chosen by the priest. Each creature in a 10-foot-radius (7 hexes), 40-foot-high cylinder centered on a point within range must make an <b>Agility</b> preservation save against a DC (d8+20) plus the priest's <b>Faith</b> score. Those caught in the area suffer 5d4 points of magical fire damage if failing the save, or half as much damage on a successful one.</p>				
<b>Flesh Shiver</b>		<b>Spirit Cost: 8</b>		
Time Required:	1 action	Range:	80 feet	Duration: Instantaneous
<p>The priest makes a gesture of snapping a bone and a selected target's muscles and skin twitch while a terrible crunch comes from your victim. The target rolls a <b>Resilience</b> save against DC (d8+14) plus the death priest's <b>Faith</b> modifier (DC range: 18-27). If the opponent succeeds the spell has no effect; otherwise, upon failing, he or she are <i>stunned</i> until the beginning of the priest's next turn. At the beginning of the priest's next turn the victim suffers 4d4 points of bludgeoning damage and is under the <i>poisoned</i> restriction for a number of rounds equal to the priest's <b>Faith</b> score. Finally, if the inflicting damage renders the victim to zero or below (and the victim survives), then a random appendage becomes broken. Healing like <i>treat serious body wounds</i> or stronger invocations will mend the broken bone but suffer half its normal <b>Body</b>-point restoration. Salves and weaker spells will leave a hindrance even though the <b>Body</b> points are restored. If it is a leg, then movement suffers -25 feet of movement. If it is an arm, then attacks are at disadvantage. Such a hindrance remains in place until an appropriate healing occurs.</p>				
<b>Flitter</b> 		<b>Spirit Cost: 3</b>		 
Time Required:	1 reaction	Range:	15 feet	Duration: Instantaneous
<p>This is a reaction incantation triggered by an adjacent combatant moving away from the priest and reaching 10 feet of movement. There are several possibilities for the intent of the opponent; therefore, it is important to breakdown the sequence of things. On the opponent's turn, it move away 15 feet. This might be a partial moving away, a full break-away or using an action to flee. If the intent is movement beyond 15 feet, then the priest would be allowed a flee attack reaction, making this reaction spell impossible. Otherwise, when reaching 15 feet, this invocation is triggered and the priest "flitters" instantly 10 feet in the same path, most likely placing himself adjacent again to the opponent who fled. Further, as part of that same reaction, the priest has extended his or her melee weapon as part of the short teleport to potentially strike the fleeing opponent; however, it is only a 1d20 die pool with the primary hand. Essentially, this permits a minor flee attack as a reaction and <b>Spirit</b> cost when one would not normally be possible. From that point the opponent is free to finish out its movement and action.</p>				

## Divine Powers

<b>Fog of War</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Up to 5 minutes
<p>The priest can produce a magical dense fog in a 20-foot radius circular area (38 hexes), which lasts for 5 minutes until it slowly. This creates an obscurement, making visual depth into or from inside the fog only 10 feet. The fog can be overcome by magical sources, but natural wind will not dissipate or move it. If a target inside the fog cannot be seen, then methods that require line of sight cannot be used. Further, ranged attacks can still be used, but suffer a -3 penalty on the attack rolls. Moreover, the friendly-fire rule will be in play.</p>					
<b>Force Shapechange</b>		<b>Spirit Cost: 10</b>			
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>This invocation allows the Lacerta priest to force any shapechanger to reveal its true form -- or the form most commonly used if it has no true form. The shaman simply points at those known or believed to be shapechangers. These creatures, if they are shapechangers, must make a successful <b>Faith</b> save against a DC (d8+20) plus the priest's <b>Faith</b> modifier (DC range: 26-33) Each victim that fails immediately reverts to its true form. In addition, the change is accompanied by wracking pain, causing 3d4 points of <b>Body</b> damage to the shapechanger. The shapechange happens until the end of the victim's next turn, during which it can take no other action. If the save is successful, the shapechanger does not change form; however, the strain of resisting the spell causes pain equal to half the normal amount. The maximum number of creatures that the priest can select is equal to his or her <b>Faith</b> score.</p>					
<b>Foundation of Stone</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	3 turns
<p>The priest infuses his or her allies with the strength of the earth. Up to four creatures within range and the priest raises the base AC up to 12 for those not wearing armor or armor weighing less than 15 pounds. Further, each are at advantage on <b>Strength</b> checks. These effects last until the end of the caster's third subsequent turn. However, if an affected creature moves from the space it was standing in when the spell was cast, or if it jumps, flies, or otherwise leaves solid ground, the invocation's effects end for that creature.</p>					
<b>Free Curse</b>		<b>Spirit Cost: 6</b>			
Time Required:	1 minute	Range:	30 feet	Duration:	Permanent
<p>Like <i>exorcism</i> but targeting curses instead. This ability irrevocably removes all curses on an object or a creature.</p>					
<b>Free Movement</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	Touch	Duration:	10 minutes
<p>After touching a willing recipient, that target becomes immune to <i>ghoul touch</i>, <i>hold</i>, <i>immobilize</i>, <i>windstorm</i> or other movement-speed restricting magic.</p>					
<b>Free Will</b> 		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
<p>Then the priest touches a recipient, it will end one of the following conditions: charmed, drowsy, or stunned. It could also change the frightened condition to shaken; paralyzed to prone; and unconscious (with positive <b>Body</b> points) to drowsy. Only one condition can be altered.</p>					
<b>Frost Gaze [Concentration]</b>		<b>Spirit Cost: 7</b>			
Time Required:	1 action	Range:	70 feet	Duration:	Up to 4 turns
<p>On one's turn, the priest's eyes glow a brilliant, icy blue. Every creature within 10 feet must make a <b>Will</b> save against DC (d6+14) plus his or her <b>Faith</b> bonus (DC range: 15-25). Those who fail are frightened until the end of the priest's next turn. If choosing to use concentration, the on the subsequent three turns the caster can use an action to emit a freezing cold ray from its eyes at a single creature in range. The target must make an <b>Agility</b> preservation save against the same DC formula as above. The damage is 2d4 of cold damage but only half as much on a successful save.</p>					



## Divine Powers

<b>Gateway [Concentration]</b>		<b>Spirit Cost: 10</b>		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>When casting this invocation, a circular portal, 10 feet in diameter, opens over a point chosen within range. The priest also chooses a second point, which can be at any location previously visited on the priest's home plane of existence. A second, identical portal appears at that point. Both portals are two-dimensional glowing rings filled with mist, hovering inches from the ground and perpendicular to it at the points you choose. A ring is visible only from one side (the priest's choice), which is the side that functions as a portal. Any creature or object entering the visible opening portal will exits from the other portal as if the two were adjacent to each other; passing through a portal from the nonportal side has no effect. This invocation requires concentration to maintain, meaning during the holding open of the portals, no reactions can be made. The maximum duration of the incantation is until the end of the priest's sixth subsequent turn.</p>				
<b>Gentle Repose</b> 		<b>Spirit Cost: 3</b>		      
Time Required:	1 action	Range:	Touch	Duration: 1 Month
<p>This preserves a corpse for one month.</p>				
<b>Geyser</b>		<b>Spirit Cost: 7</b>		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>This spell causes a geyser to erupt from the ground, shooting scalding steam and water high into the air. The geyser shoots up to a height of 20 to 50 feet instantaneously (d4+1), and continues to spout until the end of the priest's next turn. The area of effect is a function of the geyser's height; the scalding water falls in a circular pattern around the point of eruption, with a diameter equal to one-half the geyser's height. A creature hit directly by the geyser's spray itself takes 3d4 points of damage from the scalding water. Creatures within the area of spray suffer 1d6 points of damage and are allowed an <b>Agility</b> save (DC:18) for half damage. The geyser itself occupies one hex when it erupts. Damage is considered to be fire damage for the purposes of resistances. Lastly, Egasski never grants this incantation.</p>				
<b>Ghoul Touch</b>		<b>Spirit Cost: 4</b>		    
Time Required:	1 action	Range:	Touch	Duration: Up to 12 turns
<p>With this ability, the priest touches a victim, which requires a normal to hit about the opponent's armor class or a successful grappling maneuver. Once delivered, the victim is permitted a <b>Will</b> preservation save against a DC (d6+12) and the priest's <b>Faith</b> score. If failing the save the touch inflicts a movement penalty of -20 feet to the creature's base movement. If base movement reaches zero, then the recipient falls under the paralyzed restriction. The effects of hindered movement last until the end of the victim's twelfth subsequent turn; however, on its turn, the victim can use an action to make another <b>Will</b> save against the original DC to restore 10 feet of movement.</p>				
<b>Gibberish [Concentration]</b>		<b>Spirit Cost: 2</b>		     
Time Required:	1 action	Range:	20 feet	Duration: Up to 3 turns
<p>This short curse causes its victim to have difficulty to annunciate speak properly. By selecting a creature within range, this forces the victim to make a save on each incident of attempting to cast a spell with verbal aspects, to speak a command word to activate an item, or to read a scroll, while the priest maintains his or her concentration on the curse. Each time, this will be a <b>Muse</b> preservation save (DC:12). On a failed save, the creature utters gibberish instead of the proper phrasing, and its action is wasted without producing the desired effect. However, if the victim makes subsequent attempts, another save is permitted. If ever the save is successful, then the curse is lifted and the incantation ends. Assuming the priest maintains concentration, the curse will remain in effect until the end of the priest's third subsequent turn.</p>				
<b>Glorify</b>		<b>Spirit Cost: 3</b>		     
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>The priest selects an ally or self in combat within 60 feet. That target gains +2 on all to hit attack rolls for its subsequent 9 turns.</p>				
<b>Grace</b> 		<b>Spirit Cost: 2</b>		       
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>The priest selects one ally in combat or self within 60 feet. That target gains +1 to hit on all attack rolls for the next 9 rounds. The effect ends after the end of the target's ninth subsequent round's action.</p>				







## Divine Powers

Grave Robbery		Spirit Cost: 6		 
Time Required:	1 action	Range:	30 feet	Duration: Up to 1 month
<p>When the priest encounters controllable undead beings that are under the command of another priest, necromancer or master undead, there is the possibility of stealing their servitude. This is also possible when encountering such feratu that are naturally wandering and under no one's control. In either case, the priest selects up to three undead he or she has the skills and capacity to control and enters a <b>Faith</b> competition for each one. If that competition is against another priest or being then it is a straight comparison of d12 rolls with applicable bonuses. If the undead are uncontrolled, then the ungoverned undead have a static competition result value equal to their <b>Resilience</b> score. Skeletons are 2; zombies are 4, for examples. If control is gained, the reanimated undead will act as charmed creatures under the priest's influence for one month. If they are not destroyed in that time, then any remaining will fall apart as a ragged corpse at the end of the duration. The total number of undead which can be commanded simultaneously is twice that of the priest's <b>Faith</b> score. Finally, the robbing priest must have skills from <i>animate monster</i>, <i>raise ghoul</i> or <i>unlife likeness</i> to affect an undead of the corresponding types.</p>				
Gravel Footsteps		Spirit Cost: 5		
Time Required:	1 reaction	Range:	Touch	Duration: Permanent
<p>This dwarven must touch a creature using the rules of a touch-based attack. If successful, a reaction is used to curse and hamper the victim, who must roll a <b>Faith</b> preservation save against DC (d4+16) plus the priest's <b>Faith</b> value. If successful, the curse fails. Otherwise, every time the effected creature takes a step it is constantly conjuring gravel beneath their foot. The gravel makes a noise when stepped on, removing a d6 from any <i>stealth</i> DC rolls and also allows the target to be followed with a +4 to all tracking feat rolls. The gravel has no effect on combat. The effect is permanent until dispelled by a <i>free curse</i> or similar method.</p>				
Great Worm of the Sea		Spirit Cost: 12		
Time Required:	1 action	Range:	120 feet	Duration: Instantaneous
<p>A gigantic worm of liquid substance appears from out of a pond, lake, ocean or any body of water with a depth of at least ten feet. The priest selects a point within range, and every creature within 20 feet of that point (62 hexes) must make <b>Strength</b> save against DC (2d4+20) including the priest's <b>Faith</b> modifier (DC range: 27-33). This will deliver a base damage of 5d4 of blunt damage; half on a successful save. However, creatures that fail the save are dragged into the water to a depth of 60 feet or the maximum depth of the body of water, whichever is less. Creatures pulled underwater (and still living) will immediately enter the rules of <a href="#">asphyxiation</a> without the opportunity to hold their breath, but further are disoriented and remained trapped underwater until making a successful <b>Judgment</b> save against half the value of the original DC. These extra <b>Judgment</b> saves are permitted at the start of each of a trapped creature's turn. Even then, returning to the surface, requires swimming or the ability to navigate the water, and rules of armor and encumbrance will play into the ease of that task. Finally, those who made successful saves, while not dragged into the sea, will be knocked prone.</p>				
Greater Acupressure		Spirit Cost: 3		
Time Required:	1 minute	Range:	Touch	Duration: Special
<p>Limited to only life priests, this invocation allows greater healing if time to prepare is permitted as well as reviving the recipient from unconscious as does <i>lesser acupressure</i>. Further, when expending the time and <b>Spirit</b> points for this procedure, it helps to prepare the body to purge negative energies. The the priest's next action can be to use a divine healing spell; when doing so, the <i>greater acupressure</i> will grant an additional 2d4 points of healing. Because the process is designed to channel divine healing, potions and salves will not produce the same result. Alternatively, instead of being used as an augmentation for healing, this spell could be used on its own specifically to cut the duration of a poison condition by half. However, one one method or the other has to be chosen; both effects cannot occur. Once this has been used, it cannot grant further enhanced healing to that recipient until 24 hours pass. Obviously, this invocation will have no effect on constructs or undead.</p>				
Greater Sculpt [Concentration]		Spirit Cost: 7		  
Time Required:	1 action	Range:	30 feet	Duration: Special
<p>The ability can form an existing piece of stone into any shape that suits a purpose. Moving parts and fine detail is simply not possible. The amount of stone altered is 10 cubic feet per point of <b>Faith</b>, but no dimension can be greater than 10 feet. Therefore, with a score of 7, a 7x10 wall 1-foot deep could be created. For the completion of the transformation, spell concentration is required, meaning no reactions or new spells are permitted. The rate of shaping is 5 cubic feet per round.</p>				

## Divine Powers

<b>Growth of Plants</b>			<b>Spirit Cost: 7</b>		
Time Required:	1 action or 8 hours	Range:	150 feet	Duration:	Instantaneous
<p>This spell channels vitality into plants within a specific area. There are two possible uses for the spell, granting either immediate or long-term benefits. If cast using 1 action, the priest selects a point within range. All normal plants in a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves, similar to <i>thicket</i> and related incantations; however, this solely effects movement with no chance of harming the one traversing the area. Further, the priest can exclude one or more areas of any size within the area from being affected.</p> <p>If cast over 8 hours, the priest enriches the land. All plants in a half-mile radius centered on a point within range become enriched for one year. The plants yield twice the normal amount of food when harvested.</p>					
<b>Guard Spirit</b>			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration:	18 turns
<p>The priest selects an ally, imbuing him or her with the effects of a <i>discipline</i> skill, granting a +1 to all saves involving <b>Will</b>, <b>Faith</b> or <b>Muse</b>. Should the recipient already possess the skill, then saves of such nature are made at advantage. The short duration of the <i>guard spirit</i> lasts through the recipient's following 18 turns.</p>					
<b>Guiding Bolt</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	60 feet	Duration:	Next turn or 3 attacks
<p>A flash of light is hurled toward a creature of the priest's choice within range. To determine if the attack hits, standard "throwing an item" rules are used, granting an appropriate number of d20s for the attack. Further, the rules of advantage and disadvantage might apply based on the other events of combat. If any d20-attack is successful against the target's AC, then a shimmering light surrounds the victim; however, no damage is inflicted by this spell. As a result, until the end of the priest's turn the following round, up to the next three attack made against the marked creature are at advantage. Multistrike attacks from a single combatant count as one attack.</p>					
<b>Halfling Vengeance</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 reaction	Range:	Touch	Duration:	3 turns
<p>When using an action to make a touch attack against a small or tiny creature, and that touching is successful, then the priest may select to use a reaction to casting this incantation. If the initial action is unsuccessful, the reaction is not used. This reaction will deliver d4 points of necrotic damage and inflict a special nerve pinch which means for the victim's next 3 actions it will not be able to use its attribute modifier as part of its AC calculation.</p>					
<b>Hallow</b>			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	60 feet	Duration:	12 turns
<p>The priest selects up to two allies, one which can oneself, in combat within 60 feet. Those targets gains +3 on all attack dice until the caster's twelfth subsequent turn.</p>					
<b>Harden Armor</b>			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration:	Up to 6 turns
<p>By touching one suit of armor, it hardens with an extra layer of protection against attacks. The armor gains temporary <b>Body</b> points equal to 1 + the <b>Faith</b> modifier. While the armor still has these temporary points, its wearer also gains +2 AC (in the Other category). Damage is inflicted to the armor before the wearer suffers any damage; however, even if a single blow exceeds the protective points, then remaining amount is calculated as if the wearer is resistant to the incoming damage. The spell ends early if the temporary hit points are depleted, if the armor is removed, or if the incantation is cast again on the same suit of armor. The priest can also dismiss the spell as an action. In all other cases, the effect ends upon the end of the sixth subsequent turn of the wearer of the enhanced armor.</p>					

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Harmonic Shabti [Material]		Spirit Cost: 4		  	
Time Required:	1 action	Range:	Touch	Duration:	Permanent
<p>There can only every be on token in linked at one time; however, through this spell, the priest links his or her lifesong to an to a small statuette of at least 100 bits value. This item can be separate from the priest at this point; however, it will reflect the physical health of the priest so that others can be aware of the priest's safety (or lack thereof). Thus, when the priest suffers <b>Body</b> damage, the superficial or critical wounds appear on the statuette as well; however, the placement may not be exact and the shabti represents health and wounding in a more general sense. As the priest heals, the graven image reflects that as well. If the caster is killed or is in the condition of being incapacitated, paralyzed, petrified, stunned, or unconscious (not sleeping), then the talisman becomes rusted and dull. Once the condition is removed the shabti will regain its luster. Damaging the item does not harm the priest. These effects persist even if the priest and the item are not on the same plane. This incantation ends if creating another shabti.</p>					
Healing Waters		Spirit Cost: 5			
Time Required:	1 action	Range:	5 feet	Duration:	Permanent
<p>This is a common incantation of adventuring lizardfolk traveling through swamps. By the use of this spell, all adjacent beings, ally or otherwise, receive a healing from the priest. However, all the recipients must be occupying a space that shares common water, be it swamp water, a pond or even the ocean. If an adjacent being is standing on the beach, atop of a large tree root, or other terrain that prevents them from sharing the water, then the healing cannot affect that target. If the shaman is not standing in water, then no one receives the healing. The healing effect is a d4+1 <b>Body</b> points which is granted to each viable target. The shaman's <b>Body</b> is not restored, however.</p>					
Hearken Lifesong		Spirit Cost: 6			
Time Required:	Until next turn	Range:	Touch	Duration:	Instantaneous
<p>With this invocation, the priest is able to know detailed information about the true nature of a creature. It does require touching the creature at the start of the priest's turn through the start of his or her next turn. Through this contact the priest hears and sees the lifesong of the being to identify it by bestial-kingdom (animal, fiend, anthropoid, etc); know its species; recognize its gender (or lack thereof); known any innate immunities, resistances or vulnerabilities; whether the creature breathes, eats and needs sleep; and finally the priest will identify a unique and distinct pattern of its lifesong which can be used as an identification of the specific entity. This pattern does not reveal the creature's name or deeds, but it can be compared to know if it is the same creature the priest has previously identified. Unwilling creatures will likely have to be shackled or somehow restrained by means outside the priest to maintain a proper reading.</p>					
Heartseeker		Spirit Cost: 8		 	
Time Required:	1 action	Range:	Touch	Duration:	3 turns
<p>While casting this spell the priest touches a piercing weapon. For the wielder's next three turns, that weapon inflicts a critical hit on a natural roll of 17-20. Further, the exploding-crit die chains from the "natural 17 or higher" also follow that score for subsequent crits. The spell ends once the duration has expired or the weapon inflicts a number of critical hits equal to the priest's <b>Faith</b> score.</p>					














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Heat Metal [Concentration]		Spirit Cost: 3		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>The priest selects a single manufactured metal object, such as a plow, a metal door, a metal weapon, or even a suit of armor; however, the object must be in direct line of sight. Concentrating on the object and chanting is permitted until the start of the priest's next 6 turns. While doing so, this causes that one item to heat up to a burning temperature. Any creature in physical contact with the object suffers d2 points of fire damage at the start of the invocation. The priest can continue to chant and concentrate, which will prevent reactions in the interim. However, upon the priest's following turn, the item remains hot and will again inflict fire damage to anyone in contact with it. This continuous of heating the object can be maintained for six actions of inflicting potential damage. If the affected weapon is in possession of an entity at the start of the prayer, then that being's lifesong may offer some protection from the magic. In such a case, the possessor would roll a <b>Resilience</b> preservation save against against DC (d6+8) plus the caster's <b>Faith</b> bonus (DC range: 9-19). If successful, all heat damage from the item would be half while not leaving the possessor's possession. However, if the creature in contact is suffering damage, he or she may optionally drop or remove the item, time permitting; however, if choosing to stay in contact and suffer the damage, the creature is at disadvantage on attack rolls or skill rolls while the item remains heated (unless the initial save was successful). However, if the priest loses concentration or sight of the object, the invocation is instantly broken. This means ways to dispel the effect could vary from running around a corner to becoming <i>veiled</i> to being immersed in a <i>showers</i> or <i>fog of war</i> spell.</p>				
Hellfire Burst		Spirit Cost: 6		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>The priest chooses a creature within range, who becomes engulfed in flames, requiring an <b>Agility</b> save against DC (d6+12) including the <b>Faith</b> modifier (DC range: 14-23). The victim takes 3d4 points of fire damage but only half as much on a successful save.</p>				
Hidden Lodge		Spirit Cost: 7		
Time Required:	5 minutes	Range:	120 feet	Duration: 24 hours
<p>The priest conjures a 25-foot square cottage made of stone that appears as a natural rock formation or similar natural terrain feature that blends in with its surroundings. A creature within 30 feet that explicitly investigates the area must make a successful <b>Perception</b> check (DC:16) to discover the hidden lodge; a passive <b>Perception</b> check would require a "natural 20" unless having <i>true sight</i>. The cottage contains a fireplace, bunks for up to eight people, and a wooden table and eight chairs. The doors are protected against intrusion by <i>divine lock</i> that will open by the priest's touch, and the chimney has a narrow shaft with sturdy bars at the top. In addition, an invisible spirit provides service to the lodge's occupants for the duration.</p>				
Hindsight [Material]		Spirit Cost: 11		
Time Required:	1 hour	Range:	Self	Duration: Instantaneous
<p>Ghostly images recreate the events of the past, centered on the spot where the priest calls the invocation. However, it requires a gem sacrifice of a diamond to appeal to the spirit to reveal the history. The amount of detail in the images depends on how much time desired to be seen and heard. When cast, the priest will choose one unit of time to view.</p> <ul style="list-style-type: none"> <li>• <u>Days</u>: The last 20 days can be viewed. The priest gains detailed knowledge of the conversations, people, and events.</li> <li>• <u>Weeks</u>: The caster sees a summary of the events of the past 20 weeks without hearing or seeing everything that happens, but the priest will understand the gist of conversations and events. The more important people and events will be known in greater detail.</li> <li>• <u>Years</u>: The priest will see the noteworthy events of the past 20 years. Major participants and events, like executions, battles, and discoveries, will play out in greater detail.</li> <li>• <u>Centuries</u>: A general sense of the last 500 years in gained. Only see the most important events and most remarkable people are revealed.</li> </ul>				
Holy Storm		Spirit Cost: 4		
Time Required:	1 action	Range:	60 feet	Duration: Up to 3 turns
<p>The priest selects a point within range, and a loud and blinding rain pours down in a 25-foot diameter by 40-foot high cylinder (37 hexes) centered on that point. The area becomes lightly obscured, making all range attacks into or out of the area penalized by -4 to hit. The rain automatically extinguishes unprotected flames and has a 50% chance of extinguishing protected flames such as lanterns. In addition, the rain causes d6 smiting damage to any undead creature that moves into or starts its turn within the area. The rain remains until the end of the third subsequent turn of the priest.</p>				

## Divine Powers

<b>Horde of Healing</b>		<b>Spirit Cost: 9</b>			
Time Required:	1 action	Range:	20 feet	Duration:	Permanent
<p>The priest radiates healing energy which heals any injured ally within 20 feet of the priest's location (62 hexes). Each ally within the area of effect rolls 2d6+2 for oneself; this is the number of <b>Body</b> points that are restored to each individual. The healing cannot exceed the maximum <b>Body</b> score, but it will affect those in negative values.</p>					
<b>Howling Chain [Concentration]</b>		<b>Spirit Cost: 8</b>		  	
Time Required:	1 action	Range:	80 feet	Duration:	Up to 3 turns
<p>A red chain of force wraps itself around a target within range selected by the priest. The target must make an Agility preservation save against DC (d8+14) plus priest's <b>Faith</b> modifier (DC range: 18-27) to avoid being grappled by the chain. On a failed save, the target is grappled, but the chain also twists and writhes around the victim to have disadvantage on attack rolls and ability checks as well. The chain continues to manifest so long as the priest maintains concentration. Further, over the next three subsequent turns, the priest can use an action to have the chain perform a melee spell attack against the grappled target, as 2d20 die pool with <b>Faith</b> modifying and the chain weight counts as 2 points. On a hit, the damage is blunt. Moreover, the victim can use its action to attempt to escape the grapple on a competition with the chain, which will consistently score an 8 on its competition roll. On a success, the target breaks free. If a target escapes before the spell ends, the chain can be maintained by continued concentration, allowing the priest to use an action to choose a new target within 30 feet from the previous one. Should the chains shift to a new target, the new victim would need to make the Agility save as did the original. No victim can be selected twice in a single casting.</p>					
<b>Hypnotic Evulsion [Concentration]</b>		<b>Spirit Cost: 4</b>		   	
Time Required:	1 action	Range:	Touch	Duration:	1 minute
<p>The priest softens the mind of a creature who is either drugged, drunken, unconscious, or sleeping. The priest will suggest a topic of discussion. The victim must make a <b>Will</b> save against DC (d6+10) plus <b>Faith</b> modifier. If the victim is asleep or unconscious, then the save is at disadvantage. On a failed save, the creature begins to talk randomly. For the next minute (or six rounds), there is a chance of gaining up to six useful details of information. At the start of the creature's turn each round, the GM will roll 1d4; on a roll of 1, the creature speaks a password, a word to activate an item, the name of a secret location, the direction toward a hideout, or other similar secret information pertinent to the conversation or topic the priest brought up. Use initiative and the rules of conversation for determining the order of speaking between the two, even if combat is not happening. After the victim speaks, the priest can change the topic in a related way. For example, if the topic was "tell me about the thieves' guild" and the response was "I am a member," then the priest could request "where is their hideout?" Considering the creature will not answer with specifics but rather in a general manner, such a response "gotta enter through the sewers" may be given up. However, if the initial save was successful, the creature is not affected by this spell, but the interaction still takes place with the GM fake-rolling but never revealing any pertinent information. If the creature is awakened, cured of its unconsciousness or intoxicated condition, the spell ends. Since this incantation requires concentration, any subsequent turns for the priest cannot involve additional casting. Further no reactions are permitted while concentrating.</p>					
<b>Hypothermia</b>		<b>Spirit Cost: 5</b>		 	
Time Required:	1 action	Range:	50 feet	Duration:	Instantaneous
<p>The priest selects a visible creature within range and evokes swirling cold mists around it; the creature must make a <b>Resilience</b> save against DC (2d4+10) plus the <b>Faith</b> bonus (DC range: 13-23). On a failed save, it takes 2d4 cold damage and suffers one level of exhaustion. On a successful save, the creature takes half the cold damage, and doesn't suffer from exhaustion.</p>					
<b>Icy Backlash</b> 		<b>Spirit Cost: 3</b>		  	
Time Required:	1 reaction	Range:	5 feet	Duration:	Instantaneous
<p>As part of the reaction to being hit by a melee attack with a reach of 5 feet or less, an icy flash vents back against the attacker for d4 points of cold damage. Those striking with a weapon of <u>reach</u> from farther than one hex (5 feet), then no retaliative damage is inflicted.</p>					

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<b>Imbue Undead</b>		<b>Spirit Cost: 8</b>		
Time Required:	1 action	Range:	Touch	Duration: Special
<p>The priest grants an undead servant or undead ally the ability to cast an invocation from the priest's granted list. The spell imbued must cost no more than 3 <b>Spirit</b> points, which are also consumed at the moment of casting. The undead creature touched gains the ability to cast that spell once before the next time finishing a long rest. When casting the power, any calculations required will use the attributes of the undead creature, even if that means the <b>Faith</b> modifier is zero for an applicable DC. Unless the undead creature is under the control of the priest, it cannot be forced to use the spell.</p>				
<b>Immobilize</b>		<b>Spirit Cost: 4</b>		   
Time Required:	1 action	Range:	60 feet	Duration: Up to 6 turns
<p>This effect establishes itself in various ways depending on the deity granted it. It might be vines reaching up through the ground or mud softening beneath the victim. Regardless, the effect is the same, as the priest selects a single target within range, visibly seen and in contact with the ground, attempting to restrain that victim to the spot. The target is permitted a <b>Strength</b> preservation save against a DC of (d6+10) plus <b>Faith</b> score. If successful, the target breaks free of the magical gripping to the ground; otherwise, he, she or it is considered restrained. However, victim may choose to use an action to free himself with another <b>Strength</b> feat against the original DC. Otherwise, the duration lasts until the end of the sixth subsequent turn of the victim.</p>				
<b>Immobilize Animal</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action (Special)	Range:	60 feet	Duration: Up to 6 turns
<p>The priest selects a single animal within range, visibly seen and in contact with the ground. The target can be up to large sized. By this gaze, the caster attempts to restrain that victim to the spot through the intimidation of his or her divine power. This stare continues until the start of the priest's next turn. If the caster has maintained concentration and line of sight has not been lost, then the target rolls a <b>Will</b> preservation save against a DC (d4+8) plus Faith mod. If successful, the animal breaks free of the magical charm; otherwise, he, she or it is considered restrained. However, victim may choose to use an action to free himself with another <b>Will</b> feat against the original DC. Otherwise, the duration lasts until the end of the victim's sixth turn under the effect. To be clear, at the end of the gaze, the caster still is able to use his or her action for that initiative.</p>				
<b>Indestructibility</b>		<b>Spirit Cost: 11</b>		
Time Required:	1 action	Range:	Self	Duration: Next turn
<p>This powerful power grants the priest momentary of being imperishable. From the casting until the start of the priest's next turn, he or she cannot be affected by anything unless chosen to be. For the duration of the spell, the caster is immune to any effect or damage that might cause harm, excluding effects caused by artifacts, deific power, and similarly powerful sources. The cleric can still be affected by anything he or she is willing to accept.</p>				
<b>Infusion of Chaos</b> 		<b>Spirit Cost: 3</b>		    
Time Required:	1 action	Range:	Touch	Duration: 3 turns
<p>Like other incantations of chaos, at the GM's discretion, lawful gods may not grant this spell. For those who do grant this incantation, it endows a single melee weapon with a rainbow shimmering glow that will deliver an additional point of damage upon a successful hit for each die pool delivered by that weapon. The type of damage, however, is random for each die pool and strike landed. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.</p> <p><u>d6 Damage Type</u></p> <ol style="list-style-type: none"> <li>Poison</li> <li>Acid</li> <li>Fire</li> <li>Ice</li> <li>Lightning</li> <li>Necrotic</li> </ol>				

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<b>Infusion of Fire</b>			<b>Spirit Cost: 2</b>					
Time Required:	1 action	Range:	Touch	Duration:	3 turns			
This enchantment endows a single melee weapon with an <i>infusion of fire</i> such that an additional point of fire damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.								
<b>Infusion of Ice</b>			<b>Spirit Cost: 2</b>					
Time Required:	1 action	Range:	Touch	Duration:	3 turns			
This enchantment endows a single melee weapon with an <i>infusion of ice</i> . If striking a creature, the victim suffers an additional point of cold damage. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.								
<b>Infusion of Lightning</b>			<b>Spirit Cost: 2</b>					
Time Required:	1 action	Range:	Touch	Duration:	3 turns			
This enchantment endows a single melee weapon with an <i>infusion of lightning</i> . When successfully striking a creature, an additional point of lightning-based damage is also inflicted. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon for its wielder's next three turns.								
<b>Insect Plague</b>			<b>Spirit Cost: 9</b>					
Time Required:	1 action	Range:	90 feet	Duration:	Instantaneous			
When the shaman utters the incantation, he or she calls forth a hundreds, if not thousands, of crawling and flying insects. This swarm fills an area 8 feet tall and occupies 9 hexes in whatever configuration the shaman chooses. It must begin as a mass (3 x 3), but the hexes can spread in different directions independently. Upon command from the caster, the swarm looms forward at 10 feet per round toward any prey the caster desires. The swarm inflicts 2d6 points of corrosive damage to anyone with whom they occupy the same space. After stinging, biting or by whatever method the insects deliver damage, some of the swarm dies. Each hex of the swarm supports up to 20 points of damage. If that hex delivers that or more, then all the insects of that hex have died away. If an occupants runs through the swarm, perhaps in an attempt to escape it, that victim will suffer 2d6 points of damage for each hex it encounters. The insects are non-magical creature but cannot be struck effectively by weaponry; however, a <i>fireblast</i> might be able to destroy the entire lot.								
<b>Instant Refuge [Material]</b>			<b>Spirit Cost: 11</b>					
Time Required:	10 minutes	Range:	Self or Ally	Duration:	Up to one year			
An elixir concocted of rare herbs, costing 1,000 bits is brewed and consumed by the recipient. As part of this ritual, the priest selects a location previously visited, which can be on any plane of existence. Additionally, the priest places up to six conditions that trigger the effect, such as falling unconscious, seeing a dragon, upon a command word, etc. Whenever one of the chosen conditions occurs, the recipient is instantly teleported to the location of choice. No creatures can be brought along, but everything carried on the creature's person that is not considered a living being will be teleported with the target. If the condition is something the priest says or does, it will require either an action or reaction to trigger the effect. For example, seeing a dragon would be automatic, but speaking a comment word would require the use of an action or reaction.								
<b>Instill Vulnerability [Concentration]</b>			<b>Spirit Cost: 8</b>					
Time Required:	1 action	Range:	40 feet	Duration:	Up to 3 turns			
The priest selects a foe who must make a <b>Resilience</b> save against DC (d8+14) plus the caster's <b>Faith</b> bonus. If the target succeeds, the spell ends. However, upon a failed save, the priest selects a damage type (cold, edged, fire, necrotic, etc) and lowers that creature's resistance against it until the end of the priest's third subsequent turn, assuming concentration is maintained. If the creature were already vulnerable, then this invocation has no effect. If the creature had been immune, it becomes only resistant; if resistant, it is affected normally; and if normal, the creature becomes vulnerable to such an attack. As a final possibility, if the creature is healed by that specific damage type, that health absorption is lost but the immunity remains.								




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<b>Intellectual Redoubt [Concentration]</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
<p>This invocation requires continuous concentration to maintain the protection. For the duration, all beings within 10 feet from the caster (19 hexes), including the caster, gain a special protection for psychic damage. This does not prevent thought probing, telepathy or the like but it does offer the following benefits:</p> <ul style="list-style-type: none"> <li>• Whenever an attack that inflicts <b>Mind</b> damage requires a save, that save is rolled at advantage.</li> <li>• Whenever an attack that delivers <b>Mind</b> damage without a save, then the recipients are considered resistant to the attack.</li> </ul>					
<b>Intimidating Presence</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	Self	Duration:	10 minutes
<p>The speech of the terrac priest becomes more forceful as does his or her general bearing more menacing. The grants a +4 bonus on social interactions when intimidation, interrogation or influence is involved.</p>					
<b>Intuition</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	Self	Duration:	8 hours
<p>This invocation allows for a sudden flash of future insight. Once during the duration, when the halfling priest must make feat for remembering lore, history, for investigating an area, making a <b>Perception</b> check or other feat the GM deems reasonable, if the die roll is disliked by the player, then this invocation allows that check to exist as if a "natural 20" had been rolled on the die. This should never apply to a "crit" circumstance. However, when doing so, the duration of the spell is over. Further this invocation ends early if cast again while active, or if the priest is rendered unconscious.</p>					
<b>Iron Gut</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	Touch	Duration:	4 hours
<p>The recipient, which could be the priest, has advantage on all saves involving the ingestion of poison for four hours following the casting.</p>					
<b>Know Magic [Concentration]</b>		<b>Spirit Cost: 9</b>			
Time Required:	2 minutes	Range:	10 feet	Duration:	Up to 10 minutes
<p>Upon casting, the priest can identify the magic affecting all creatures and objects within range. For magic items or other magically-imbued objects, the priest learns the properties and how to use them, and how many charges they have (if any). The priest also learns whether any spells are affecting the item and what they are. If the item was created by a spell, the priest will know which spell created it. For creatures within range, the cleric becomes aware of what magic, if any, are currently affecting them. While analyzing things, it requires complete attention, during which no other actions, reactions or castings can occur. Additionally, it requires 2d4 rounds (20 to 80 seconds) per item or creature to gain the information.</p>					
<b>Know Other</b>		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	40 feet	Duration:	Instantaneous
<p>The priest chooses one creature that can be seen and is within range. It must make a <b>Will</b> save against DC (d4+8) plus <b>Faith</b> bonus. If the victim fails the save, the priest instantly learns one of the following determined by the GM:</p> <ul style="list-style-type: none"> <li>• One damage type the creature has resistance to</li> <li>• One damage type the creature is vulnerable to</li> <li>• One special condition about the creature</li> </ul>					
<b>Knurl</b>		<b>Spirit Cost: 6</b>			
Time Required:	1 action	Range:	30 feet	Duration:	15 minutes
<p>This curse is cast upon one creature, who is permitted a <b>Resilience</b> save against DC (d6+12) plus <b>Faith</b> modifier (DC range: 15 to 25) to avoid. If the victim fails the save, the invocation transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints -- not even a hand. The "arm" remains attached to the shoulder. The victim can use it as a club for fighting or as a <i>savage form</i> attack; however, it cannot manipulate tools, weapons, or spell components. The caster chooses which of the recipient's arms to affect. A character could use multiple <i>knurl</i> spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch, becoming subject to fire, wood-altering spells, and tree diseases. A successful <i>disrupt magic</i> will end the <i>knurl</i> effect.</p>					

## Divine Powers

<b>Lacuna</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	20 feet	Duration:	Instantaneous
The priest causes a burst of spiritual energy to strike one target within range who is concentrating on a spell or item-use. The victim must make a <b>Muse</b> preservation save (DC:14) or have its concentration broken.					
<b>Land Lair [Concentration]</b>			<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
The priest and all allies within range (19 hexes) are magically dragged into the earth and deposited in a chamber just big enough to hold everyone. Everyone can breathe and the ceiling of the chamber is translucent to tell if there is movement above, but the numbers or types of beings are indistinguishable. The area will not detect as magical, making it difficult to detect the chamber. Movement inside the chamber is very limited and spell-casting is limited to those without material or gestured requirements. When the invocation ends or the priest's concentration is broken, all the occupants return to the the surface.					
<b>Larvated Tone</b>			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration:	1 hour
The priest and up to four beings capable of speech who are touching each other when the invocation is cast instantly develop a secret language only they can speak and understand, which is unintelligible to all others. Neither <i>discern languages</i> nor <i>tongues</i> can decipher the language.					
<b>Lasting Breath [Concentration]</b>			<b>Spirit Cost: 11</b>		
Time Required:	1 action	Range:	Special	Duration:	Up to 3 turns
The priest unleashes a breath weapon, a 60° cone, extending 30 feet (26 hexes), which then hangs in place. The damage type depends on the province of the priest: earth inflicts acid; sun inflicts fire; nature inflicts poison; sea inflicts cold; and sky inflicts lightning. Any creatures in that area must perform an <b>Agility</b> preservation save against DC (d6+20) plus the <b>Faith</b> bonus (DC range: 25-31). Failure inflicts 4d4 points of <b>Body</b> damage. Those making a successful save suffer only half. The priest may choose to concentrate through the end of his or her third subsequent turn. If doing so, the cone lingers but is secretly hidden from view. Anyone attempting to pass through the area is permitted a <b>Perception</b> check (DC:14) to be aware of its presence to avoid it. However, if entering the area or ending one's movement there, that creature must make an identical save and suffer the save potential damage.					
<b>Leaf Into Dagger</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This invocation turns one leaf into a dagger which can only be used by the priest. The dagger counts as a magic weapon for overcoming damage resistance but offers no additional bonuses to hit or damage. In all other ways, it acts as a normal dagger. It requires concentration to maintain the dagger's form; therefore, no reactions can be made nor can any new spell-casting be performed. Due to the divine power of this prayer, attacks with that specific dagger will not suffer being at disadvantage because of concentration. Further, this is a great method to smuggle a weapon into restricted areas.					
<b>Lesser Acupressure</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 minute	Range:	Touch	Duration:	Instantaneous
When expending the time and <b>Spirit</b> points for this procedure, it helps to prepare the body to purge negative energies. This will revive a creature who is unconscious, either by restriction or <b>Body</b> score. This does not affect health but merely causes the recipient to awaken. If the unconscious state was due to <b>Body</b> score, then the injured character suffers the combined restrictions of being both restrained and stunned. However, pointing, gesturing, one-to-two-word responses for communication becomes possible. See <a href="#">Death Saves</a> for further details. Once this has been used, it cannot grant further enhanced healing to that recipient until 24 hours pass. Obviously, this invocation will have no effect on constructs or undead.					
<b>Life Bolt</b>			<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	50 feet	Duration:	Instantaneous
The priest uses his or her own life energy to release energy that sears the walking dead. The priest sacrifices up to 1 <b>Body</b> per 3 complete points of <b>Faith</b> . The total number of <b>Body</b> points forfeited equal the number of d8 of smiting damage inflicted upon the single selected undead creature within 50 feet. This sacrificial damage cannot be reduced or avoided in any way, and works as if the undead is being turned, meaning the victim might receive a <i>frightened</i> restriction.					

## Divine Powers

Life's Grace 		Spirit Cost: 6 																	
Time Required:	1 action	Range:	Touch	Duration:	3 turns														
<p>The priest touches a willing recipient. Until the end of the target's third following turn, the creature has a ward it against death magic for a time, gaining resistance to necrotic damage and advantage on saving throws against effects that would reduce its <b>Body</b>-point maximum (such as <i>life-drain</i> from a vampire) or anything that would cause instant-death without dealing damage. In addition, when the subject would fail a save any undead creature forces it to make, it can choose to succeed instead; however, executing this option ends the ward.</p> <p> <i>Divine Preservation could be used as a reaction to being inflicted by necrotic damage.</i></p>																			
Lifesilt		Spirit Cost: 4      																	
Time Required:	5 minutes	Range:	Up to 10ft x 10ft x 10ft	Duration:	Permanent														
<p>This power is more on the investigative nature. It finds and records lifesilt, which is the residue from a lifesong. Lifesilt can be found in body fluid or hair, when a creature handled an object, and even in trace energy patterns from spell-casting. When examining an area or object, the priest will record the series of symbols on a scroll or papyrus. These symbols could be compared at a later date against a priest using <i>hearken lifesong</i>. The chance of success depends on what is being inspected. The priest will choose to inspect, he or she will roll a <b>Faith</b> check (d20 plus modifier) against the DC of the circumstance based on the area or object.</p> <table border="1"> <thead> <tr> <th>Object or Area</th> <th>DC</th> </tr> </thead> <tbody> <tr> <td>Blood</td> <td>10</td> </tr> <tr> <td>Hair</td> <td>12</td> </tr> <tr> <td>Primary Weapon</td> <td>13</td> </tr> <tr> <td>Object Touched</td> <td>15</td> </tr> <tr> <td>Area Where Magic Cast</td> <td>16</td> </tr> <tr> <td>Area Where Subject Stood</td> <td>20</td> </tr> </tbody> </table> <p>If the check to read and document the lifesilt fails initially, additional attempts on the same object will automatically fail. However, if there are more than one creature's lifesilt in the area, then it would require the check to exceed the DC by 2 points to know. Then additional castings would be needed to identify and document those separately.</p>						Object or Area	DC	Blood	10	Hair	12	Primary Weapon	13	Object Touched	15	Area Where Magic Cast	16	Area Where Subject Stood	20
Object or Area	DC																		
Blood	10																		
Hair	12																		
Primary Weapon	13																		
Object Touched	15																		
Area Where Magic Cast	16																		
Area Where Subject Stood	20																		
Lift  		Spirit Cost: 2   																	
Time Required:	1 action	Range:	Self	Duration:	1 hour														
<p>With this ability, the priest can jump over or onto any obstacle 10 feet tall with the certainty of landing sure-footed. The spell duration is 1 hour.</p> <p> <i>Divine Preservation could be used as a reaction if the ground gave way under the priest or if struck by a tremor incantation with another surface available.</i></p>																			
Lightning Command		Spirit Cost: 5  																	
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous														
<p>The priest calls down lightning from the sky, striking three separate 5-foot (1 hex) locations of choice within 60 feet and in direct sight. Any creatures in those areas suffer d4+1 <b>Body</b> points of lightning damage. However, the effected are permitted a preservation save using <b>Agility</b> against DC d6+10 plus the priest's <b>Faith</b> in order to avoid the damage. Rules of cover also apply for victims, but the direction of attack is from above the victim. This may only be used outdoors and an open sky. Lastly, this is considered normal lightning rather than magical, meaning creatures who have a magic resistance advantage would not receive it against this invocation.</p>																			
Lizard Wrath		Spirit Cost: 2 																	
Time Required:	1 action	Range:	Touch	Duration:	1 turn per <b>Faith</b>														
<p>This invocation empowers an ally with unnatural aggressiveness. However, upon the initial touch, it drains the ally by 1 <b>Body</b> point to transfer into an influence of +2 to-hit bonus for all dice in an attack and the effect that all light-weight weapons act as medium-weight ones. The spell ends based on the end of the priest's turn, not the ally's sequence. Thus, the number of attacking rounds under the influence may not equal the priest's <b>Faith</b> score.</p>																			

## Divine Powers

Locate 		Spirit Cost: 4			
Time Required:	1 minute	Range:	Special	Duration:	30 minutes
<p>Using the priest's holy symbol, the direction of a specifically known object can be known, so long as that object is within 1000 feet per point of the priest's <b>Faith</b> score. This can also be used to find the closest source of a generic (non-magical) object, such as water or gold, assuming any is within the distance of the priest's ability. Looking for a generic source will not find a specific item.</p>					
Locus		Spirit Cost: 4			
Time Required:	1 action	Range:	Special	Duration:	Instantaneous
<p>By use of this power, the priest names a being personally known. At that moment, the priest is aware of the direction that creature, although distance is unknown from the divination of this incantation. Further, the caster gets a sense of the target's physical and emotional wellbeing (whether it is injured, sleepy, hungry, etc.). If the target is on a different plane, the spell fails. If the target is unwilling to be located, it can make a secret <b>Will</b> preservation save (DC:16) to avoid detection; however, being unwilling is more a subconscious concept. The target is not aware of the scrying method.</p>					
Maggots		Spirit Cost: 5			
Time Required:	1 reaction	Range:	Touch	Duration:	Special
<p>By using a touch-based attack, if the required contact is successful, then a reaction is used to form maggots that writhe over the enemy's skin and deliver 1d4 points of necrotic damage. In addition, the victim must roll a <b>Will</b> save against (2d4+10) plus <b>Faith</b> bonus. If the save fails, then the target is under the <i>frightened</i> restriction until the end of its third subsequent turn. However, at the end of each of those interim turns, the victim may use an action to fight the fear, rolling another <b>Will</b> save against the original DC to release itself.</p>					
Magic Creeper [Concentration]		Spirit Cost: 2			
Time Required:	1 action	Range:	Touch	Duration:	Up to 6 turns
<p>This spell allows the shaman to temporarily animate up to 20 feet of a single natural vegetable vine or creeper. The caster can then command the affected vine to knot or unknot itself, move along most normal surfaces (including up walls and along ceilings) at a movement rate of 10 feet. It could also be commanded to attack enemies. The vine can be left attached to its parent growth, or a suitable length can be cut before the spell is cast. To make the vine perform any of these actions, the shaman must use concentration, meaning no other spells can be cast nor can reactions be used. Any knots or mappings remain in place after the spell ends. The vine attacks with the shaman's attributes to perform a grappling attack; it has an Armor Class of 14. At the start of each of the shaman's subsequent turns, if the vine has wrapped around a subject, it will inflict d2 points of edged damage, cutting into the victim. After suffering damage, the victim can make an <b>Agility</b> save against DC (d4+8) plus <b>Faith</b> modifier (DC range: 9-17) to free oneself without action. The first missed save restricts the subjects movement to 20 feet. The second missed save places the victim under the restrained restriction. A single blow from an edged or cleaving weapon that inflicts 3 or more points of damage severs it. Otherwise, it can withstand of 6 total points of damage from edged weapons or damage-producing magic in smaller intervals. The spell ends when the duration expires, when the vine is severed or when it suffers 6 or more points.</p>					
Mask Spirit 		Spirit Cost: 2			
Time Required:	1 action	Range:	20 feet	Duration:	1 hour
<p>The priest can hide the aura or lifesong of two beings. This makes them effectively invisible to undead or any relying on spirit sight. Further, lesser undead will not have the capacity to understand the difference between invisible and missing; thus, likely will break off attacks. If the recipients are attacked by those unable to detect them, they are treated as invisible as a restriction, and the attackers would suffer from blind shot if using anything of range. The duration of the incantation is one hour.</p> <p> <i>Divine Preservation could be used as a reaction if an undead stalker suddenly appeared.</i></p>					

## Divine Powers

<b>Meld With Rock</b> 		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	Touch	Duration: 12 hours
<p>The priest steps into a stone object or surface large enough to fully contain one's body, melding oneself and all the equipment carried into the rock for the duration. Using movement, the caster steps into the rock at a point it can be touched. Nothing of the priest's presence remains visible or otherwise detectable by nonmagical senses. While merged with the stone, the caster cannot see what occurs outside it, but Perception checks can be made to hear sounds outside it, yet are made with disadvantage. The priest remains aware of the passage of time and can cast self-based incantations while merged in the stone. Movement can be used to leave the rock where it was entered, which ends the spell. Otherwise the caster is unable to move. Minor physical damage to the stone will not harm the encased being, but its partial destruction or a change in its shape (to the extent that one no longer fits within it) expels the occupant and deals 2 bludgeoning damage to the priest. The stone's complete destruction (or transmutation into a different substance) expels the occupant and deals 5 bludgeoning damage. If expelled, the priest falls prone in an unoccupied space closest to where he or she first entered.</p> <p> <i>Divine Preservation could be used as a reaction to hide from being spotted, assuming the priest is aware of being seen.</i></p>				
<b>Misstep</b>		<b>Spirit Cost: 3</b>		    
Time Required:	1 reaction	Range:	30 feet	Duration: Up to 6 turns
<p>This invocation can be cast as a reaction whenever the target is moving, has covered 20 feet and is within range of the spell. At the 20-foot mark of movement by the intended victim, the priest points at the target and forces a <b>Will</b> preservation save against DC (d6+8) plus <b>Faith</b> modifier. If failing the save, the victim's total movement becomes half of its base for the round. If becoming negative, then movement for its turn expires. Additionally, the half movement value may stay in effect on its next turn, if the target fails a second <b>Will</b> save against the original DC. These additional saves to break the curse continue until the end of the victim's sixth subsequent turn, at which point the effect dissipates. The movement is not limited to walking, as this brief curse can slow flight, swimming, climbing, brachiation or virtually any movement.</p>				
<b>Mold Touch</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	Touch	Duration: Special
<p>This spell empowers the casting priest to transmute a leaf into brown mold spores without suffering personal harm. The first creature touched by the caster within six rounds of the casting is infected by brown mold. This may be causal contact in certain social contexts or in combat. Either way a successful attack roll is used to touch an opponent and ensure the transfer. If causal touch or used against one who is unaware or immobilized, the roll is still required but it would not be perceived as an act of aggression. If the caster cannot touch any creature, the mold spores vanish at the end of six rounds. The mold spores created by this invocation cannot live on plant or inorganic material. The caster can infect only one creature. In the event of an accident, this could still transfer to a friend or ally. A <i>mold touch</i> spell inflicts delayed necrotic damage upon the target creature after roughly 10 seconds. This translates to 4d4 points of damage suffered at the end of the target's next turn in combat. The victim is permitted a <b>Resilience</b> save (DC:13) to suffer only half damage. Brown mold spreads from the contact point rapidly, growing by absorbing body heat. In the process, it chills the subject. More frightening is this acts as a life-draining attack, causing the target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. At the end of the next turn of the victim, the mold inflicts d4 more points of necrotic damage with the option to save for half on each damage suffering. If the save is successful, the victim has shed all the remaining spores and no longer incurs damage. However, if failing, then the process continues at the end of each subsequent turn until a successful save is made. Brown mold created by this spell is of limited duration, and a subject cannot infect other creatures even if intending to do so. Magical cold harms mold created by this spell in the usual manner, but also affects the creature on which the mold is growing.</p>				
<b>Momentary Mind Bastion</b>		<b>Spirit Cost: 3</b>		      
Time Required:	1 reaction	Range:	10 feet	Duration: 1 full turn
<p>In response to a psychic probe or attack, the priest creates a momentary barrier to protect the minds in the immediate area. The priest can select a number of creatures within range of this spell up to his or her <b>Faith</b> score; the priest counts as one of those numbers. Until the start of the cleric's next turn, those selected have advantage on any <b>Mind</b> saves, including against the triggering effect. The decision to use the reaction may happen even after learning the results of the effect.</p>				

## Divine Powers

<b>Music of the Spheres</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	30 feet	Duration:	15 turns
<p>With this invocation, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. To avoid the effect, the listener receives a <b>Will</b> preservation save against DC (d6+8) including the priest's <b>Faith</b> bonus (range: 9-19). Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell. In addition, the music makes the subject gullible and more susceptible to charm magics such as charm, advice and similar spells. While the music spell is in effect, the subject saves against charm spells with a -3 penalty. This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.</p> <p><i>Music of the spheres</i> can affect a varying number of creatures based on the <b>Faith</b> score of the priest.</p> <p><b>Faith Affected</b></p> <ul style="list-style-type: none"> <li>2-3 1 creature</li> <li>4-6 2 creatures</li> <li>7-9 3 creatures</li> <li>10+ 4 creatures</li> </ul> <p>Subjects must be within a 10-foot-radius at each other. Potential subjects must have a <b>Muse</b> score of at least 1 and must be able to hear the music (that is, they cannot be deaf and there can be nothing obstructing their ears). This also means that the level of background noise must be low enough for the music to be audible. The music is the same volume as an average human's normal speaking voice. If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane. The material component comprises a set of three small bows made from fine silver, costing 50, 200 and 450 bits consecutively. The lengths of the bows are 3 inches, 12 inches and 27 inches, a 1:4:9 ratio. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting and thus re-usable</p>					
<b>Mute</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 reaction	Range:	30 feet	Duration:	Up to 12 turns
<p>The priest must see the target creature within range and will curse the creature to be unable to speak. The victim must make a <b>Will</b> save against DC (d6+8) plus the priest's <b>Faith</b> bonus (DC range: 9-19). If failing, the victim cannot speak for its next 12 turns; thus, it cannot cast spells with verbal components. An affected creature can use an action to attempt a new preservation save to force the curse away and be able to speak again. Creatures that cannot be charmed are immune to this spell.</p>					
<b>Native Port</b>		<b>Spirit Cost: 3</b>			
Time Required:	1 action	Range:	Special	Duration:	1 month
<p>When the priest casts this spell he or she chooses the location of home. If not having a home, the priest selects a location with emotional weight that would be considered the closest thing. For the next 28 days, the caster knows the approximate distance and direction to that location. However, this location must be on the same plane of existence or the spell ceases to function.</p>					
<b>Necrosayance</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	10 feet	Duration:	Up to 10 minutes
<p>This spell allows the priest to communicate with a corpse. The corpse must still have a mouth and cannot be undead. The spell fails if the corpse was the target of any other <i>necrosayance</i> within the last 10 days. The corpse must answer three questions. The answers are limited to the memories and knowledge of its previous life, including languages known and understood. The dead cannot comprehend anything that has happened since it died, and is unable to speculate about future events. Answers are usually brief, cryptic, or repetitive; however, they will be mostly truthful from the perspective of the corpse. The process of answering varies but requires approximately one to two minutes per answer, making this an unlikely invocation to be used during combat.</p>					

## Divine Powers

<b>Necrozone</b> 		<b>Spirit Cost: 3</b>	
Time Required: 1 action	Range: 60 feet	Duration: 3 turns / Special	
<p>The priest summons an ashen glow that hovers over an enemy. That enemy must make a <b>Will</b> preservation save. If the target fails, then any wounds taken while within the glow are enhanced to suffer an additional point of necrotic damage per die pool that hits. This extra necrotic damage cannot be healed naturally or by a <i>treat body damage</i> invocation of the <i>mild</i> or <i>moderate</i> versions until the enemy has completed a long rest, after which they can heal normally. The glow-effect remains over the enemy until the end of the priest's 20th subsequent turn.</p>			
<b>Negative Treatment</b> 		<b>Spirit Cost: 2</b>	
Time Required: 1 action	Range: 30 feet	Duration: Permanent	
<p>The priest can heal a single undead creature. Upon casting, the target regains d3 points to its <b>Body</b> score. Healing cannot exceed the maximum health. The healed undead must be within 30 feet of the priest to receive the restoration.</p>			
<b>Noxious Fumes</b> 		<b>Spirit Cost: 6</b>	
Time Required: 1 action	Range: 30 feet	Duration: 18 turns	
<p>The priest can produce a magical dense poisonous cloud in a 10-foot diameter circular area (7 hexes), which lasts until the end of the priest's 18th turn after casting, then it slowly dissipates. This invocation can be placed atop of other's position. The cloud can be overcome by magical sources, but natural wind will not dissipate or move it. Any creature caught within the fumes will immediately act under the poisoned restriction. Anyone choosing or unable to leave the cloud on its next movement opportunity will suffer d4 point of alchemical damage. Further, whether remaining or exiting, a creature must make a <b>Resilience</b> preservation save against DC (d6+12) plus <b>Faith</b> modifier (DC range: 15 to 25) to be able to take any action other than movement, as the creature overcomes the poisonous attack. The effect is one of alchemical corrosion which harms creatures whether they breathe or not. Finally, for those inside the fumes, there is a total obscurement, meaning even those in an adjacent hex cannot be seen clearly. This creates a -2 penalty on melee attack dice and a -5 for ranged attacks for those firing into or from within the effect; friendly fire will be used for all ranged attacks as well.</p>			
<b>Obsessions</b> 		<b>Spirit Cost: 5</b>	
Time Required: 1 action	Range: 20 feet	Duration: Special	
<p>This curse is placed about a target that can be seen and is within range. The potential victim must make a <b>Will</b> save against DC (2d4+10) plus the caster's <b>Faith</b> bonus (DC range 13-23). If succeeding, the attempt results with no effect; however, if the target fails the save, then it gains a minor obsessive compulsive disorder. This would manifest in something like demanding that clothes are clean and wrinkle free at all times, even if changing several times per day is required. If the clothes became soiled, they would need to be burned. Any other similar obsession could be selected by the GM. However, from gameplay, the effect is that the inflicted person would lose an hour of effective activity time each day to manage the uncontrollable compulsive behaviors. This quirk would continue until the victim made a successful save against the original DC when waking for each subsequent day. While unlikely, should the victim fail the daily save for a month, the GM might rule that it becomes permanent.</p>			
<b>Opportunity</b> 		<b>Spirit Cost: 2</b>	
Time Required: 1 action	Range: Touch	Duration: Until next turn	
<p>This invocation grants advantage to the recipient's next turn. If no action is taken at that moment, then the blessing is lost.</p>			
<b>Pair to Other</b> 		<b>Spirit Cost: 7</b>	
Time Required: 1 reaction	Range: Touch	Duration: Special	
<p>When the priest uses his or her action to cast an invocation that has a range of "self," then the caster can immediately use a reaction to cast this spell and touch one creature. That creature is affected by that spell instead of the priest, as if it were the source of the spell. The cleric is still the caster of the spell, and if it requires concentration or other special conditions, those must be met and maintained by the priest. If the creature does not want to receive the bestowing, it can make a <b>Will</b> preservation save against DC (d6+14) plus the caster's <b>Faith</b> modifier (DC range: 15-25).</p>			

## Divine Powers

<b>Perceive Insanity</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	30 feet	Duration: Up to 2 hours
<p>The priest can sense the presence of mental disturbance in creatures within 30 feet. While the duration of the spell is 2 hours, the awareness is not automatic. It requires focus (as an action) to sense the state of one creature. The history of the problem or what it is will not be revealed, merely that the being is suffering from some sort of madness or addiction. Charmed or possessed creatures will also register under this discernment, but they will be indistinguishable from insanity.</p>				
<b>Poison Ward</b> 		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	30 feet	Duration: 12 turns
<p>The priest selects an ally or self within 30 feet. That target gains advantage specifically from poisons that might harm him or her over its next 12 turns. Against any effect classified as poison requiring a preservation save, the recipient will make such rolls with advantage. Should any effects still bring damage to the recipient, then he or she should be considered resistant to poison for any such calculations.</p> <p> <i>Divine Preservation could be used as a reaction after being struck by poison. While not exactly intuitive, it would allow a re-rolling of the save and calculating the damage/duration if still failing.</i></p>				
<b>Polymorph Plant</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	Touch	Duration: Permanent
<p>This invocation enables the shaman to transform any single plant, including fungus and mold, into any other type of plant of choice. The change is permanent. The changed plant has the physical appearance of the new form, but may not have all its associated properties. If edible, the new form tastes bland, like cotton. If it is used as a magical component, there is only 50% chance of success on the spell. If used for alchemy or some sort of medicinal means, there is only a 50% chance of having the beneficial properties. Only living plants can be <i>polymorphed</i>. This power will not work on a fallen leaf, nut or picked fruit. The size of the plant is not a factor, as a blade of grass can be transformed into a towering oak tree and vice versa. Further, the new form does not have to be indigenous to the region, although the weather might impact its survival. Neither the original or transformed versions can be an intelligent or plantlike creature. Magical and abnormal plants are not allowed; thus, a mushroom can be turned to a cornstalk, but not a 50-ft tall cornstalk or a cornstalk that produces apples rather than corn.</p>				
<b>Prestidigitation [Concentration]</b>		<b>Spirit Cost: 1</b>		
Time Required:	1 action	Range:	Up to 10 feet	Duration: Up to 1 minute
<p>This special incantation, available only to jzaka priests of Feluperi, is similar to the cantrip of the same name. It has a lower-than-normal cost, but allows the performance of a simple trick, which can manifest in one of several different ways:</p> <ul style="list-style-type: none"> <li>• Create an instantaneous and harmless sensory effect, such as a puff of wind, shower of sparks, music or odd odor.</li> <li>• Light or snuff a flame up to the size of a torch, instantaneously</li> <li>• Clean or soil an object smaller than one-cubic foot</li> <li>• Chill, warm or flavor a nonliving material smaller than one-cubit foot lasting up to one hour.</li> <li>• Create a mark or symbol of a desired color on a nonliving object or surface lasting up to one hour.</li> </ul>				
<b>Produce Disease</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration: Instantaneous
<p>This is more of a slow curse than something to assault with in combat. The priest can select either Abyssal Fever, Hangman's Distemper, or Rat Fever to infect the target. The victim must make a save appropriate to the type of disease. If failing, symptoms will begin to occur at the end of the incubation period. Similarly, the priest can infect an inanimate object that will likewise deliver the disease if touched by another within the incubation period.</p>				
<b>Protection from Cold</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against cold-based damage until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction if being struck by an ice-dart as a preventative to avoid the strike.</i></p>				















## Divine Powers

<b>Protection from Fire</b> 		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against fire until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction if being struck by an fire-dart as a preventative to avoid the strike.</i></p>					
<b>Protection from Insects [Concentration]</b>		<b>Spirit Cost: 4</b>			
Time Required:	1 action	Range:	5-ft radius	Duration:	Up to 1 minute per <b>Faith</b>
<p>This spell prevents bodily contact between the shaman, and normal insects. This protection extends to adjacent hexes. It completely hedges out swarming attacks of common insects, such as <i>insect plague</i>. Attacks by giant-sized insects attack at disadvantage. Also, the shaman saves at +3 against effects from giant-sized attacks. The spell does not affect monsters and insects of a magic nature.</p>					
<b>Protection from Lightning</b> 		<b>Spirit Cost: 2</b>			
Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The priest selects an ally or self in combat within 30 feet. That target gains +2 AC bonus and +2 for saves against lightning until the end of the recipient's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to help against being struck by a lightning bolt.</i></p>					
<b>Protection from Serpents</b>		<b>Spirit Cost: 2</b>			
Time Required:	10 minutes	Range:	Touch	Duration:	Up to 24 hours
<p>This incantation protects the recipient from normal serpents. Nonmagical and unintelligent snakes simply ignore the creature's presence. Giant, magical, or intelligent snakes, and snakelike beings such as nagas, can still attack, but at disadvantage. The protected creature has a +1 save bonus against injected poisons for the spell's duration, even if it is not from a viper or snake-like creature. The material component is ash from a fire in which a snake has been cremated. Relatively large amounts of the ash are required, because, as the spell is cast, the shaman smears the ash over the recipient's body. The spell ends if the ash is washed off, or after 24 hours in any case. If the ash is removed from a part of the subject, the exposed portion is again vulnerable to snake bites; however, the change of striking that specific spot will be determined by the GM.</p>					
<b>Prying Eye [Concentration]</b>		<b>Spirit Cost: 6</b>			
Time Required:	1 action	Range:	Special	Duration:	Up to 4 hours
<p>This incantation requires concentration, which prevents reactions or new spells during its use; however, during its use, a large amount of information can be garnered. Thus, it would be unlikely to be used when other spells might be needed. At the spell's birth, it creates an invisible, floating eye, 1 inch in diameter, at a location the caster can see within 120 feet. This sensor sees in all directions with same visual as the priest, continuously transmitting what it sees back to the caster. Each round (10 seconds), the priest can either move the eye quickly up to 30 feet away, seeing only things in front of the eye. A second option is to move more slowly, up to a maximum of 10 feet, seeing everything in all directions around it. It does not transmit sound, smell or touch; nor can it pass through solid objects. However, there is no limit to how far from the priest that the eye can move, but the spell ends immediately if this link ceases to be on the same plane of existence. Thus, if sending the sensor through a gateway to another dimension, even a magic pocket dimension, such as a <i>hidden lodge</i> or <i>hideaway</i>. The caster can attempt to notice anything subtly or easily overlooked by using an action through the eye as a <b>Perception</b> check. Although invisible, the eye is detectable. Any damage dealt to it destroys it and ends the spell. If sending the sensor in a straight line at top speed for the full duration, this spell could reach a little over eight miles.</p>					
<b>Quell Fire</b> 		<b>Spirit Cost: 5</b>			
Time Required:	1 action	Range:	100 feet	Duration:	3 turns
<p>The priest selects a point within range. No fire can burn within 40 feet of that point. Any fire currently in that area is immediately extinguished. Not even dragon's breath nor magical fire can burn within 40 feet of that point. Any fire elemental-based creatures in that area will suffer d4 points of cold damage and be pushed to the nearest unoccupied space outside the radius. The magical suppression lasts until the end of the caster's third subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to suppress a fire that suddenly started.</i></p>					

## Divine Powers

<b>Radiance</b> 			<b>Spirit Cost: 4</b> 		
Time Required:	1 action	Range:	Self	Duration:	5 turns
With this invocation, the priest is able to create a ward against death magic for himself or herself with a slight glow that produces dim light out to 15 feet. Until the end of the fifth subsequent turn, the priest is resistant to necrotic damage.					
<b>Radiant Halo</b>			<b>Spirit Cost: 5</b> 		
Time Required:	1 action	Range:	Self (10 feet)	Duration:	Until next turn
The priest draws forth a small spark of the primal flame that smolders beneath the earth, allowing energy to shine in a purifying halo. The priest and each ally in a 10-foot radius (19 hexes) gain resistance to fire damage until the end of the priest's next turn. The first time each subject of this spell is inflicted by melee damage within a 5-ft reach before the end of the priest's next turn, then the attacking creature suffers 1d4 points of fire damage.					
<b>Rage</b>			<b>Spirit Cost: 7</b> 		
Time Required:	1 action	Range:	Touch	Duration:	1 minute per <b>Faith</b>
Casting this spell invokes a battle fervor that temporarily raises <b>Strength</b> , combat abilities, and <b>Body</b> points to a single creature. The affected individual's <b>Strength</b> score is raised 2 points up to a score of 8 maximum. This will raise the <b>Body</b> score accordingly as well as an additional 4 temporary points on top, which disappear when the spell expires if they were not damaged. Further, the affected creature makes all melee attacks at advantage. Moreover, initiative is increased by +1 and a +2 bonus is granted to saves while the spell is in effect. However, enraged creatures are so intent on combat that they cannot cast spells. After the spell elapses, the formerly enraged creature is exhausted, requiring a short rest, which will not restore any points before engaging in combat or other stressful activities again.					
<b>Rapid Warmth</b> 			<b>Spirit Cost: 2</b>   		
Time Required:	1 action	Range:	Touch	Duration:	Special
This restores a being to its normal healthy body temperature and removing any lingering chills from exposure to cold. This will also instantly thaw a frozen creature, as being a victim of <i>cold of cone</i> .  <i>Divine Preservation could be used as a reaction if the priest were the victim of a cone of cold.</i>					
<b>Rapport</b> 			<b>Spirit Cost: 3</b>     		
Time Required:	1 action	Range:	Touch	Duration:	1 hour
The priest chooses a willing target within range. For the duration, the priest and the target each know the exact direction and distance from each other. The invocation will continue to function if the priest or the target dies. If either travels to a different plane or enters an area where magic does not function (such as an antimagic field), the spell is temporarily interrupted.					
<b>Reanimation</b>			<b>Spirit Cost: 7</b> 		
Time Required:	1 minute	Range:	Touch	Duration:	Special
A deceased creature is restored to a semblance of life it once was, assuming the creature has been dead less than one day per point of <b>Faith</b> . However, this is a method of un-life, granting the new creature all the abilities of an undead being with part of its original abilities in tact, but the new being is not the same nor does it have a soul. It also has little free will and basically follows the instructions of the caster. Any skills costing 300 karma or less are restored to the new being's existence; however, no divine powers are recovered. Its sub-attribute scores will each be one point lower than when alive. Movement base is also ten feet slower than normal. The body does not decay while it is reanimated. Such a reanimated creature is not actually undead; thus it cannot be turned, harmed by positive energy, affected by holy water, or healed by negative energy. If killed again, it can be reanimated again so long as the time limit is within the original death.					
<b>Recruit Medic</b>			<b>Spirit Cost: 2</b> 		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
With this invocation, the priest recruits a healing assistant and enables the recipient, who must be capable of speech, to be empowered with a special version of <i>laying on hands</i> . After completing the spell, the recipient can use its next three turns can perform a the divine skill, having other targets make two special <b>Resilience</b> saves to be healed. See the details in the <a href="#">Divine Skills</a> section. However, there is no short-rest requirement until after this special endowment ends. However, once the invocation is complete, the empowered recipient cannot perform <i>laying on hands</i> again from either its own skills or this spell until after a short rest.					

## Divine Powers

<b>Reeking</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: 1 hour
<p>Another dwarven curse that forces the victim to roll a <b>Faith</b> preservation save (DC:12) to avoid. If failing, the target touched smells horrible, modeled from the stench of a dwarf after a days long day of hard work; a lot of sweat mixed with dirt, metal, blood and countless other smells. The aura of smells noticeable for up to 30 feet depending on conditions. The smell is disgusting, and gives a -2 to all social encounters. The smell can not be washed away, and even strong perfumes can not mask it. The <i>reeking</i> will draw any insects or creatures usually attracted by strong smells, and will be left behind for those that track by smell. Although normal means will not dissipate the odor before the spell elapses, a <i>free curse</i> will. The priest may also end the effect at any time. Once the <i>reeking</i> has ended, the lingering effects will remain in clothing and equipment until they are cleaned.</p>				
<b>Refresh</b>		<b>Spirit Cost: 2</b>		     
Time Required:	1 action	Range:	Touch	Duration: Special
<p>Upon touching another being, their personal energy will be restored as if just having slept for eight hours. The recipient can continue normal movement, labor and actions without the need for additional rest or fear of contracting exhaustion. However, this does not replace the effects of either a short or long rest; attribute points are not recovered in any way. Further, this cannot remove any degree of existing exhaustion imposed from penalties. The recipient cannot receive a second enchantment of this type without first using an actual long rest.</p>				
<b>Regenerate</b> 		<b>Spirit Cost: 8</b>		  
Time Required:	1 action	Range:	Touch	Duration: 5 minutes
<p>Up to two recipients touched by the priest gain the ability to heal quickly. Each gain back 1 point of <b>Body</b> at the start of its turn after being touched. The regenerative powers cannot restore a creature above its maximum score; however, if a limb is lost while under this power, it would grow back, assuming the maximum amount of points were restored by the end of the incantation. The effect lasts for 5 minutes (or 30 rounds).</p> <p> <i>Divine Preservation could be used as a reaction should a limb be severed.</i></p>				

## Divine Powers

### Reincarnation

Spirit Cost: 11



Time Required:	30 minutes	Range:	Touch	Duration:	Instantaneous
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This invocation enhances the normal afterlife process of the Lacerta religion with more immediate results, allowing the priest can bring back a dead person in another body if death occurred no more than one week before the casting. *Reincarnation* does not require any special rolls for success. The corpse is touched, and a new incarnation of the person appears in the area in d6 turns. The person reincarnated recalls the majority of his former life and form, but the skill of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by GM choice. If a player character race is indicated, a new character must be created. At the GMs option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. If an unusual creature form is indicated, the GM might use the guidelines for new player character races to allow the character to earn skills, although this may not be the same ones as before. If the reincarnated character returns as a character capable of having skills, the reincarnated character will have half the previous karma value for gathering skills and attributes. A character returning as a an animal or other creature will have the ability to speak, but only the abilities of the incarnated creature.

Roll	Incarnation	Has Skills	Roll	Incarnation	Has Skills
01-04	Alseid	Yes	55	Jaguarundi	No
05-08	Batfolk	Yes	56-59	Jzaka	Yes
09	Bear	No	60-72	Lizardfolk	Yes
10-13	Bearfolk	Yes	73	Llama	No
14	Boar	No	74-75	Manti	No
15-16	Bugbear	Yes	76-77	Monkey	No
17-19	Centaur	Yes	78-79	Octokin	Yes
20-21	Dryad	No	80-82	Ogre	No
22-25	Dwarf	Yes	83-85	Orc	Yes
26	Eagle	No	86	Oroq	Yes
27-30	Elf	Yes	87	Osprider	No
31	Giant Spider	No	88	Owl	No
32-35	Gnome	Yes	89	Pixie	No
36-37	Goblin Dog	No	90	Python	No
38-41	Gryf	Yes	91-93	Satyr	Yes
43-44	Haun	No	94-95	Terrac Riding Goat	No
45-48	Halfling	Yes	96-97	Timber Elk	No
49	Hawk	No	98-99	Wolf	No
50	Horse	No	00	GM Choice	Maybe
51-54	Human	Yes			

### Rejuvenating Waters

Spirit Cost: 7



Time Required:	1 action	Range:	Touch	Duration:	Permanent
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This incantation requires the priest to have access to enough water to fully immerse the recipient, but by doing so, this will heal 2d6+2 to a single target. However, there is a further chance of expelling negative effects of poison or charm as well. If the recipient is affected by poison, then another save against the type of poison originally inflicted is permitted. If successful, this acts as an anti-venom procedure against the specific poison. If the recipient is under the effects of a charm or even possession, a second save like the original is permitted to remove the effect.

### Remote Listening [Concentration]













Spirit Cost: 2



Time Required:	1 action	Range:	90 feet	Duration:	3 turns
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For a short moment, the priest can center an invisible sensor anywhere in range that can be seen. Until the end of the third subsequent turn, the priest can hear as if he or she were at that point instead of where he or she actually stands. This requires concentration.

## Divine Powers

Remove Disease 		Spirit Cost: 4		     	
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>Remove disease cures all diseases from one to three subjects. The power also inflicts 2d6 points of <b>Body</b> damage to any parasite, mold or slime creatures. Certain special, magical or even alchemical diseases may not be countered by this ability at the GM's discretion.</p>					
Renew Breath 		Spirit Cost: 5		  	
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>If a being within range is suffering from asphyxiation, then this invocation will increase a creatures total number of rounds to suffer asphyxiation by two. For example, a creature with a current <b>Body</b> score of 16 can survive four rounds of gulping and gasping unbreathable atmosphere. However, by assistance of this divine power, the total rounds is extended to six rounds. This effect cannot be used cumulatively upon the same target until the recipient has respired breathable air for one full round, from end of turn to end of subsequent turn. Further, this incantation cannot be be place prior to the recipient being under the asphyxiating <a href="#">restriction</a>. From a roleplaying aspect, this power unfortunately does not alleviate any of the pain or offer any healing associated with the choking effect.</p>					
Renew Deposit		Spirit Cost: 12			
Time Required:	1 day	Range:	Touch	Duration:	Special
<p>This spell permits a dwarven high priest to renew the normally nonrenewable mineral resources upon which dwarven society depends. With this spell, a depleted mineral or metal ore deposit can slowly grow and renew itself. First, a mineral seed must be prepared. The type of seed must be the same as that of the deposit to be renewed (e.g., a gold seed is used to renew a gold vein, a diamond seed is used to restore a diamond mine). The value of the seed ranges from 5,000 bits for a base metal (such as iron) up to 150,000 gp or more for a very rare substance (such as mithril).</p> <p>Next, the high priest casts prayer upon the seed, then casts the <i>renew deposit</i> spell. The seed is planted in the depleted vein at the midway point of the spell-casting. The cleric will require bed rest for 72 hours after the spell is completed, because the spell is so physically and spiritually draining.</p> <p>Once the spell is cast, the depleted deposit slowly grows new ore until the vein is completely renewed. The vein renews itself at a rate that depends on the substance growing in the vein, as follows:</p> <ul style="list-style-type: none"> <li>• Base metal (iron or copper): 5-30 years.</li> <li>• Precious metal (silver or gold): 20-80 years.</li> <li>• Very rare metal (mithral): 70-100 years.</li> <li>• Semiprecious stones: 5-20 years.</li> <li>• Fancy stones: 10-60 years.</li> <li>• Gems tones: 20-80 years.</li> </ul> <p>The substance grows until the deposit is fully renewed, up to the total volume of the original deposit. If the vein is again depleted, the spell may be cast again. If the vein is hastily mined before the deposit is fully renewed, the spell is broken and no additional growth occurs. Furthermore, no additional growth can ever occur, even if the spell is cast again, because the vein has been spiritually polluted by the greed and haste of the foolish miners. Only a special act of forgiveness by a dwarven deity can overcome the spiritual pollution of the area.</p>					

## Divine Powers

<b>Repeat Action</b>		<b>Spirit Cost: 8</b>		
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>This invocation compels its target to repeat the previous action. When witnessing an ally or enemy take an action, the priest can create a partial time-loop so that the result of the repetition is always identical to the original result within a few restrictions. For example, if an individual fired an arrow and inflicted 4 points of damage, a <i>repeat action</i> casting would cause the target to fire a second arrow on its next action that also inflicts 4 points of damage. This requires the same target of the original arrow-shot to be fired upon again, assuming it is still within range. If the target of the second arrow-shot moves out of range, is under any cover better than the first shot, or is out of sight, the target of the <i>repeat action</i> would fire an unsuccessful arrow in that general direction. If <i>repeat action</i> is used on an enemy to repeat a failed action (an unwilling subject) or if the ally does not want to take the same action, then that target is allowed a <b>Will</b> preservation save against a DC (d8+14) plus <b>Faith</b> modifier (range: 18-27). The subject of a <i>repeat action</i> must be capable of performing the indicated action a second time or the prayer fails. An archer who has no arrows can't fire a second shot. A sorcerer allowed to repeat an axiom, would attempt this if having remaining <b>Mind</b> points with any material components still available; however, the sorcerer would not desire to recast the axiom despite having enough points would be considered an unwilling subject.</p>				
<b>Re-preserve</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	10 feet	Duration: Permanent
<p>This effect is the opposite of <i>decompose</i>, as it regrows flesh upon a skeleton to restore the appearance of the deceased on the time of death. While this is often used for funerals or investigations, it is also possible to prepare the dead to become a zombie rather than a skeleton prior to animating it. This will affect up to 2 skeletons per casting.</p>				
<b>Resistance to Fire</b> 		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against fire, gains +5 AC against fire and +5 to all saves involving fire. The effect lasts for 18 turns.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by fire damage.</i></p>				
<b>Resistance to Ice</b> 		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against cold, gains +5 AC against cold and +5 to all saves involving cold. The effect lasts for 18 turns.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by cold damage.</i></p>				
<b>Resistance to Lightning</b> 		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	50 feet	Duration: 18 turns
<p>The priest selects an ally or self in combat within 60 feet. That target becomes resistant against lightning, gains +5 AC against lightning and +5 to all saves involving lightning. The effect lasts for 18 rounds.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by a lightning bolt.</i></p>				
<b>Restore</b> 		<b>Spirit Cost: 10</b>		
Time Required:	1 action	Range:	Touch	Duration: Permanent
<p>This power restores each value of <b>Body</b>, <b>Mind</b> and <b>Spirit</b> to within d6 from their maximum scores, rolled separately. If the current value exceeds the calculation, then that score is restored to maximum. However, the power of this incantation is so great that it cannot be cast a second time without having a short rest first. Further, this incantation is subject to the divine law of <i>spiro-dynamics</i>, meaning the maximum number of <b>Spirit</b> points restored is limited to 10 points.</p> <p> <i>Divine Preservation could be used as a reaction to counteract the results of some sort of debilitating assault.</i></p>				

## Divine Powers
















<b>Return to Earth</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	30 feet	Duration: Next turn
<p>Granted only by <b>Egasski</b>, this incantation turns the physical bodies of undead creatures within 30 feet of the caster into sand. The affected undead must actually have physical forms; for example, wraiths and shadows are not subject to this spell. Undead with 15 or more maximum <b>Body</b> points are allowed a <b>Resilience</b> preservation save (DC:13), but zombies, skeletons and lesser animated undead are not. The magic will strike up to four creatures affecting the weakest, then the closest, that are within range. Once cast, bits of the undead creatures begin to crumble and fall to the ground, completely destroying them by the end of the priest's subsequent turn. As they deteriorate, affected undead creatures suffer all actions as if being at disadvantage.</p>				
<b>Reveal</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>This power dispels all invisible, concealed and magically hidden items and beings within a 30-foot radius. Each potentially revealed creature must make a <b>Resilience</b> preservation save against a DC (d6+8) plus <b>Faith</b> modifier (DC range: 9-19). If failing, the invisible creature is revealed or glowing for non-corporeal. The magical indication can be seen by all with normal vision and even penetrate darkness; however, without darkvision or other sight, only objects revealed can be seen through the darkness "everything else is still unknown."</p>				
<b>Revive</b>		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration: Instantaneous
<p>Similar to <i>refresh</i>, this invocation grants energy as if just having slept eight hours, but further by the priest's touch, the recipient also has one degree of exhaustion removed. In addition, this will advance the next long rest, granting all the attribute-point recover associated with it. However, the long-rest enhancement cannot be gained if a long rest has recently occurred in the last four hours, and additionally, the recipient's next long rest will grant no restoration for attributes or exhaustion.</p>				
<b>Ride the Lightning</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	300 feet	Duration: Instantaneous
<p>The priest transforms into a lightning bolt and instantaneously moves to a new location within 300 feet. The bolt cannot inflict damage. No movement points are used by this invocation.</p>				
<b>River Eyes [Concentration]</b> 		<b>Spirit Cost: 3</b>		
Time Required:	1 minute	Range:	3 miles	Duration: Up to 10 minutes
<p>This allows the priest to view happenings that are occurring along a natural watercourse in which the priest stands. The vision can only see downstream and not behind the flow of the water. Further, this incantation requires concentration, which prevents reactions or new spells during its use. The range of this awareness is one miles per point of <b>Faith</b>; however, concentrating on multiple areas of the waterway simultaneously is not possible.</p>				
<b>Sail</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Self	Duration: Until next turn
<p>The priest gains the ability to walk on air for a brief moment. The priest gains a flying speed equal to the normal walking speed until the end of his or her next turn, at which point the spell ends. If the priest is still aloft, he or she will fall unless you can stop the fall by some other means.</p>				
<b>Sanctify</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	20 feet	Duration: 6 turns
<p>The priest blesses all allies and self within 20 feet to a maximum of 8 recipients. Each one is under advantage for all combat rolls, melee and range, and gain +2 on all attack dice for the next 6 subsequent actions for each individual endowed.</p>				

## Divine Powers






























Sand Warriors		Spirit Cost: 6		
Time Required:	1 action	Range:	30 feet	Duration: 6 turns
<p>The priest can summon d3+1 warriors from beneath the sand to fight for him or her. The warriors are completely loyal and cannot be controlled or stolen, although they can be banished by a successful <i>disrupt magic</i> or similar means. They are constructs, having Armor Class of 15, with 16 <b>Body</b> points, and wield terrible swords that strike as 2d20 attacks. Unlike most constructs, sand warriors are fast, having a movement rate of 60 feet. They are resistant to fire and lightning. However, sand warriors take double damage from water-based or cold-based attacks. To use this spell, a cup of water is poured onto the sand where the warriors are to rise. Their existence lasts until the end of the priest's sixth subsequent turn after casting.</p>				
Sandstorm [Concentration]		Spirit Cost: 9		
Time Required:	Special	Range:	Special	Duration: Up to 12 turns
<p>This incantation requires an extending casting time, which starts with the first action and continues through the action of the second subsequent turn and the chanting prayer continues until the start of the priest's third turn. Upon that moment, the power conjures a very large dust devil: one that can engage and harm a number of targets simultaneously. The storm is a "natural condition" and a hazard that cannot be attacked any more so than fighting the wind. The sandstorm is a large whirlwind of dust and sand twelve feet tall that covers an area of 25 feet in diameter (37 hexes). At the start of the turn when the priest complete the casting and each of the priest's subsequent turns, the storm can move up to 30 feet. Any creature starting its turn or passing through it becomes subject to a 4d20 (+9) attack that inflicts 1 point per successful hit-die plus an additional d6 points of damage, all of which considered edged damage. Additionally, the creature must roll a <b>Perception</b> perseverance save (DC:15) or be blinded while in the storm and an additional d4 turns after emerging from it. Further, the winds of the storm put out normal fires. Also, exposed items must roll survival chances or be destroyed. The storm can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster. The cloud obscures vision similar to <i>downpour</i>, making all range attacks into or out of the area penalized by -4 to hit. Spell-casting within the storm is not possible and any casting interrupted by the storm is ruined. However, the incantation requires concentration to maintain it, meaning the priest cannot cast other spell, is not permitted reactions and combat is at disadvantage. The maximum time the storm can exist is until the caster's twelfth subsequent of controlling the storm.</p>				
Sculpt [Concentration]		Spirit Cost: 4		
Time Required:	1 action	Range:	20 feet	Duration: Special
<p>The ability can form an existing piece of stone into any shape that suits a purpose. Moving parts and fine detail are simply not possible. The amount of stone altered is 5 cubic feet per point of <b>Faith</b>, but no dimension can be greater than 5 feet; thus, with a score of 3, a 3x5 wall 1-foot deep could be created. A standard door could be effectively blocked from passage with the change of 10 cubic feet from a stone floor. For the completion of the transformation, spell concentration is required, meaning no reactions or new spells are permitted, also combat attacks are at disadvantage. The rate of shaping is one cubic foot per round.</p>				
Seduction		Spirit Cost: 4		
Time Required:	1 action	Range:	15 feet	Duration: 30 minutes
<p>The caster causes an alluring charm to come over a single target, permitted the victim is animal or humanoid. The victim must make a <b>Judgment</b> preservation save against a DC of (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). If failing the save, then the effect works, and the target considers the priest to be a close and dear friend and under the charmed restriction. Social interactions can be rolled with a +6 bonus. Once the duration has expired, the recipient will have little memory of what transpired.</p>				
Self-Reflection [Concentration]		Spirit Cost: 2		
Time Required:	1 minute	Range:	Self	Duration: Instantaneous
<p>This effect allows the priest to accelerate his or her own natural healing. The invocation requires a full minute of chanting and concentration, during which no reactions may be taken or new spells cast. At the end of the chanting, the priest will reap all the benefits as if having taken a short rest. This will not count against any other natural rests; thus, the priest can gain the benefits of two short rests in one day. However, this incantation cannot be cast again until after the of a long rest.</p>				



## Divine Powers

Showers 		Spirit Cost: 2   			
Time Required:	1 action	Range:	60 feet	Duration:	From 2 to 4 turns
<p>The priest can produce heavy rain fall in a 15-foot radius circular area (19 hexes), which lasts for a variable time, terminating at the end of one of the priest's subsequent turns. The total time of the effect is d3+1 rounds; thus, it ends from the second to the fourth turn following the casting. During the effect, the <i>shower</i> acts as like an obscurement, inflicting a -2 penalty to all range to hit attacks from within or fired into the area, despite the the total distance of the shot.</p> <p> <i>Divine Preservation</i> could be used as a reaction to obscure the ranged attack of a bowman.</p>					
Shrine for the Undead 		Spirit Cost: 4  			
Time Required:	1 action	Range:	60 feet	Duration:	24 hours
<p>The priest creates a 20-foot diameter sphere filled with the dingy hue of negative energy. It detects as magic, but is also noticeable on a <b>Perception</b> check (DC:18). Any undead in this area have advantage on their saves. If the area includes an altar or is (un)holy ground to the granting deity, or the recent desecration of an enemy deity's icons, then any undead in the area also gain resistance to nonmagical bludgeoning, piercing, and slashing damage.</p> 					
Silent Step 		Spirit Cost: 4 			
Time Required:	1 action	Range:	Touch	Duration:	5 minutes
<p>For the duration of the incantation, the target can move with silent steps. This includes walking over difficult terrain with no penalty; however, it cannot overcome the effects of a <i>thicket</i> or similar spells nor will it prevent any sort of restraint. The net result is the target gains an additional d6+2 on any stealth DC calculations.</p>					
Singing Stone 		Spirit Cost: 6 			
Time Required:	Up to 20 seconds	Range:	Touch	Duration:	Permanent
<p>This results in a similar but more power version of <i>glamour mouth</i>. It traps a short tune, up to 20 seconds of sound or 40 words. Whenever the stone is either tapped or entirely immersed in water, it emits the tune or message, repeating it at 10-minute intervals if the immersion continues. Any solid stone no larger than the caster's fist will serve, and the music can consist only of sounds the caster can make himself (in other words, singing, playing an instrument, and thumping out a rhythm simultaneously as about as complex as the captured sound can be. The "tune" need not involve vocal sounds; it may be a message spoken or chanted rather than sung. In any case, pitch, timbre, tone and inflections of the voice and instruments are precisely duplicated, and listeners could mistake the sounds of a singing stone for a particular person's actual voice. This spell has been used to prepare traps, leave behind wills or dying messages, and to preserve the best work of the bards. The maker of the sound to be captured must be the caster. There is no known way to use this spell to capture the words or song of another being. The invocation does not pick up the words of others or background noise, even if such things were present as the spell was cast, but it does preserve throat-clearings, mistakes, and other noises -- such as the caster of something dropped by the caster, even sounds that the caster may not want preserved. The sound is preserved at the volume level reaching the stone. Loud shouting or music is recorded as loud. The spell range refers to the fact that the stone must be touched. The caster can, if desired, move way from the stone to achieve an echoing effect or a distant sound and can even choose to move continuously toward, away from, or around the stone while recording. The recorded sound will reflect this.</p>					
Sky Drop 		Spirit Cost: 8 			
Time Required:	1 action	Range:	Line of sight, roughly 3 miles	Duration:	Instantaneous
<p>With this incantation the priest flies upwards at supersonic speeds and lands at a new destination, effectively <i>teleporting</i>. The destination can be as far away as can be seen by an unobscured line of sight, which is approximately three miles on level ground. This transport is always on target, but can only be used if the open sky is directly overhead.</p>					
















## Divine Powers

Slow Wound		Spirit Cost: 5		    
Time Required:	1 reaction	Range:	Self	Duration: Until next turn
<p>In response to suffering physical damage, this incantation can be triggered by using an available reaction. It can be chosen after knowing the amount of damage to suffer. It alters the speed of the inflicting damage to spread over time. This effectively buffers the intensity of the original wound. Visibly the wound develops slower than normal. If a laceration were inflicted, the skin breaking and blood spilling would appear as if in slow motion. From a game perspective, half of the damage is received instantly (round down); however, the initial slowing reaction lessens the damage by a d4. The remaining amount will occur at the end of the priest's next turn. Thus, if 10 points are inflicted, (5-d4) points are suffered instantly, then the remaining 5 later. If the d4 buffer reduces the damage to zero or below, then no damage is inflicted for in either round and the wound closes itself. If suffering damage but being healed in the interim of the two inflictions, the future damage can be reduced or even prevented from manifesting. Any skill-based or magical effects from the wounding will not take effect until the end of the priest's next turn after receiving the damage. For example, if <i>maimed</i>, the reduction in movement would be delayed. Likewise, an <i>infusion of fire</i> would not inflame for damage until the next turn. Moreover, if the weapon were poisoned or enchanted in a way that the victim must make a save upon being struck, that save would not take effect until the end of the next turn. However, if the damage is removed entirely and reduced to zero, prior to when the effect should begin, then the malevolence, poison, spell-effect is avoided completely.</p>				
Smear		Spirit Cost: 3		    
Time Required:	1 action	Range:	30 feet	Duration: Permanent
<p>This ability targets carvings, totems, runes or writing as a single object, magical and non-magical alike. It dilapidates the item, reducing recognizable symbols to illegible smears, carved likenesses to marred blobs, and runes to a defaced result. This is an automatic effect on a writing which is not in not under the control of a living being. However, when an object resides inside a lifesong or biofield (including tattoos), then the target creature is permitted a <b>Faith</b> preservation save against the divine power. The DC is a (d6+8) plus the priest's <b>Faith</b> modifier (DC range: 9-19). Magical writings might have their own save as well, at the discretion of the GM.</p>				
Smog ☠		Spirit Cost: 9		   
Time Required:	1 action	Range:	100 feet	Duration: 15 minutes
<p>The priest can produce a huge and extremely dense fog in a 40-foot radius circular area, which lasts for 15 minutes until it slowly dissipates. The smog creates a visible obscurement, limiting line of sight to 5-feet for those looking into or from within the effect. The <i>smog</i> can be overcome by magical sources, but natural wind will not dissipate or move it. Ranged attacks can still be used; however, firing upon targets inside the <i>smog</i> suffers a -5 attack penalty. Further, all ranged attacks are considered blindshots, meaning the friendly fire rule is used.</p> <p>☠ <i>Divine Preservation could be used as a reaction to obscure the ranged attack of a Bowman.</i></p>				
Snow Shape [Concentration]		Spirit Cost: 2		     
Time Required:	1 action	Range:	30 feet	Duration: Special
<p>The ability can form snow and ice into any shape that suits a purpose. Moving parts and fine detail is simply not possible. The amount of frozen material altered is 10 cubic feet per point of <b>Faith</b>; thus, with a score of 3, a 3x10 wall 1-foot deep could be created. For the completion of the transformation, mental concentration is required, meaning no reactions or new spells are permitted. The rate of shaping is 5 cubic feet per second.</p>				
Solar Flare		Spirit Cost: 5		 
Time Required:	1 action	Range:	60 feet	Duration: Special
<p>The priest causes light to shine from within himself. As an action, the caster creates a burst of light which originates from oneself and has a radius of 60 feet. All creatures within 20 feet who are not friendly must roll a <b>Perception</b> save (DC:16) or be <i>blinded</i> until the end of its next 6 turns (1 minute). After the initial blast of light, if used in a dark space, 60-foot radius area will be lit by a bright glow until the end of then priest's next turn.</p>				
Sorcery Bane		Spirit Cost: 2		       
Time Required:	1 action	Range:	30 feet	Duration: Until next turn
<p>Psychic energy surrounds the selected target within range. The creature's next melee attack that hits before the end of its next turn inflicts an additional d4 <b>Mind</b> damage. If a melee attack is not used or the attack misses, the invocation terminates.</p>				

## Divine Powers

Sorcery Curse		Spirit Cost: 5		
Time Required:	1 action	Range:	30 feet	Duration: Up to 6 turns
<p>An invisible ray shoots from the hand of the priest toward a target within range, which makes a d20 attack against its armor class. If the priest has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the caster further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. If successfully striking, no damage is inflicted; however, the target cannot cast axioms or even cantrips; however, incantations are possible. This suppression lasts until the end of the priest's sixth subsequent turn. Further, the victim cannot be the recipient of other axioms for this duration. Also, any sorcery effect on the target is suppressed for the duration, though it is not necessarily fully-dispelled, as it might resume when the curse expires should the original magic have lasted through that time span. On the victim's turns while under the effect, it can use an action to make a <b>Logic</b> preservation save (DC:18). If successful, then the curse is lifted early. Finally, if a magic item created through sorcery artificing is targeted by the ray, its magical properties are suppressed for the incantation's duration. Magic items on the target's person and enveloped by its lifesong, will also cease to function while the curse is in effect. This includes weapons made of enchanted materials, which will act as a steel weapon when under the blocking effects of the <i>sorcery curse</i>. This includes the "silver" or magical properties to overcome a creature that is only harmed by non-magical weapons.</p>				
Speak with Animals 		Spirit Cost: 2		
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>The fey priest gains the ability to comprehend and verbally communicate with animals for the duration; however, the creature must have at least 1 mind score. The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. This does not permit persuasion for the animal to perform any favors; however, in trade of food or other bargaining, at the GM's discretion, gaining a small favor is possible. It is recommended the animal being willing (GM's discretion) or fail a <b>Judgment</b> save (DC:12).</p>				
Speak with Water 		Spirit Cost: 2		
Time Required:	1 action	Range:	Touch	Duration: 1 minute
<p>Water, or the spirit that dwells within it, can speak to casters of this spell; this includes swamp water. It will know such things as what creatures drank from it last or traversed through it. It will also know what the creatures looked like, where a particular fish is, or if a specific item lies at the bottom. It has no concept of names or time, and generally only remembers natural events that have occurred in the past week. This is a good way of finding out how long a given water supply will last, or if it has been poisoned or enchanted. The shaman must be able to see the water to speak with it.</p>				
Sphere of Life		Spirit Cost: 4		
Time Required:	1 minute	Range:	Self	Duration: 24 hours
<p>This spell enables a number of creatures to survive in arid, inhospitable terrain. Those within a 25-foot diameter sphere, centered on and moving with the caster, need only half their water requirements per day, and regain 1 extra <b>Body</b> point every long rest. Occupants of the sphere can briefly step outside of the area, but so long as most of the time is spent inside the sphere, then its effects will protect those within. The spell does not help the caster in any way, in fact, the caster requires twice the normal amount of water. The priest transfers his own bodily water to those within the circle of life, requiring his or her own water to be replenished more often. <b>Eggaski only grants this invocation.</b></p>				
Spike Stones		Spirit Cost: 7		
Time Required:	1 action	Range:	90 feet	Duration: 8 hours
<p>Rocky ground, stone floors, and similar surfaces shape themselves into long, sharp points that blend into the background. Spike stones impede progress through an area and deal damage. Any creature moving on foot into or through the 20ft square area moves at half speed. In addition, each creature moving through must make an <b>Agility</b> preservation save (DC:10) for every 5 feet of movement through the spiked area; if failing the save, d4 point of piercing damage is inflicted to the body. Any creature that takes damage from this spell must also succeed a <b>Resilience</b> save (DC:10) after clearing the area to avoid injuries to their feet and legs. A failed save causes the creature's speed to become half of normal for 24 hours or until the injured creature receives magical healing. <i>Spike stones</i> is a magical trap that requires a <b>Perception</b> check of 16 or higher to notice it.</p>				

## Divine Powers

<b>Spineless</b> 		<b>Spirit Cost: 5</b>		  
Time Required:	1 action	Range:	Self	Duration: 10 minutes
<p>This power allows the priest to walk in dangerous terrain, magical or otherwise, such as into a <i>thicket, brambles</i> or even <i>spike stones</i> area, without fear of becoming harmed. This further allows the priest to ignore movement penalties from rough terrain, whether natural or magical in nature. Should movement through an area require saves to avoid damage, then those saves are made at advantage, as well as a +3 on any save die roll. Areas that automatically inflict damage, such as <i>briers</i>, would still inflict harm but the priest could move through the effect at his or her standard movement rate. Further, if under the prone restriction, those movement restrictions remain; however, additional rough terrain modifiers would not apply. Lastly, this allows the priest to stand up from prone with a cost of only one-quarter of one's standard movement (rather than half).</p> <p> <i>Divine Preservation could be used as a reaction to grant oneself special movement through a dangerous-terrain area that the priest himself created.</i></p>				
<b>Spirit Sight</b> 		<b>Spirit Cost: 4</b>		  
Time Required:	1 action	Range:	Self	Duration: 30 minutes
<p>This ability endows the priest with a life-detection radar sense like the undead use; however, the priest can only use this sense up to 60 feet. During this effect, the priest is effectively immune to the blinded restriction. This effect lasts for 30 minutes.</p>				
<b>Stand Firmish</b>		<b>Spirit Cost: 2</b>		
Time Required:	2 actions	Range:	Self	Duration: 8 hours
<p>When invoking this spell, it has a dual effect of keeping memories of good times had in the forefront on the priest's thoughts, but further literally prevents anything from keeping one down. As a result, the caster is immune to the prone restriction allowing the standing up response to occur automatically without the cost of a reaction, although it still will not occur until the next initiative. Furthermore, no movement points are lost for standing. This effect works even if the priest loses consciousness. However, should the caster die, the spell effect is lost. Lastly, there is a material requirement for this invocation, which is a shot of dwarven whiskey which is consumed upon casting. This, of course, makes it less likely to use during a combat as the preparation of pouring the whiskey and casting require 2 actions.</p>				
<b>Star Reading</b>		<b>Spirit Cost: 2</b>		
Time Required:	15 minutes	Range:	Special	Duration: Special
<p>This unique spell is granted only by <b>Fortidus</b>. Further, it can only be cast if the priest has a skill in <i>astrology</i>. However, with it, the caster studies the alignment of the night sky to read the omens of future events. It is a very nebulous understanding; however, it allows the priest to use a special ability for the next several hours (until the next sunset). Twice during this time, he or she can add a d4 to any of his or her own checks or saves; however, the choice to do so must be made prior to rolling the dice. The dynamic bonus is the act of special precognitive knowledge gained from the reading.</p>				
<b>Static Shield</b> 		<b>Spirit Cost: 2</b>		   
Time Required:	1 action	Range:	Self	Duration: 6 turns
<p>The effect envelops the priest in a visible field of lightning, which sheds dim light for 10 feet. If no armor or an armor weighing under 16 pounds, it raises the recipient's AC by 3. This is classified as the "other" segment of AC; thus, it is not able to be combined with rings of protection, etc. Additionally, it grants a further +2 bonus to the priest's AC specifically against fire. If no armor is worn, the priest gains modifiers from <b>Faith</b>; otherwise, the modifier from the armor will be used. The effect ends upon the start of the priest's sixth subsequent turn.</p> <p> <i>Divine Preservation could be used as a reaction to raise the priest's AC in response to an attack. It could act similar to a dodge to possibly avoid an attack after knowing it hit.</i></p>				

## Divine Powers

Status [Concentration] 		Spirit Cost: 5    			
Time Required:	1 action	Range:	120 feet	Duration:	6 hours
<p>Once enchanting herself, the priestess can visually select any creature within range to know its <b>Body</b> attribute status by using a subsequent action. This can be used to assess an enemy or determine the severity of a fallen comrade. In game terms, this means the priest's player can know the exact value for the current <b>Body</b> score, including temporary points which will be distinguished separately. As an example, the GM might say, the monster has 15<b>Body</b> points, 2 of which are temporary. The range of the ability is a 120-foot radius and can only target beings without any protections from aura-reading, mind-shielding or magic resistance of any kind. To perform a scan on a seen creature, one full round of concentration is required and only information about a single target can be gained during that round. During this concentration, the time from starting the action until the start of the priest's next turn, he or she cannot make any reactions. However, at the start of the next turn, he or she will be aware of the current values. Once endowing this ability, the priest can perform it as often as desired for the following 6 hours. There is no limit to the number of creatures that can be scanned but only one at a time.</p>					
Stepping Stones		Spirit Cost: 2 			
Time Required:	1 action	Range:	30 feet	Duration:	Until next turn
<p>This spell conjures up stones roughly the size of the priest's foot. One stepping stone is created for point of <b>Faith</b> of the caster. The stones may be placed by the priest as desired within the range of the incantation, and each stone is able to levitate above the ground up to eight feet above a surface (including water or a molten surface). Other people and creatures may use the stones for as long as they exist. When the duration ends or should the stones be dismissed by the priest, anyone standing on the stones will fall to the ground. The effect will expire no later than the start of the caster's second subsequent turn.</p>					
Stone Birds		Spirit Cost: 3 			
Time Required:	1 action	Range:	40 feet	Duration:	Instantaneous
<p>When cast, this spell causes 2d4 birds to momentarily turn to stone and fall upon victims. Due to the nature of this invocation, it cannot be birthed indoors, underground or in locations where there are virtually no birds, such as a desert. The birds, no larger than a bluejay, are partly under the control of the caster but lose their ability to fly or remain perched; and as such, the priest can direct them to fall into certain locations. The priest selects up to an equal number of hexes within range to guide the stone birds' dive-bombing fall. It is possible for the same hex to be selected three times, meaning up to three birds "attack" that space. Each stone bird is treated as a medium-weight weapon with a 2d20 attack. No Strength bonus is figured for the strike, making the blunt damage between 2 and 3 points. If a bird strikes an opponent, it too will suffer a like amount of damage, likely killing it. If it misses, the birds strikes the ground and inflict 1 point to itself. After striking a target, the bird will revert back to a non-stone form. If the birds survive, it is possible they might be impaired permanently.</p>					
Stone Bones 		Spirit Cost: 6    			
Time Required:	1 action	Range:	Touch	Duration:	Un to 6 hours
<p>The priest selects from one to three allies to protect, which may include the priest oneself. Those recipients gain +5 to armor class against physical damage, including blunt, edged and piercing attacks. However, after being struck physically by any of these, the defense expires, and the AC returns to normal at the start of the recipient's next turn in combat. Any physical attacks in the interim will still be made against the higher armor class. The <i>stone bones</i> effect lasts for a maximum of six hours; if no physical damage is inflicted during that time, the effect expires.</p> <p> <i>Divine Preservation could be used as a reaction in response to being struck by devastating physical damage, comparing the new AC to see if the damage would have been avoided.</i></p>					

## Divine Powers

Stone of Sharpening		Spirit Cost: 6		
Time Required:	5 minutes	Range:	Touch	Duration: Special
<p>Any sword or other edged weapon, including cleavers and bastard swords, struck against this temporarily enchanted rock has its edge perfectly sharpened. This means the first attack with the weapon gains a +3 to-hit bonus and increases its weapon weight to 3 points upon a success striking. Its next attack will gain +2 to hit and act as a 2-point weapon of weight regardless of size. The third and final attack will gain +1 to hit and have 1 point for weight unless naturally heavier. After this point, the enchantment for that weapon ends. If the weapon has properties that are equal or better than these enhancements, these bonuses will not combine but rather the better of effects must be used. The stone can enchant as many weapons for every 2 points of <b>Faith</b> possessed by the caster. To cast this invocation, the caster wraps cloth around a stone, no larger than 2 feet in diameter, and soaks it in a pint of fish oil or whale fat. Next the cloth is set on fire until it disintegrates. The stone can then be used to sharpen and enchant weapons for the next ten minutes up to the maximum number of weapons allowed. Sharpening a weapon against the stone requires one minute.</p>				
Stone Talk		Spirit Cost: 7		
Time Required:	10 minutes	Range:	Self	Duration: 5 minutes
<p>With this incantation, the priest gains the ability to speak with stones, which relate who or what has touched them as well as revealing what is covered or concealed behind or under them. The stones relate complete descriptions if asked. A stone's perspective, perception, and knowledge may prevent the stone from providing the details desired. The priest can speak with natural or worked stone.</p>				
Suggestive Fear		Spirit Cost: 4		
Time Required:	1 action (Special)	Range:	40 feet	Duration: Up to 30 seconds
<p>This effect is typically used in social encounters rather than combat, as it would be difficult without special skills of communication. However, with those, it would be possible. Unlike most other incantations, while this is spoken, requiring voice capability, it is not detectable as being cast during its birthing. It can be cast as quickly as one action; however, it could be drawn out in a soliloquy of twenty or thirty seconds to add more detail. The effects begin at the end of the first recorded action. The power of this ability attacks a single victim's mental state, forcing one to make a <b>Judgment</b> preservation save against a DC (d6+10) plus <b>Faith</b> modifier (DC range: 12-21). Should the victim fail, then as the priest speaks about potential accidents and mishaps that might happen, powerful suggestions overcomes the target's perception as a phantasm illusion, whereby those statements feel very real for a few moments. For example, if the target were eating, the priest could suggest how painful and horrible it would be should the victim begin to choke; after hearing this the recipient suffers a momentary phantasm illusion as if he or she were actually choking, suffering from the asphyxiating restriction. The recipient must also understand the language the priest speaks. So long as the priest continues speaking, the illusionary effects last up to 30 seconds or 3 subsequent turns of the victim, unless made aware of the <a href="#">illusion</a>.</p>				
Summon Animals		Spirit Cost: 5		
Time Required:	1 action	Range:	60 feet	Duration: Up to 1 hour
<p>The priest summons fey spirits that take the form of animals (but not primeval) and appear in unoccupied spaces that you can see within range. No creature type with more than 20 <b>Body</b> points can be summoned and all forms will be the same. The formed beasts can collectively equal 15 <b>Body</b> points plus two per <b>Faith</b> score of the priest; thus, if the priest has a 6 <b>Faith</b>, then 27 <b>Body</b> points of animals can be summoned, e.g., two giant frogs or six giant bats. The summoned creatures are friendly to the priest and companions. They obey any verbal commands that you issue to them (upon completion of casting). If no commands are issued, they defend themselves from hostile creatures, but otherwise take no actions.</p>				

## Divine Powers

<b>Summon Spectral Death</b>		<b>Spirit Cost: 8</b>		
Time Required:	1 action	Range:	30 feet	Duration: 72 hours
<p>This evil spell summons a spectral death, a billowing cloud creature of negative energy, to find and slay a creature described to it by the caster. It cannot otherwise be commanded to fight for the caster. When it is summoned, the priest must be inside a <u>Pentagram Cage</u> from <i>fiend practicum</i>, standing on a <i>repel evil</i> rune, standing on the edge of unholy ground or a <i>forbiddance</i>, protected by evil by some magical means, or have a special item used to control the spectral death. Otherwise, the undead attempts to slay its summoner and return from whence it came. The spectral death returns to its own plane whenever the spell lapses, its mission is fulfilled, it is banished, or the priest is slain. If the spectral death cannot complete its mission within 3 days, and none of the foregoing have occurred it relentlessly tracks its summoner. If it confronts its summoner. As reincarnation is a vital part of the Lacerta beliefs, this invocation is considered incredibly cruel, which is why only Ssess'nik typically grants it. Although there have been rare events in lizardfolk history where the other deities in the pantheon have granted it as a one-time specialty for punishment of a horrific nemesis who is a nefarious threat to the tribe.</p>				
<b>Sunray</b>		<b>Spirit Cost: 9</b>		
Time Required:	1 action	Range:	40 feet	Duration: Instantaneous
<p>A beam of purifying fire and light emits from the priest, extending 40 feet in a 5-foot wide path. Each creature in the path will be inflicted by 4d4 points of fire damage and be <i>blinded</i>. Undead beings are vulnerable to this attack, making the base damage double the roll. However, each victim may make an <b>Agility</b> save against a DC (2d4+15) plus the priest's <b>Faith</b> modifier (DC range: 20-28) to take only half the damage (round down) and avoid being <i>blinded</i>.</p>				
<b>Surrender</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	30 feet	Duration: Until next turn
<p>The effect fills the recipient with dread and attacks their spirit, who must make a <b>Will</b> preservation save against a DC which is (d4+8) plus <b>Faith</b> modifier (DC range: 9-17). If failing the victim is vanquished, drops held weapons and becomes under the charmed restrictions until after its next action. However, if the priest or his allies attack the target during the <i>surrender</i>, then the charm is broken. Also, after the victim's next turn, he/she/it may fight again, assuming weapons were not removed or the target was not restrained in some way in that time.</p>				
<b>Sustenance</b> 		<b>Spirit Cost: 2</b>		
Time Required:	1 minute	Range:	Touch	Duration: Permanent
<p>Provide internal sustenance equal to a day's worth of food and water, effecting up to 2 people.</p>				
<b>Swamp Lance</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	60 feet	Duration: Up to 3 turns
<p>This spell transforms one or more natural plants into flying spears that attack as the caster directs up to 60 feet. The plants can be of any sort, from clumps of moss or lichen to towering trees, but they must be alive for the incantation to work. Three spears are created by this spell and will attack during subsequent turns. At the start of each of the priest's subsequent turns, one lance will animate, fly and strike at a target without the use of an action by the caster, who is free to work other magic or engage in other activities. Each spear attacks as a magical spear with a +2 bonus to hit, hurled as a 3d20 attack. Further, these strike with +2 for weapon-weight, despite that being abnormal for range weapons. The lance withers and vanishes after an attack. The lances are living plants until they wither; thus, they can be affected by magic that works on plants. A lance can also be destroyed by a successful <i>disrupt magic</i> if cast directly upon a single lance. Because using this invocation strips the local vegetation, it could be subject to terrain issues; however, the swamp tends not be short of vegetation. The spell works on existing living plants in their natural habitat. If there is insufficient plant growth within range, the caster cannot generate the effect.</p>				

## Divine Powers

### Sympathetic

#### Dehydration [Concentration]

Spirit Cost: 10



Time Required:	1 action	Range:	60 feet	Duration:	Concentration
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This awful invocation causes water to evaporate rapidly from the target creature's body. The creature loses 1 **Body** point per round as its body fluids seep to the surface of the skin and are absorbed by the invocation. This continues until either the creature is dead or the priest is disrupted or willfully stops concentrating. Due to the concentration required, no other spells or reactions can be taken while this spell is in effect. The drinking a canteen of water by the victim stops all damage for 2 rounds and restores d2 points of damage taken from this invocation. The invocation not only steals its creature's water, it transfers it to the caster as well. The priest doesn't have to drink again for a number of days equal to half the stolen points. If 10 **Body** points were stolen, the priest does not have to drink for 5 days. If the creature survives, drinking good water returns all but d4 of the lost **Body** points, and healing spells work normally. This evil spell does not normally afford a save; however, if the victim has either cold or necrotic resistance, then a special **Resilience** save (DC:15) each round to be affected. Also, if under an *undetected* invocation, then this magic cannot find the proper lifesong to attack and would render the subject unaffected. Use of sustenance cubes or other creative thinking would hamper or prevent the effect, requiring a ruling by the GM. This invocation cannot be cast on constructs, undead or other creatures that do not consume food.

#### Taint Body of Water

Spirit Cost: 8



Time Required:	1 action	Range:	30 feet	Duration:	Up to 3 turns
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The priest transforms any large quantity of water within a 10-foot cube (3 hexes, 10-feet deep) centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing pathways (such as a human nose or mouth) currently submerged into the tainted water must make a **Resilience** save against DC (d8+14) plus **Faith** bonus (DC range: 18-27) at the beginning of any turn in which they are so submerged. On a failure, the creature is poisoned for three rounds after being removed from the waters, and further victims suffer 2d4 **Body** points of poison damage. On a successful save, the creature can choose to spit the water out and take no damage, or if fully submerged, take half damage. If the creature failed its save, then at the start of each of the its next three subsequent turns, it must succeed on another **Resilience** save against the original DC or suffer an additional d4 **Body** points of poison damage. However, on a successful subsequent save, no damage occurs and the threat from the poisonous waters ends, meaning no further saves are required. Creatures who are immune or otherwise do not need to save against the invocation and are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the incantation, which occurs at the end of the third subsequent turn, or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a **Resilience** save or be poisoned three rounds as well as suffer 1d4 **Body** points of poison damage. Creatures that succeed on the save suffer no ill effects or damage.

#### Taint Cuisine

Spirit Cost: 5



Time Required:	1 action	Range:	Touch	Duration:	Special
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With a deadly touch, the priest places an undetectable poison into one food item or drink. If this poison is ingested (such as if slipping it into a political enemy's drink), the victim must make a **Resilience** preservation save (DC:13). The victim suffers 2d4 points of poison damage towards **Body** and is under the poisoned restriction a failed save. This restriction lasts for one hour. Even on a successful save, half as much damage occurs, but there is no restriction. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost **Body** points. Should the poisoned item not be ingested after 24 hours, the poisonous potency loses its effect.

#### Target of All

Spirit Cost: 5



Time Required:	1 action	Range:	60 feet	Duration:	Up to 3 turns
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The priest chooses one target within range, which must make a **Will** save against DC (2d4+10) plus **Faith** modifier (DC range: 13-23). If it fails, every ranged weapon attack that targets a creature within, or originates within, 30 feet of the enchanted creature will twist in the air to strike that creature. Attack rolls must be made versus the enchanted creature's AC. This requires concentration on the part of the priest to maintain the curse, but it can last up to the end of the third following turn. However, at the end of the affected creature's turn, it can attempt the **Will** save again against the original DC to be free from the spell early.











## Divine Powers

Terrac Mettle		Spirit Cost: 5		
Time Required:	1 action	Range:	10 foot range	Duration: Between 3 and 6 turns
<p>For the duration of the spell, which is variable, every terrac creature within range (including gnomes and even creatures that have only one dwarven parent) is immune to being shaken and frightened. Further, those blessed gain a special attack die pool for each of its turns. <code>!enchantR --alternattack @selected{token_id} @target{token_id} melee 1 ?{Damage Type blunt cleaver} magic ?{Weapon Size: Light,0 Normal,1 Heavy,2} STR ?{Extra To Hit Bonus:0} ?{Special}</code> This blessing lasts for d4+2 turns and end at the completions of the caster's subsequent turn equal to that value. This extra die pool attack can be made separate from the affected terrac's normal action or could be combined with an attack. The extra die pool will act as a second primary-hand die pool with only 1d20 but with whatever weapon is wielded in the first primary-hand pool. If no primary hand die pool is used in an attack, then this extra die pool will be lost. Further, regardless of the material of the weapon, the extra die pool will act as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. To clarify, if an affected dwarf normally attacked with a war maul for 2d20, then a second 1d20 pool with the war maul would be made. However, if choosing, the dwarf could also take a different action, such as drinking a potion, and still gain the 1d20 war maul attack. Finally, this power requires the sacrifice of a steel or better melee weapon, which must be a cleaver or a bludgeon, which has a value of at least 500 bits. If the sacrifice is greater than 1,000 bits, then any roll for duration has a minimum value of 2 for the d4. The sacrificed weapon is reduced to ash by the power of the invocation.</p>				
Thick Air		Spirit Cost: 3		  
Time Required:	1 action	Range:	Self	Duration: 12 turns
<p>This ability allows the priest to act as if having a <i>deflect missiles</i> skill for the following 12 turns, ending its duration at the end of the turn at that time.</p>				
Thicket 		Spirit Cost: 2		    
Time Required:	1 action	Range:	60 feet	Duration: 9 turns
<p>This power creates a 10-foot radius circular area (7 hexes) filled with bushes, branches and vines, which creates great cover, but may only be created outdoors. Further, the <i>thicket</i> may not be created covering any occupied space. The area is considered rough terrain for any creature entering it, costing an additional foot of movement for each foot traversed. This divinely empowered effect will work against creatures who would otherwise not be penalized for terrain modifiers under natural conditions. In addition to the rough terrain modifier, should one choose to enter the <i>thicket</i>, then at the half-way point of that creature's movement through the <i>thicket</i> area, an <b>Agility</b> preservation save is required against a DC (d4+8) plus the priest's <b>Faith</b> modifier (DC range: 9-17). If failing the save, the victim becomes caught up or tripped to the ground, considered to have the prone restriction at that moment. If prone, a reaction to stand up may be used. If using movement other than one's own transit, such as a <i>fly</i> axiom or magic carpet, to move above the area then no save is required, nor would the movement penalties apply. The overgrowth will remain until the start of the caster's 9th subsequent turn.</p>				
Thornwrack		Spirit Cost: 7		
Time Required:	1 action	Range:	Touch	Duration: 1 thorn per Faith
<p><i>Thornwrack</i> causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears at the end of the caster's subsequent turns, starting with the turn of casting. This continues until the invocation ends. As each thorn appears, it inflicts d2 points of necrotic damage until all the thorns have appeared. When the number of thorns exceeds the subject's <b>Resilience</b> and still conscious, the victim must make a <b>Will</b> preservation save (DC:15) for each thorn appearance. Failing the save places the victim under the incapacitated restriction, wracked in the pain, lasting until the end of its next turn. After the last thorn erupts from the subject's flesh, the first one disappears at the end of victim's turn. The thorns continue receding at this rate of one each round at the end of the subject's turns. While the total thorns exist are greater than the victim's <b>Resilience</b>, saves will continue to be made at the start of the subject's turn before taking any action. Healing spells can restore damage but do not eliminate the thorns or any restricting pain. <i>Disrupt magic</i> will end the spell but prevents existing thorns from receding. A healing invocations costing 7 or more <b>Spirit</b> points will cancel the <i>thornwrack</i>, eliminates all existing thorns, and cure damage as per the spell description. Without the benefit of magical remedies, the spell ends when the last thorn has receded.</p>				

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Tongues		Spirit Cost: 6		
Time Required:	1 action	Range:	Self	Duration: 2 hours
The priest can speak, read, write and understand any language for a duration of 2 hours.				
Torch		Spirit Cost: 2		
Time Required:	1 action or reaction	Range:	Touch	Duration: Up to 24 hours
Upon touching an object, no larger than ten-feet in any dimension, which objects emits bright light in a 30-foot radius, colored as desired. Covering the object blocks the light, and the effect can be dismissed at will; however, for the duration of 24 hours, the light can also be brought back as often as desired (as an action) provided one minute passes between toggles. Further, if the object is worn or held by a hostile or unwilling being, then a <a href="#">touch attack</a> must be successfully made and this incantation can be used as a reaction to illuminate the object. However, even then, the hostile creature may roll an <b>Agility</b> preservation save (DC:12) to avoid it.				
Torus of Terror		Spirit Cost: 6		
Time Required:	1 action	Range:	Self (10-foot radius)	Duration: 3 turns
An aura of fear emanates from the priest in a 10-foot radius (18-hexes) and moves with the priest, lasting until the end of the caster's third subsequent turn. Each creature, including allies, that enters the aura for the first time, or starts its turn there, must succeed on a <b>Will</b> save against DC (d6+10) plus <b>Faith</b> modifier or become frightened for the duration of the incantation. If the spell is still in effect by the end of the affected creature's second turn, then it can choose to use an action to attempt another save, assuming the victim ends its turn where it can no longer see the priest. On a successful save against the original DC, the creature is no longer frightened.				
Totem Beast		Spirit Cost: 2		
Time Required:	1 day	Range:	Special	Duration: Special
Similar to fey-binding, this invocation binds an animal spirit into a specially-prepared totem, a carved object of roughly the size of a small barrel. Most of the time, the spirit is inactive and resides inside the totem. Only one totem can be active at a time for the priest and it is placed in an area to guard and protect. The spirit has blindsight out to 90 feet. If any threatening activity occurs within that range, the spirit of the totem will manifest in physical form like a fey summoned beast monster of the type according to its physical form. Protection may not always be combat, as the spirit's appearance may serve to scare off invaders. Regardless of response, the beast cannot move beyond 90 feet from the totem. However, when it appears it will remain for at least one minute, regardless of actions. The duration of the binding between spirit and totem will last until the spirit exhausts one hour of service or until the totem is destroyed. The totem itself has an Armor Class of 12 and can endure 15 <b>Body</b> points worth of damage.				
<b>Roll Animal</b>		<b>Roll Animal</b>		
01 Bear (land)		11 Giant Spider (land)		
02 Blood Raptor (air)		12 Goblin Dog (land)		
03 Boar (land)		13 Jaguarundi (land)		
04 Bullywug {land}		14 Monkey (land)		
05 Carnivorous Ivy {land}		15 Owl (air)		
06 Crocodile {water}		16 Pseudodragon (air)		
07 Eagle (air)		17 Python (water)		
08 Giant Centipede (land)		18 Shambler (land)		
09 Giant Frog (water)		19 Wolf (land)		
10 Giant Rat (land)		20 Wolverine (land)		

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<b>Touch of Appraisal</b> 			<b>Spirit Cost: 2</b>					
Time Required:	1 action	Range:	Touch	Duration:	Up to 10 minutes			
<p>For the duration, the priest has a chance to determine the value of an item. To know the value, the priest rolls a <b>Muse</b> check the DC of the item: those with a value of 0 to 100 bits have a secret DC:7; those with a value of 101 to 1,000 bits, DC:9; those with a value of 1,001 to 10,000 bits, DC:12; and those with a greater value than 10,000 bits have a secret DC:15. The priest can appraise multiple items but items must be handled for at least 1 minute.</p>								
<b>Tranquility</b> 			<b>Spirit Cost: 2</b>					
Time Required:	1 action	Range:	60 feet	Duration:	6 turns			
<p>The priest selects an ally or self in combat within 60 feet. That target gains d2 temporary <b>Spirit</b> points for the next six subsequent turns. The score is able to exceed the maximum normal amount, but only one <i>tranquility</i> effect can be on a person at one time. If the points are not lost by spiritual combat or spell-casting during the 6 rounds, then they fade from existence at the end of the interval. These temporary points cannot be used to cast incantations.</p> <p> <i>Divine Preservation</i> could be used as a reaction to heal from a <b>Spirit</b>-damaging attack.</p>								
<b>Transfer Offense</b>			<b>Spirit Cost: 4</b>					
Time Required:	15 minutes	Range:	Special	Duration:	Special			
<p>This invocation takes the wrong-doings of a community and ritually “transfers” them to an animal (a “scapegoat”). Any kami that are displeased with a community will recognize the efforts by the shaman, and will accept that the burden of guilt has been shifted to the scapegoat, and thus the community’s standing is restored in their eyes. This is handy if someone has misbehaved so badly that mere sacrifice is insufficient to appease the kami, if the crimes cannot be precisely determined or if the perpetrator is unable or unwilling to beg forgiveness. An animal such as a goat, an ox, or a pig is selected and symbolically dressed in the tribe’s wrongs: representative ribbons, thongs, or ropes are tied to its horns, or the clothing of wrongdoers (if identified) are strapped to its back. A short speech or ceremony is then given, and the beast is driven or led away from the tribe, to be destroyed by wild animals. It is considered unlucky if the beast returns to the village, if a hunter should slay it and anyone should eat its meat. The animal and the items attached to it are the focus for the spell.</p> <p>If eating the meat or other event considered a bad omen as a result of this ritual, several things might occur. These ills are permanent until countered either by the tribal shaman or other magic.</p> <ul style="list-style-type: none"> <li>• Disease ravages the tribe</li> <li>• Poor hunting luck (-2 to all rolls involving hunting, fishing, foraging, and the like.)</li> <li>• A curse sets upon the community</li> <li>• A spirit animal of roughly the perpetrator’s power attacks. If slain it reappears the next month.</li> <li>• Any game killed or meat butchered will be rancid</li> <li>• Plants grown will die within the month</li> </ul>								
<b>Transmute Drake</b>			<b>Spirit Cost: 8</b>					
Time Required:	Special	Range:	Touch	Duration:	Permanent			
<p>Swamp drakes are created by magically altering crocodile eggs to create the trainable monster lizards. Those who cast this spell must prepare themselves with a ten-day of prayer and fasting before attempting the casting. The spell caster must then coat a fertilized, living crocodile egg with a mixture of holy oil and ruby dust, then perform a seven-hour ritual prayer dance around the egg. Each hour of the dance, the shaman must make a <b>Resilience</b> feat check (DC:10). Failure of any check results in the complete failure of the spell. The spell can be attempted again one ten-day later on the same egg with new material components. A second failure kills the unhatched egg, rendering it useless. When <i>transmute drake</i> is successfully cast, the material components are absorbed into the egg and an untrained hatchling drake emerges from the egg one ten-day later. The material components of this spell are a crocodile liver and one crushed ruby.</p>								
<b>Transmute Metal</b>			<b>Spirit Cost: 5</b>					
Time Required:	30 minutes per pound	Range:	Touch	Duration:	Permanent			
<p>This invocation enables the caster to change an object, raw ore or substance from one type of metal to another. The volume of metal cannot exceed a maximum weight of 1 pound per point of <b>Faith</b> for each casting, based on the objects weight as iron. The metal object must be in the possession of the priest to make the change. Fine jewelry, precious metals (such as gold, silver,</p>								

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platinum) cannot be transmuted, nor can miraculous objects, such as religion relics (determined by the GM). In addition to the size of object, one's **Faith** determines the quality of metals which can be affected. While the table below assumes the invocation will be used to "upgrade" a metal object, it is possible for the priest to transmute from the ending metal back to a starting metal as well.

	<b>Faith</b>	<b>Starting Metal</b>	<b>Ending Metal</b>	<b>Ruby Dust</b>		
	5	Iron	Steel	300 bits		
	6-7	Iron	Electrum	260 bits per pound		
	6-7	Steel	Electrum	325 bits per pound		
	8-9	Iron	Orichalcum	400 bits per pound		
	8-9	Steel	Orichalcum	550 bits per pound		
	8-9	Electrum	Orichalcum	250 bits per pound		
	10	Iron	Meteore	1060 bits per pound		
	10	Steel	Meteore	600 bits per pound		
	10	Electrum	Meteore	200 bits per pound		
	10	Orichalcum	Meteore	100 bits per pound		
	11	Iron	Scarletite	1100 bits per pound		
	11	Steel	Scarletite	1000 bits per pound		
	11	Electrum	Scarletite	600 bits per pound		
	11	Orichalcum	Scarletite	275 bits per pound		
	11	Meteore	Scarletite	150 bits per pound		
	12	Iron	Mythril Alloys	2700 bits per pound		
	12	Steel	Mythril Alloys	4100 bits per pound		
	12	Electrum	Mythril Alloys	3600 bits per pound		
	12	Orichalcum	Mythril Alloys	3200 bits per pound		
	12	Meteore	Mythril Alloys	3000 bits per pound		
	12	Scarletite	Mythril Alloys	2400 bits per pound		

### Metals By Step

1	2	3	4	5	6	7
Iron	Steel	Electrum	Orichalcum	Meteore	Scarletite	Mythril Alloys
1.0 lb	0.9 lb of iron	0.9 lb of iron	0.7 lb of iron	1.5 lb of iron	1.0 lb of iron	0.65 lb of iron

There are several important details to this incantation. The first is the incantation is designed for raw ore, even if that ore has been molded into blocks or spheres. Multiple blocks could be transmuted as under one casting up to the maximum weight allowed. However, this incantation can be used on worked items, such as swords, shields, or even statuettes, but only one item can be transmuted per casting. Further, worked and crafted items have an additional expense required in ruby dust to the conversion. The increased amount of expense in dust needed is the difference in steps of metal; moreover, such worked items count as raw ore plus a like amount times the steps between metals. To clarify, there is one step between iron and steel, while there are three steps between steel and meteore.

Here are a few examples. With a minimum **Faith**, four one-pound blocks of iron could be transmuted to electrum with a single casting. This would cost 1200 bits in required ruby dust ( $4 \times 260 = 1040$ , rounded up to a whole gem). The end result would be 3.6 pounds of of electrum (four 14.4 oz blocks); the loss of weight is a density difference between metals. This would count as four pounds towards the monthly allotment. Conversely, if converting an iron longsword, weighing four pounds, the expense of ruby dust would be 3300 bits in ruby dust ( $4 \times 260 = 1040$  plus  $(1040 \times 2 \text{ steps}) = 2080$ ); for a grand total of 3120, rounded up to the next gem). The end result would be a low-grade electrum longsword, which would likely fetch under trade-in value because

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the craftsmanship would be that of an ironsmith. Further, this transmutation would count as twelve pounds (4+(4x2)) towards the monthly amount allowed.

Further, if a metal has magical properties permanently as part of its existence, such as an artificed sword, then the GM will have to make a decision whether it is immune to the power, as relics are immune. If the GM does allow the metal of the item to be "downgraded," such as from orichalcum to iron, those properties would continue to exist, except for the bonuses granted by the type of metal. Metals that have a potential for special properties, such as lightning for electrum alloys, there are the same odds of this manifesting as if it were forged with a metalworking skill. If repeating this until gaining the properties, this would require "downgrading" the metal before transmuting it against for the chance of a special property. As part of the invocation, the dust of rubies is required and transfused into the new metal as part of the change. If the cost of the dust exceeds an interval of 300 bits, then a whole extra ruby must be crushed to supply a sufficient amount; thus, the minimum material cost would be 300 bits.

Finally, other fine gems (sapphires, emeralds, and diamonds) can be used as a substitute for rubies; however, when using using a different type, then the required cost in dust costs double per pound. Further, the dust would have to be crushed to the whole gem value, which is higher than that of a ruby. Thus, if using sapphire dust for those four pounds of iron to electrum, the cost in dust would be 2400 bits (4 x 260 x 2 = 2080; rounded up to an 800-bit valued gem). The electrum longsword from iron could be performed with 1 diamond (4 x 260 = 1040 plus (1040 x 2 steps) => 2080 times 2 equals 4160, which rounds to one 5000-bit diamond).

### Treat Mass Wounds

Spirit Cost: 7



Time Required:	1 action	Range:	10 feet	Duration:	Permanent
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The priest radiates healing energy which heals any injured ally within 10 feet of the priest's location (19 hexes). Each ally within the area of effect rolls 2d6 for oneself; this is the number of **Body** points that are restored. The healing cannot exceed the maximum body score, but it will affect those in negative values.

### Treat Minor Body Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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The priest can heal a single target. Upon casting, the recipient regains a d4 **Body** points. If in the negative range, the prayer will stabilize the recipient and stop any death saves, but it will **not** restore any **Body** points. Should a target be exactly zero points, then the recipient is raised to 1 point and immediately active again. Of course, standing up will be needed. Healing cannot exceed the maximum health. The ability can be performed so long as the target is within 30 feet and the priest has direct sight of the ally. This prayer can also be used as either an action or a reaction. To use as a reaction, the recipient must be able to be physically touched and have just received **Body** damage.

☞ *Divine Preservation could be used as a reaction to heal from physical damage.*

### Treat Minor Mind Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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The priest can heal a single target. The recipient regains d4 **Mind** points, up to his or her maximum. This invocation can raise scores even in the negative range. The range is 30 feet but requires line of sight. This incantation can also be used as either an action or a reaction. To use as a reaction, the recipient must be able to be physically touched and have just received **Mind** damage.

☞ *Divine Preservation could be used as a reaction to heal from mental damage.*

### Treat Minor Spirit Damage

Spirit Cost: 2



Time Required:	1 action or reaction	Range:	30 feet	Duration:	Permanent
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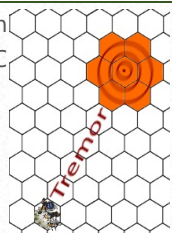


The priest can heal a single target. The recipient regains up to two **Spirit** points, up to his or her maximum **Spirit**. Due to the laws of spiru-dynamics, the roll of a d4 is used to restore points, but the maximum restoration to anyone's **Spirit** is two points. This invocation can raise scores even in the negative range. The range is 30 feet but requires line of sight. This ability can also be used as either an action or a reaction; however for a reaction to be used, the recipient must have just received **Spirit** damage and must also be able to be physically touched.

☞ *Divine Preservation could be used as a reaction to heal from soul damage.*

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<b>Treat Moderate Body Damage</b> 			<b>Spirit Cost: 4</b> 		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>The priest can select a single recipient within 20 feet, who are able to be seen and not blocked by any invisible barrier (such as glass or <i>instant wall</i>). A total of 2d4 <b>Body</b> points are restored. Repair cannot exceed the maximum, but negative body scores can be restored.</p> <p> <i>Divine Preservation could be used as a reaction to heal from physical damage.</i></p>					
<b>Treat Moderate Mind Damage</b> 			<b>Spirit Cost: 4</b> 		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>Instantly restores 2d4 points of <b>Mind</b> to a single recipient but cannot exceed the recipient's maximum. The range is 20 feet but requires line of sight with no barriers.</p> <p> <i>Divine Preservation could be used as a reaction to heal from psychic damage.</i></p>					
<b>Treat Moderate Spirit Damage</b> 			<b>Spirit Cost: 4</b> 		
Time Required:	1 action or reaction	Range:	20 feet	Duration:	Permanent
<p>A single target, within 20 feet and in line of sight, instantly restores <b>Spirit</b> points based on a 2d4. However, this incantation is subject to the divine rules of <i>spiru-dynamics</i>, meaning that the maximum amount restored can only be four points; thus, any total higher than 4 will only restore four points. Repair cannot exceed the maximum.</p> <p> <i>Divine Preservation could be used as a reaction to heal from spiritual damage.</i></p>					
<b>Treat Serious Body Damage</b> 			<b>Spirit Cost: 6</b> 		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>The priest can select one or two recipients within 10 feet, who can to be seen and not blocked by any invisible barrier (such as glass or <i>instant wall</i>). A total of 2d6+2 of <b>Body</b> is restored, which can go to one individual or the dice can be split to heal two targets; if two are selected, each target rolls a separate die for health restoration and each gain +1 to the die roll. Repair cannot exceed the maximum, but negative body scores can be restored.</p> <p> <i>Divine Preservation could be used as a reaction to heal from physical damage.</i></p>					
<b>Treat Serious Mind Damage</b> 			<b>Spirit Cost: 6</b> 		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>Instantly restores 2d6+2 points of <b>Mind</b> to one or two recipients; dice are split according to the number of targets, using d6+1 for each. Repair cannot exceed the maximum. The range is only 10 feet and requires line of sight.</p> <p> <i>Divine Preservation could be used as a reaction to heal from Mind damage.</i></p>					
<b>Treat Serious Spirit Damage</b> 			<b>Spirit Cost: 6</b> 		
Time Required:	1 action	Range:	10 feet	Duration:	Permanent
<p>Up to two targets are instantly restored a total of 2d6+2 points of <b>Spirit</b>; if two targets are chosen then d6+1 is rolled for each; however, as this incantation is subject to <i>spiru-dynamics</i>, if two targets are selected, the maximum healing is 6 points of repair, regardless of the values on the dice. This means values over 2 on the d6 count as 3 points, but roll of 1 would heal only 2 points, which would allow the other recipient receive up to 4 points from that die roll. Repair cannot exceed a recipient's maximum. The range is 10 feet and requires line of sight.</p> <p> <i>Divine Preservation could be used as a reaction to heal from Spirit damage.</i></p>					

## Divine Powers









<b>Tree Mount</b>		<b>Spirit Cost: 6</b>		
Time Required:	1 action	Range:	30 feet	Duration: 10 hours
<p>This invocation enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least 1 foot wide, 3 inches thick, and 3 to 10 feet long. Any type of wood is suitable. When the power is cast, the log sprouts four wooden, horselike legs. The <i>tree mount</i> can be ridden like a normal horse and can be used to carry equipment. The <i>tree mount</i> can carry up to 600 pounds of riders and gear before breaking. If the mount breaks under the weight of the riders or gear, the enchantment instantly ends and the <i>tree mount</i> again becomes a normal (although broken) log or plank. The <i>tree mount</i> obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 60-feet on land. It can move in the water (swim: 25-feet) floating on the surface and paddling with its legs. The <i>tree mount</i> must remain within 30 feet of the caster in order to move; if the distance between the <i>tree mount</i> and the caster exceeds this distance, the mount stops until the caster is again within range. The <i>tree mount</i> will not fight for the caster and is incapable of any action other than movement. The <i>tree mount</i> does not become fatigued and does not eat. However, it has all the vulnerabilities of normal wood including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 5 <b>Body</b> points. Obviously, an appropriately-sized log or plank must be available to cast this invocation.</p>				
<b>Treestaff</b>		<b>Spirit Cost: 9</b>		
Time Required:	1 action	Range:	Touch	Duration: Up to 6 turns
<p>The priest transforms a specially-prepared staff into a creature that is identical to a treant, except it cannot speak or animate other trees. The creature is friendly to priest and follows commands to the best of its abilities. If the caster offers no commands, it takes no action on its turn other than to defend itself. It acts on the priest's initiative, beginning its turn at the end of the priest's turn. If it is reduced to 0 <b>Body</b> points, it reverts to a staff and shatters. The priest can only have one <i>treestaff</i> active at a time due to the divine rule that only one staff of this type at one time can exist directly attuned to the priest. If the treant remains intact at the end of priest's sixth subsequent turn, it reverts back to the staff. To create the staff used for this spell, it must be prepared over the course 12 hours of activity (see <a href="#">Daily Time Usage</a>), etching intricate symbols into the wood. At the end of the required activity, the staff is ready for use.</p>				
<b>Tremor</b>		<b>Spirit Cost: 3</b>		  
Time Required:	1 action	Range:	30 feet	Duration: Instantaneous
<p>The priest causes a small, localized tremor centered at a focal point, which radiates outwards to affect anyone in a 10-foot radius (7 hexes total). All caught in the effect must make a <b>Strength</b> preservation save against a DC (d6+8) plus <b>Faith</b> modifier (DC range: 9-19) or fall prone. Creatures with four or more legs gain +4 on the save.</p>				
				
<b>Trickster's Blessing</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration: 10 minutes
<p>While this invocation cannot be cast upon oneself, any ally has his or her armor quieted and gain more freedom of movement. Effectively, this removes the disadvantage of stealth that any armor that has that penalty. It further adds +2 to any <i>stealth</i> roll performed in the duration.</p>				
<b>Tsunami</b>		<b>Spirit Cost: 11</b>		
Time Required:	1 action	Range:	60 feet	Duration: Instantaneous
<p>This incantation requires a large body of water such as a lake or ocean; however, by casting it a massive whirlpool is created which causes a wave of water to strike a 10-foot wide space. However, both the target area and the edge of the body of water must both be within the 60-foot range. A direct path from the water to the target area crashes down, potentially effecting 24 hexes. All those in the area suffer 4d4 points of bludgeoning damage and will be knocked prone. Victims are permitted a <b>Strength</b> save (DC:20) to reduce the damage to half and remain standing. Creatures capable of swimming automatically succeed on the save. Wooden buildings and structures in the direct strike require a survival check on a d20 at a DC of 14.</p>				

## Divine Powers






<b>Turn Undead</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	40 feet	Duration: Special
<p>This harms undead creatures. The holy symbol is required. The spiritual power extends from the priest striking the weakest (then closest) four undead within a 40-foot sphere. This automatically inflicts d4+1 points of smiting damage to each affected. Mindless undead will recoil from the priest as if under the <i>frightened</i> restriction, lasting 10 minutes. Those beings with mental capacity, shadows, wights, wraiths, vampires, etc, must make a <b>Logic</b> save against a DC (d6+8) plus the priest's <b>Faith</b> bonus (DC range: 9-19). If failing this save, even these powerful feratu will fall under the <i>frightened</i> restriction for a full minute (6 rounds). While "turned," an undead being will still defend itself if attacked but will not engage with the priest's allies; however, any individual (ally or otherwise) who attacks a "turned" creature can do so at advantage. Being attacked, the undead may choose to retaliate against that individual, save for the priest oneself. The turning priest cannot be attacked by the affected undead until the <i>frightened</i> restriction has expired. However, an intelligent undead may use techniques against the priest, such as magic items, spells or abilities, but only to defend itself or flee.</p>				
<b>Twist of Fate</b>		<b>Spirit Cost: 3</b>		
Time Required:	1 reaction	Range:	30 feet	Duration: Instantaneous
<p>This power is used as a reaction to slightly perturb the course of reality in an unpredictable way. Whenever the priest or any creature viewable within 30 feet rolls a d20 for any reason: attack, save, feat, etc., the priest can use a reaction cast this incantation forcing any of the dice used to roll a new d20 to replace it. It can only affect a single d20, even if in a set of a group rolled. The reaction may performed this after the die is rolled but before the outcome is determined; the outcome is then immediately determined using this new roll. Should the replacement die be a "natural 1" then even the <i>chance</i> skill cannot overturn that result.</p>				
<b>Understand Curse</b>		<b>Spirit Cost: 2</b>		
Time Required:	5 minutes	Range:	10 feet	Duration: 3 months
<p>This invocation can be cast upon any creature or object that is suffering from any harmful magical affect or the unwelcome attentions of a supernatural power. The spell reveals to the shaman the manner in which the creature or object is cursed, the reason for the curse, and who is responsible for this. Thus, the shaman can discover the name of the person or creature who cursed the creature or object and what manner of being it is (a kami, a mortal wizard, a demigod, and so on): whether the curse or spell is a punishment, revenge, or unprovoked assault; and the manner of the curse or spell (whether it's a curse or cause blindness spell, a kami's attempts to drive a creature mad, and so on). Note that the spell does not reveal the nature of a kami (though a local shaman may recognize the name, particularly if it is an ancestor spirit or one venerated by the people), nor the race of any mortal agent.</p>				
<b>Undetectable</b>		<b>Spirit Cost: 9</b>		
Time Required:	1 action	Range:	Self	Duration: 24 hours
<p>This incantation is similar to the axiom <i>life static</i> as it will hide the priest's lifesong from being read and analyzed. Physical and psychic traces left behind will not be associated with the priest; thus, spells like <i>bloodhound</i>, <i>glyph analysis</i>, and <i>scry</i> will not reveal location or information about the priest. Moreover, this protection makes even face-to-face encounters difficult, as it forces an observer, using facial recognition, voice patterns or even tremorsense to identify the priest, to make a <b>Perception</b> feat check (DC:20) to identify the caster. Even if the caster identifies himself or herself to a known acquaintance, the feat is required, at which point a failed check will leave the person of the encounter questioning if the truth was shared.</p>				
<b>Updraft</b>		<b>Spirit Cost: 2</b>		
Time Required:	1 reaction	Range:	30 feet	Duration: Instantaneous
<p>Used as a reaction, this incantation can be cast against a creature within 30 feet that the priest can see in direct line of sight. This causes a sudden rush of wind to gush to form in front of the attacker just as the onslaught is attempted. This causes disadvantage on that attack roll. The player should declare the reaction prior to the attacker's dice being rolled.</p>				



## Divine Powers

<b>Venom</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 reaction	Range:	Touch	Duration: Special
<p>By the use of a successful touch-attack, the priest uses a reaction to place a powerful venom into the victim's lifesong in such a way that potions and medical treatments to neutralize poison will not work. The incantation anti-venom is effective however. The victim must make a <b>Resilience</b> preservation save (DC:12) or suffer the effects of Ghouclaw poison, causing a poison restriction and a reduction of base movement by 10 feet. The effect lasts for 10 minutes.</p>				
<b>Volatile Torch</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	60 feet	Duration: Up to 8 hours
<p>The priest calls into being a small hovering ball of fire at a point within range, which lasts for the duration or until this incantation is used again. The ball moves with the caster and but can also move within the 60-foot range so long as the new location is no more than 30 feet from where it would be by moving with the caster. This provides light, similar to the <i>torch</i> incantation except that it sheds bright light in a 60-foot radius. Up to three times, the flaming ball can be used as a combat attack at the end of the priest's turn. Such an attack will be willed by the caster but not count as an action. If strikes as a separate die pool with 1d20 and uses <b>Faith</b> score as a to-hit bonus. On a hit, the target suffers fire damage equal to d6+1 plus the priest's <b>Faith</b> modifier. Similar to <i>burning hands</i>, if the fiery weapon hits an unattended flammable object, the target catches on fire. Lastly, if all three attacks are used before the normal 8-hour duration, the incantation terminates prematurely.</p>				
<b>Vulnerable Display</b> 		<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration: 10 minutes
<p>By the use of this incantation, the priest transforms the appearance of an anthropoid or altavistoid creature. This shroud is sophisticated but very specific to the purpose to hide items of armor and weaponry. The illusion will hide visual and auditory evidence of any armor and make all sheathed, non-carried weapons invisible, be they on the target's belt, back or other exterior connection. Weapons in bags, purses or other concealments are not hidden. The divine power does not hide temporal or tactile components; thus, if the recipient is frisked, it will be obvious something is wrong. Additionally, if a weapon is equipped or unsheathed, even if it was one hidden in a bag or handed to the recipient from another, then the illusion is dispelled. When armor is concealed by this incantation, the target looks as if he or she is clothed in common garb custom of the local culture. Further, while it will not change the image of the style or fashion, the priest can optionally choose to make one to look dirty and ragged, immaculately clean or somewhere in between.</p>				
<b>Wall of Water</b>		<b>Spirit Cost: 5</b>		
Time Required:	1 action	Range:	60 feet	Duration: 10 minutes
<p>This power creates a wall of water on the ground at a point seen within range. The wall can be linear up to 30 feet long, 10 feet high, and 1 foot thick; or it can be ringed, up to 20 feet in diameter, 20 feet high, and 1 foot thick. The wall dissipates when the incantation ends, but while manifested, passing through the wall is considered difficult terrain. Further, any ranged weapon attack that passes through the wall acts as if fired at disadvantage on the attack roll. Fire damage passing through the wall is halved. Spells that deal cold damage that pass through the wall cause the area of the wall they pass through to freeze solid - a minimum section being at least a 5-foot-square section. This transforms the section into a barrier, having an AC:8 and 4 <b>Body</b> points. Reducing a frozen section to zero points destroys it and that section is not re-fill by the surrounding water.</p>				
<b>Water Breathing</b> 		<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	15 feet	Duration: 1 hour
<p>The priest selects up to two targets, which may be herself, and endows each with the ability to breathe underwater. This does not convey <i>swimming</i> or special movement. The duration is 1 hour.</p>				
<b>Water Summoning</b>		<b>Spirit Cost: 7</b>		
Time Required:	Until next turn	Range:	Special	Duration: 10 minutes
<p>A body of water exceeding 50 gallons must be present and accessible for the priest to stand in. The invocation begins on the first action and is completed at the of the priest's following turn - at which time, the priest summons a water sprite as an ally, who will remain present for the following 10 minutes. The sprite is not controlled by the priest; however, it will act beneficially and as if it is a friend and even fight for the priest's protection. A water sprite cannot be harmed by normal weapons, but silver ones will inflict harm. If the sprite suffers damage to reach zero <b>Body</b> points, its lifesong will leave the embodied water, leaving the plethora of liquid unanimated.</p>				

## Divine Powers

<b>Water Walking</b> 			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	10 feet	Duration:	2 hours
The priest selects up to four targets and endows them with the ability to move upon the surface of a body of water as if it were solid ground. This ability can be maintained for 2 hours.					
<b>Weapon Boon</b> 			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This incantation cannot be used on the priest oneself; however, the creature touched gains the equivalent of <i>weapon forte</i> and all its prerequisites with every weapon for the recipient's next 3 turns.					
<b>Weapon of Doubt</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This enchantment endows a single melee weapon with an enchantment of chastisement such that an additional point of <b>Spirit</b> damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon until the end of the caster's third subsequent turn.					
<b>Weapon of Nightmares</b> 			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	Touch	Duration:	6 turns
This enchantment endows a single melee weapon with an enchantment of chastisement such that 2 additional points of spirit damage are also inflicted upon a successful strike with the weapon. Further, the struck victim must roll a <b>Will</b> save against DC (d6+10) plus <b>Faith</b> modifier. If failing, the victim is under the shaken restriction until the end of its next turn. The the incantation's duration, the weapons strikes as if it were a silver weapon, unless its natural type is better. This incantation will expire after the recipient's sixth subsequent turn.					
<b>Weapon of Nonsense</b>			<b>Spirit Cost: 2</b>		
Time Required:	1 action	Range:	Touch	Duration:	3 turns
This enchantment endows a single melee weapon with an infusion of mental-disruption, such that an additional point of <b>Mind</b> damage is also inflicted upon a successful strike with the weapon. While under the effects, the weapons strikes as if it were a silver weapon, unless its normal type is better. The effect lasts on the weapon until the end of the caster's third subsequent turn.					
<b>Weapon Return</b>			<b>Spirit Cost: 3</b>		
Time Required:	1 action	Range:	Touch	Duration:	6 turns
This charms a weapon designed for being hurled. When thrown, regardless of whether it hits or not, the weapon will boomerang and return to the hand which hurled it. Duration equals 6 rounds and expires at the end of the priest' sixth subsequent turn. This enchantment does not change the weapon type in respect to normal, silver or magical.					
<b>Zealot's Charge</b>			<b>Spirit Cost: 4</b>		
Time Required:	1 action	Range:	20 feet	Duration:	Special
The priest declares a specific entity an enemy of the faith. The foe could be a specifically named person, but the precise name of the enemy does not have to be known, but the description must be specific to a single creature. When casting, the priest blesses up to three willing persons within range, henceforth known as a "blessed follower." For the following month, each one has three contingent blessings that will trigger for the following conditions:					
<ul style="list-style-type: none"> <li>• When seeing the enemy of the faith, the blessed follower gains +2 to any save involving fear for the following 3 rounds.</li> <li>• When the blessed follower successfully strikes the enemy of the faith for the first time with a melee weapon, the weight of the weapon acts 1 point higher when calculating damage.</li> <li>• When the enemy of the faith inflicts damage against the blessed follower for the first time, a special healing of d4 occurs at the start of the follower's next turn.</li> </ul>					
If any of these conditions are not met after 28 days, the unused blessings are lost and the invocation ends. No more than one enemy of the faith can be declared by the priest per month. And a blessed follower can only be under the charge of one priest at a time as well.					

## Divine Powers

Zephyr Dancing		Spirit Cost: 6	
Time Required:	1 action	Range:	20 feet
		Duration:	Instantaneous
<p>This summons two streams of swirling wind which envelops a single target within 20 feet. If the victim is of size category large or smaller, then it is forced to make a <b>Resilience</b> save against a DC of (d6+12) plus <b>Faith</b> modifier (DC range: 14-23). Those size category small or tiny must save at disadvantage. If failing the save, the victim is picked up and hurled by the winds, landing prone, slamming into the terrain at a distance for 3d4 points of damage based on the terrain struck. The direction thrown is in a path along the vector between the caster and the victim. The total distance is based on one hex (5 feet) per score of a d6; however, the die score subtracts one hex per size category (tiny: d6-1; small: d6-2; medium: d6-3; large: d6-4). If the distance calculation results as zero, then the victim is only knocked prone and no damage is inflicted.</p>			

## Divine Skills

There are other skills besides divine powers that are granted by the church; most require *divine accord*, but a few do not. It is possible technically possible to gain some of these skills if not part of the faith; however, even those with lesser requirements are closely guarded and often have social or political factors to acquire. Those gaining such might be heroes of the church, paladins or similar roles. When in doubt, the GM will decide whether the skill is available to be gained.

Skills listed with symbols indicate additional information about them.

☞ : indicates that group effort can be performed and potentially enhance the resulting effect.

☞ : is the symbol for divine preservation; incantations with this symbol can be used with this skill.

☞ : denotes spells can be imbued into an object.

☞ : means incantations are available to be used with the infusing process.

Skill	Cost
<a href="#">Benison</a>	100
<a href="#">Ceremony</a>	100
<a href="#">Feel Poison</a>	150
<a href="#">Divine Translation</a>	150
<a href="#">Unlife Likeness</a>	150
<a href="#">Astral Dreaming</a>	200
<a href="#">Divine Luck</a>	200
<a href="#">Divine Preservation</a>	200
<a href="#">Imbue</a>	200
<a href="#">Laying on Hands</a>	200
<a href="#">Prescience</a>	200
<a href="#">Sap</a>	200
<a href="#">Scroll Reading</a>	200
<a href="#">Trionfi</a>	200
<a href="#">Weapon of Justice</a>	200
<a href="#">Amiable Vampirism</a>	250
<a href="#">Aura Linking</a>	250
<a href="#">Clairvoyant</a>	250
<a href="#">Hexation</a>	250
<a href="#">Aura of Benevolence</a>	300
<a href="#">Beckon Shadows</a>	300
<a href="#">Commissioning</a>	300
<a href="#">De-Sanctification</a>	300
<a href="#">Divine Artificing</a>	300
<a href="#">Etherwalk</a>	300
<a href="#">Feratu Command</a>	300

Skill	Cost
<a href="#">Infuse</a>	300
<a href="#">Lifesong Harmony</a>	300
<a href="#">Lifesong Whisper</a>	300
<a href="#">Lightning Rod</a>	300
<a href="#">Scroll Writing</a>	300
<a href="#">Energy Drain</a>	300
<a href="#">Forbiddance</a>	350
<a href="#">Prolongation</a>	350
<a href="#">Raise Ghoul</a>	350
<a href="#">Holy Turning</a>	400
<a href="#">Pact</a>	400
<a href="#">Spiritual Descrying</a>	400
<a href="#">Spirit Journey</a>	400
<a href="#">Vampiric Gaze</a>	400
<a href="#">Animate Monster</a>	400
<a href="#">Banishment Ritual</a>	450
<a href="#">Abundance</a>	500
<a href="#">Clone</a>	500
<a href="#">Elemental Swarm</a>	500
<a href="#">Path Prophecy</a>	500
<a href="#">Return to Life Ritual</a>	500
<a href="#">Tether Soul</a>	500
<a href="#">Rebirth</a>	600
<a href="#">Tree-incarnation</a>	600
<a href="#">Greed Sacrifice</a>	Special

## Divine Powers

### Abundance

Aura of Benevolence Spirit 15+

This skill can be performed as a single priest or as a group. The more priests with this skill that work in conjunction, the greater the area of effect. The ritual quickens the ripening of a harvest or the growth of woodland. The priest stands anywhere within the area to be affected and designates the exact size and shape of the area. Fields of crops in the affected area grow, ripen, and be ready for harvest in a single day. Seed must be sown any time before the ceremony. A woodland achieves 1 year of growth in per day of the ritual. The ritual for woodlands can continue for any number of continuous days so long as the members involved in the ritual remain the same. Soil capable of supporting the woodland is required for the growth to remain healthy thereafter. The ritual affects 1 acre of cultivated fields or potential woodlands for a single priest; however, the area increases to the number of acres equal to the square of the priests performing the ritual. In other words, two priests affect four acres, while five priest alter 25 acres. Ten priests are the maximum number who can work on this effort together.

Usage: *Special*

### Amiable Vampirism

Laying On Hands Body 13+

With this skill, a priest can sacrifice some of his or her **Body** points to transfer as healing to another while touching. The amount sacrificed is based on 2d4, which cannot be reduced by any means. However many points the priest loses as a result are transferred to the recipient. If the amount of points received exceed the maximum, then only max **Body** are achieved. Should the result take the priest to zero or below, the normal restrictions for near death, including death saves, occur.

Usage: *Action*

### Animate Monster

Raise Ghoul Will 6+

By using this skill, the necromancer can choose to create one zombie monster when casting *crown of the grave*. However, the time of animation for a zombie monster is longer than a typical zombie, lasting three months rather than the standard one. This creature counts as one creature under the priest's control.

Usage: *Enhancement*

### Astral Dreaming

Divine Accord Spirit 13+

By using this ability, the priest can enter a sleep and dream of the places and events around him. His astral form is projected from his body and he can move about from his place of slumber at his normal rate of movement. The dream spirit can pass through solid objects with no difficulty but cannot enter areas which are magically or spiritually protected; further, no sound can be heard from a protected area. While in this form, the priest is considered a fey for any effects that might be cast upon him or her. This also limits the priest from entering holy ground that is not directly consecrated to the priest's deity. This *can* prevent the priest from performing this action if his or her body starts on holy ground or other blockage against fey or planar travel, such as *forbiddance*. Finally, while dreaming, the priest's body cannot protect itself from physical attack. The dream lasts for 5 minutes and can only be performed once before requiring a long rest.

Usage: *Special*

### Aura of Benevolence

Divine Accord Faith 6+

Whenever a friendly creature within 10 feet must make a save, the recipient gains a bonus of half the priest's **Faith** bonus (rounded down) is added to any saves, regardless whether it is against **Mind**, **Body** or **Spirit**. However, the priest must be conscious to grant this bonus.

Usage: *Constant*






### Aura Linking

Prescience Will 4+

This skill can be used upon either friend or foe. The priest reaches into the unshielded mind of any creature seen within 60 feet to become aware of its presence. Any protection of the **Mind**, from *psychic shield* to *dark mind*, no matter how minor will prevent this connection. Further, the victim can resist if choosing to attempt a **Will** save against DC:15. If the priest successfully connects, then the cleric will always know the target's location for the following hour, assuming the two are on the same plane of existence. While the priest has this connection, the target cannot become hidden from the priest unless an effect to hide the target's mind is used or entering an area of *forbiddance*. Even if the target becomes invisible, it gains no benefit from that condition against the priest. No more than one creature can be linked at a time. The effect can be terminated early at the discretion of the priest. However, after using this power three times, then a long rest is required to use it again.

Usage: *Action*

## Divine Powers

<p><b>Banishment Ritual</b> </p> <p>By the means of this skill, one can tap into the universal forces that tie beings to either the upper or lower planes. It can only be used against celestials or fiends of the opposing ideology of the priest's church. If a faithful's deity is truly neutral in the good/evil schema, then either could be banished but the target would gain +3 on its save in this case. This ritual is a chanting that requires 1 minute (6 rounds) to recite. If the priest is injured during the chanting, then it must begin again. Therefore, this is most often performed after victim has been captured in some sort of magic circle or <i>holy turning</i>. Once the ritual is complete, the target must roll a <b>Will</b> preservation save. The DC is base 12 plus the <b>Faith</b> modifier of the one performing the banishment. If the save fails, then the creature is forced back to its plane of origin and is unable to leave under its own power for at least one year. If the target succeeds, the ritual may be attempted again at no penalty. Others with this skill can join together, assuming the morality schema permits. For each extra person, up to a maximum of four, a bonus of +2 is granted to the DC.</p> <p><i>Usage: Special</i></p>	<p>Commissioning</p>	<p>Will 6+</p>
<p><b>Beckon Shadows</b></p> <p>This skill allows a special summoning of 2 to 4 (d3+1) undead shadows to come forth under the mental command of the priest. After being summoned, starting on the priest's following turn, the existing shadows will take actions as the priest chooses. The shadows exist for two minutes (12 rounds). If a shadow is destroyed before that time, it will cease to exist. This ability can be used once, after which a long rest is required to summon the shadows again.</p> <p><i>Usage: Action</i></p>	<p>Crown of the Grave Incantation    </p>	<p>Faith 5+</p>
<p><b>Benison</b></p> <p>This skill gives the priest the ability to bless water in one of three ways: Anointing Spirits, Holy Water, or Invigoration. Each requires a few days to create. This is a process, requires to be performed on holy ground and cannot be performed "on the road." Material cost is about 10 bits. Similar to brewing, there is a d20 roll against DC:6 each day with <b>Faith</b> bonus added. When successful, the raw score of the die is tallied until it reaches 18 or higher - at which point the holy blessing is complete and the solution is good, producing 6 viable uses. So long as the process continues, success is guaranteed, the only variance is how much time is required to produce the batch. Shelf lives of the blessed waters are listed in the apothecary table under the <a href="#">market</a>.</p> <p><i>Usage: Special</i></p>	<p>Ceremony</p>	<p>Muse 3+</p>
<p><b>Ceremony</b></p> <p>This skill trains a clergy member how to conduct marriages, rites, funerals, coming of age services and other religious observance. The <i>ceremony</i> skill can be learned and performed by a person without the <i>divine accord</i> justification; however, the church may not recognize the union, protocol or legalities if the performer of the <i>ceremony</i> is not at least associated with the sect. However, if the <i>ceremony</i> is used by someone with <i>divine accord</i>, then an extra sanctuary-type <i>ceremony</i> can be performed that can create a 10ft by 10ft area of temporary "holy ground" for 8 hours. However, a long rest is required before performing again on the same location. This same location can be maintained by the ceremony if no more than 24 hours pass from its previous blessing ends. However, if choosing a different location, the one week must pass from the previous use of this type of <i>ceremony</i>. While there are no requirements for this skill, acquiring it is obviously a protected and protected one.</p> <p><i>Usage: Special</i></p>	<p>No Skill Requirement</p>	<p>Faith 2+</p>
<p><b>Clairvoyant</b></p> <p>This ability is a minor version of <i>scrying</i>. It can only be used to view a location very familiar to the priest or in an obvious location which might be unfamiliar, such as behind a door or around a corner that is within 100 feet. It is also possible to view locations that have been visit only once before; however, such less-familiar areas must be within two miles to see. The first connection is automatic; however, it requires concentration, meaning no spell-casting or reactions can be used while maintaining the scry. For each following round, the priest must make a successful <b>Perception</b> check or lose the connection. The DC for very familiar is only DC:6, while others are DC:13. This skill can be used repeatedly; however, a short "down time" must transpire, which is equal to one minute for each connected round of viewing. Thus, if the priest divinely spies on an area of five rounds, then five minutes must pass before another <i>clairvoyant</i> activity may be attempted again.</p> <p><i>Usage: Action(s)</i></p>	<p>Divine Accord</p>	<p>Faith 4+</p>

## Divine Powers

### Clone

Amiable Vampirism

Muse 7+

This skill allows an inert duplicate of a living creature to grow inside a specially prepared container. It is a safeguard against death. This clone forms inside the vessel used and grows to full size and maturity after 120 days. The necromancer can choose to have the clone be a younger version of the same creature by up to 10 years. It remains inert and endures indefinitely, as long as its vessel remains undisturbed. Any time after the clone matures, if the original creature dies, its soul transfers to the clone, provided that the soul is free and willing to return. The clone is physically identical to the original and has the same personality, memories, and abilities at the time the clone was originated. Obviously none of the original's equipment would be obtained. The original creature's physical remains, if they still exist, become inert and can't thereafter be restored to life, since the creature's soul is elsewhere. Material items to begin a cloning are a diamond and at least 1 cup (8oz) of the creature's blood that is to be cloned, which is consumed during the clones maturity, and a vessel worth at least 5,000 bits with a sealable lid and is large enough to hold the creature being cloned filled with salt water.

Usage: Special

### Commissioning

Divine Accord and Ceremony

Faith 3+

The act of commissioning a structure or area creates it to be defined as "holy ground." This involves a several church rituals, requiring a full day to commission an area. The size of that area is dependent on the priest. Total square footage includes separate floors of a building not just the actual ground. It also requires one vial of holy water for every 500 sq feet, plus herbs and incense valuing at 1 bit per 10 sq feet. While the area can conform to any shape of square footage, the table also shows the size of a perfect square of commissioning. For each extra priest joining in the *commissioning*, up to a maximum of six priests, each individual acts as if one point higher in **Faith** for calculating the area blessed.

Faith Score	Area
3	400 sq feet (20x20)
4	900 sq feet (30x30)
5	1,600 sq feet (40x40)
6	2,500 sq feet (50x50)
7	3,600 sq feet (60x60)
8	4,900 sq feet (70x70)
9	6,400 sq feet (80x80)
10	8,100 sq feet (90x90)
11	10,000 sq feet (100x100)
12	15,625 sq feet (125x125)

Usage: Special

## Divine Powers

### De-Sanctification

Commissioning

Faith 4+

The divine power removes the "holy ground" status from an opposing deity. This is a cleansing process to remove all benefits from those of aligned worship. The rituals require one day to purify an area, which is dependent on the priest's **Faith** score. It also requires one vial of holy water for every 300 sq feet, plus herbs and incense valuing at 1 bit per 5 sq feet. Up to three priest can combine their efforts to remove commissioned ground. For each extra priest, the individuals act as if he or she had one point higher score in **Faith** for the calculation of area abjured.

Faith Bonus	Area
4	100 sq feet (10x10)
5	400 sq feet (20x20)
6	900 sq feet (30x30)
7	1,600 sq feet (40x40)
8	2,500 sq feet (50x50)
9	3,600 sq feet (60x60)
10	4,900 sq feet (70x70)
11	6,400 sq feet (80x80)
12	8,100 sq feet (90x90)

Usage: *Special*

### Divine Artificing

Divine Accord

Muse 3+

This allows a priest to create a magic item through a divine-magic process. It is actually a prerequisite and more details can be found under the [Artifice Discipline](#) vocational skill and in the GM Aide.

Usage: *Special*

### Divine Luck

Divine Accord

Will 3+

Whenever a visible ally within 30 feet rolls a 1 on the d20 for an attack roll, a feat, or a saving throw, then a reaction can be used to let the ally re-roll the die. The ally must use the new roll. This can only be done once before requiring either a short or long rest. Additionally, it requires the use of a reaction to employ.


Usage: *Action*

## Divine Powers

### Divine Preservation

Divine Accord

Faith 4+

This defensive skill allows a priest to instantly use an incantation that is designated to be an action in a self-protecting manner. Whenever this is used, the normal amount of spirit points are consumed, and if the priest does not have enough then this ability cannot be used. However, it is an instant and one-time protection. If the incantation has a duration, it will not continue to manifest for that time, but rather only for the instant safeguard. On the other hand, this invoking the effect is performed as a reaction, assuming the priest has one available. Further, only divine abilities marked with the  symbol can be used in this way. An example is a goblin prepares to fire an arrow at the priest, who has a reaction available. Using that reaction, the priest could instantly create a *downpour* to influence the effectiveness of the goblin's shot. The *downpour* would not last the normal minute-duration but instead only for a few seconds to impede the arrow shot. Or instead, if the goblin shot the arrow and inflicted damage against the priest, a *treat minor body damage* could be used as a reaction to grant an instant healing of the damage.

Usage: Reaction

### Divine Translation

Divine Accord

Perception  
3+

For priests not granted the *discern language* incantation, this is an alternative. It could be granted to those with the spell, but selecting it for such priests would be a rare choice. This skill only works on written language, and the priest must remain in the presence of the scroll, book, carving or whatnot. The effort is not strenuous and can occur during a short rest; however, the priest must be conscious during the translation. For each minute in the presence of the non-magical foreign writing, one word (in order from the beginning to end) becomes known. Up to 12 hours of translation (720 words) can be performed before requiring a long rest. After sleeping, the priest can pick up from where the last learned word left off.

Usage: Special

### Elemental Swarm

Pact    

Will 7+

This skill allows a 30 minute ritual to open a portal to one elemental plane corresponding to the province of the priest. Upon the completion of the ceremony, 2d4 elementals will appear. After another 30 minutes, without any action of the priest, the portal will re-open, bring forth another d4 elementals. All the elementals obey the commands of the summoner explicitly and cannot be turned against the priest. There is no concentration required to maintain control over these creatures. As there is a tether between the elementals and the dimension through which they arrived, these elementals cannot be dismissed or banished. The elementals remain in the material world for one hour after the completion of the ritual, meaning 1 hours for the first set and 30 minutes for the second. Due to the power of this rite, deities granting the connection between the planes will not permit its use more than once per month.

Usage: Reaction

### Energy Drain

Sap    

Will 5+

With this skill, the priest can add a "life-drain" onto any melee attack that physically strikes an opponent as a reaction after the strife. When successfully hitting the opponent, the "life-drain" inflicts damage at the top of the **Body** reducing the opponent's max value. If the victim's current **Body** points are lower than the drained max value, then no "current" damage is inflicted; otherwise, the "current" value is lowered to match the new max value. The victim's max score recovers at a normal rate according to short and long rest rules; however, no healing magics can raise the max value unless the spell or effect explicitly states so. When a priest with *vampirism* activates this power, it will last for three consecutive attacks or until a successful strike occurs. Once either happens, the draining cannot be performed again until after a short rest.

Usage: Reaction



## Divine Powers

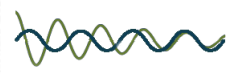
### Etherwalk

Divine Accord and Ceremony

Faith 5+

Through one minute of concentration, the priest transports himself and any number of followers who are joined by hands to the border ethereal plane of existence. If the circle of connection (hand-holding/touching) is broken during the attempt, it will ruin the transport. This commute is physically stressful for the priest, inflicting d2 points of **Body** damage per traveler, including the priest oneself; therefore, if the priest and four companions, then upon arrival the priest would suffer 5d2 points of damage. It is entirely possible the trip could kill the priest. To return to the material world, the priest will have to perform this ritual again, which subjects him or her again to the same bodily stress. Finally, travel on the border ethereal results in time passage being a bit out of sync. When first arriving, time occurs much faster in the ethereal, but while remaining relative time gets closer together. Using the image to the right, the perception of the passage of time in the material world is represented by the green line, while and time experienced in the ethereal is the blue line. Whenever returning to the prime material, more time will have passed there than perceived while off plane. For the first hour in the ethereal, time occurs at a three to one ratio; thus, if spending 10 minutes in the ethereal, when returning 30 minutes will have passed. However, over the next two hours, the ratio slows to two to one. After that, time synchronizes to a one to one ratio. Nonetheless, the first faster periods still impact the total time; for example, if a total of eight hours is spent in the ethereal plane, then when returning fourteen hours will have passed ( $1+2+7 \Rightarrow 3+4+7$ ).

*Relative Passage Of Time*  
 ● Material Plane  
 ● Border Ethereal Plane



Usage: *Special*

### Feel Poison

No Skill Requirement

Perception  
4+

This divinely granted skill endows the priest with a spiritual sensitivity to the presence of poison. Acting like a passive sensation, whenever a poison, whether bottled, on a weapon or in the fangs of a venomous creature, comes within 30 feet of the priest, a secret **Perception** roll (DC:10) is permitted to be aware of it. This will not give the location of the poison, however, but the priest will be aware of its existence. The priest will experience a mild sensation of nausea, not strong enough for penalties to incur. If other poisons are routinely around, such as carried by a party member, then this will cause the **Perception** roll to be made at disadvantage. However, if a second or third poison is introduced shortly after the presence of the first poison detection, then the chance of becoming aware of those is rolled normally.

Usage: *Constant*

### Feratu Command

Crown of the Grave

Incantation    

Will 4+

With this skill, when creating undead under one's command, such as with the *crown of the grave* incantation, the number of controllable undead is doubled.

Usage: *Enhancement*

### Forbiddance

Commissioning

Will 5+

This ritual creates a ward against magical travel that protects a space up to 30,000 cubic feet (which is roughly 30 feet by 30 feet by 30 feet). For the following month, creatures cannot teleport into the area or use portals, such as extradimensional gates, to enter the area. This ritual protects the area against planar travel and access from either the astral or ethereal planes. If the ritual is performed every month for 5 years in the same location, then its effects will last until it is dispelled. The repeated ritual does not have to be performed by the same person; however, a priest of the exact deity would be required to count towards the 5-year requirement of permanence.

Usage: *Special*

## Divine Powers

### Greed Sacrifice

Priest of Rahdji

This is a special ritual that is freely granted to priests of Rahdji once having a **Faith** score of 8 and higher. This ceremony requires 30 minutes to perform, but after it is complete it will have transformed gems, trade bars, and/or coinage into restored **Spirit** points. For each value of 250 bits sacrificed in a hollowed fire burned in a special kiln, one point of **Spirit** is gained. The materials sacrifice are divinely disintegrated in the process. This ritual cannot take the score above the maximum, and only 4 points at most can be regained by this ceremony. Additionally, the special kiln weighs over 1,000 pounds; thus, it is movable but highly unlikely to travel with the priest. The cost of such a kiln is 2,500 bits. Once performing this ritual, it cannot be performed again until after a long rest.

*Usage: Special*

### Hexation

No Skill Requirement

Faith 5+

This skill is such that one learns how to place curses upon a target; it is part of church secrets, but being a priest is not required to learn this skill. The curser can attempt to inflict the following curses: ageusia, bio-nonspecto, gauchiste, gluttony, malglossima, mock feratu, portclaudio, and thunderous step. When targeting a victim, the priest selects the curse, then adds his or her total **Faith** score to the base DC. These values can be found in the [Curses](#) section. The victim must roll a save against the appropriate and adjusted DC; if failing, the target is cursed. Only one victim at a time can be cursed. If unsuccessfully delivering a curse, the person attempting the hex must recover with a short rest before attempting on another target. Curses can be lifted by the will of the one invoking it. Such action should be within the ethics of the church served and failing to follow such dogma may result in church political intervention or even otherworldly discipline if the breaches are extreme.

*Usage: Action*

### Holy (Unholy) Turning





Divine Accord and Ceremony

Faith 4+

This skill allows a priest to use his or her holy symbol while chanting a revered phrase. This can effectively stun a celestial or fiend, depending on the spiritual alignment of the cleric. If a faithful's deity is truly neutral in the good/evil schema, then either could be affected but the target would gain +3 on its save in this case. Using an action, the priest attempt the turning, forcing the target to make a successful **Faith** preservation save against a DC:11 (plus the priest's **Faith** modifier). If the save is successful, the extraplanar being is unaffected; however, on failing, the being is under the restrained restriction while the priest continues the chant. However, at the end of each of the victim's turns, it may attempt to break free by making the preservation save again; however, this time there is a static -3 penalty to the attempt. Once this has been performed successful against a creature, it cannot be done again until a short rest.

*Usage: Action*

## Divine Powers

Imbue 	Divine Accord	Muse 3+
<p>This skill gives the priest the ability to create a temporary charm or amulet. Essentially any invocation with the  symbol can be placed into a small trinket. These are limited to those costing 2 <b>Spirit</b> points. A further restriction is that healing magicks cannot be placed into an item. The target can be nearly any item so long as it is of good quality and at least 500 bits in value. Imbuing a rock in the field with simply fail. When activating the item's power, there is a cool-down duration before it can be activated again. For invocation durations measured under 10 minutes, then that cool-down is 3d4 times its normal (maximum) duration. If more than 10 minutes but less than 24 hours, then the cool-down time is d4 hours. If an effect is greater than a day, then a like amount is the cool-down. For instantaneous or permanent effects, these cannot be reactivated for a full 24 hours.</p> <p>A typical example would be placing <i>torch</i> into a jeweled ring. The preparation of an <i>imbued</i> item is similar to <i>benison</i> where daily checks are made against DC:8, tallying the raw score of the roll. <b>Faith</b> bonuses are permitted to be used for checking against the success roll. Once a total score of 50 is reached, the item is gains the ability, and the duration of the enchantment is one month. While it the trinket is empowered, the ability for the creating priest to cast this invocation as a normal casting is more difficult than normal due to much of the divine power being <i>imbued</i> into the object. For a successful casting, the priest must make a <b>Faith</b> feat-save (DC:8) or the invocation fails and the necessary <b>Spirit</b> is still expended. Lastly, the priest who <i>imbues</i> an object cannot <i>imbue</i> another with the same invocation while one is active, unless it has become permanent.</p> <p>Each month, on the final day of the item's <i>imbuing</i>, the priest may choose to extend the power for an additional month; however, the priest must be in possession for the object for one hour. At the end of that duration, it costs the priest double the normal <b>Spirit</b> amount and requires a successful <b>Faith</b> feat-save (DC:8). If it fails, the priest can spend another hour trying again. Furthermore, no priest can extend another priest's imbuing but rather must start the process over on his or her own.</p> <p>It is possible to make this object permanent by recharging it monthly for at least one year. After this time, while the trinket is still active, the priest can attempt to make the divine power residing in the object permanent. To do this, a final ritual must be performed using the same daily DC challenge one final time; however, this time the total tally must reach 150. The making of the trinket permanent must be completed while the object is still empowered. Lastly, once the trinket gains permanence, the priest is able to cast the specific invocation again without the additional penalties from the item drawing on the divine energies.</p> <p><i>Usage: Special</i></p>		
Infuse 	Imbue	Muse 4+
<p>The <i>infuse</i> skill is nearly identical to <i>imbue</i> except that it place invocations with the  symbol into an object and only invocations up to 5 <b>Skill</b> points. Otherwise, the use and cool-down durations work the same. Other exceptions are that the object must be of 1,000 bits in value, the challenge to <i>infuse</i> is DC:10 and the total tally to reach is 80. Just a with <i>imbue</i>, <b>Faith</b> modifiers count towards the roll's success but not the tally. When created, that invocation is difficult to cast, similar to <i>imbue</i> except the <b>Faith</b> feat-save is against DC:10. The duration for reactivating an <i>infused</i> magical trinket is 3d6 rounds.</p> <p>The process to extend the power of a trinket with an <i>infused</i> invocation for another month is the same as the <i>imbue</i> skill except the <b>Faith</b> feat-save is against DC:10. To be clear, it still costs double the normal <b>Spirit</b> payment when recharging.</p> <p>Finally, these items can be made permanent as well. However, at least two years of continuous empowering and a total tally score of 200 points. The making of the trinket permanent must be completed while the object is still empowered, which removes the priest's difficulty for casting that specific invocation.</p> <p><i>Usage: Special</i></p>		
Laying on Hands	Divine Accord	Faith 3+
<p>Unlike a <i>treat body</i> incantation, this divine healing requires physically touching the target to be healed. As an action, the person of faith places a healing touch on the recipient, who then rolls 2d20, each being a separate <b>Resilience</b> save feat (DC:10). The target gains the priest's spirit modifier to each roll. For each successful save, the target gains d3 to body, but cannot exceed the maximum body score. This ability is performed without the loss of any <b>Spirit</b> points, but it cannot be done again until experiencing a short rest.</p> <p><i>Usage: Action</i></p>		

## Divine Powers

### Lifesong Harmony

Divine Accord and  
Ceremony

Spirit 15+

This is a long and powerful ritual, serving as an exorcism to remove possession, lycanthropy, advanced diseases and magical curses. It is like using *exorcism*, *free curse*, and *remove disease* simultaneously and for instances that those incantations cannot address the underlying issue. This is a ritual to be performed against a specific being. The victim rolls **Faith** preservation saves against the original difficulty but gain the bonus of the conducting priest's **Faith** modifier as well. If the original DC is unknown use DC:20. Saves are made every hour. Once three consecutive saves are successful, then the curse or possession has been lifted. Two priests can join effort in this ritual to which allows each to roll, allowing the recipient to roll with advantage and using the better of the two's modifiers as well.

*Usage: Special*

### Lifesong Whisper

Prescience

Muse 4+

Requiring one minute of concentration, the priest imagines a familiar creature, one that is known by name or can be described in detail. For the following hour, the priest is able to sense the direction of the creature, so long as it is within a five-mile radius. If the creature is moving, then the direction of movement is known to the priest. However, this power can also locate a generally known type of creature; however, the range is not as far. This method will locate the nearest "goblin" or "unicorn" as long as one exists within one mile and the priest has personally seen the type of creature before. If the target is ethereal, in *gaseous form*, *polymorphed* or in any way not in the form expected or described, then it cannot be located. After performing this once, a short rest is required before another location can be performed.

*Usage: Action*

### Lightning Rod

Slashing

Faith 4+

This divine ability is granted to holy knights of a church. It is rarely useful and often performed as the final act of martyrdom. Additionally, it requires being equipped with a sword large enough to plant into the ground and armor of a metallic nature, even if it is just partial armor pieces. This abjuration thwarts to effects of a damaging energy that spreads across an area of effect, be it a breath weapon, *lightning bolt* or a *cone of cold*. However, it could not be used against *glitter* or *tremor*, as these do not produce damage. If the knight is within 30 feet of the intended center target and he or she has a reaction available, then the knight can plant the sword into the ground, stretch out the other arm and redirect the magical energy into himself. The spell effect will be pulled to the knight and affect other victims; however, it is a sacrificial maneuver as either the total number of dice (in cases of chain-effects) or double the power (save at disadvantage for half) strike the knight directly in that single blow. Any resistance to the energy is only applicable to what would have been the original damage; all damage above that is at full effect. In other words, if a *fire-blast* is absorbed and the knight is resistant to fire, then the incoming damage is 6 points (3 original). The resistance could work against the first 3 to reduce it to 1 point, but the second set would be 3 full points of fire damage, making the total 4 points. A success save (at disadvantage) would reduce the damage to 2 points.

*Usage: Reaction*

### Pact

Ceremony

Faith 6+

This ability allows a spiritual person to commune with the elemental spirits that make up everything in the natural world and currying their favor. While this skill is taught mostly by the church, it does not require *divine accord* and might be obtained elsewhere. It is somewhat a spiritual diplomacy and social skill, as much of the result will come from role playing. Only spirits that match the province of the worshiped deity can be contacted. Sacrifices and finesses allow the holy one to get in the good graces with a spirit. A fire spirit is more likely to help if given some beautiful poetry to burn. An entity of earth might be appeased if arranging stones into a beautiful shrine. After reaching an amicable place in the relationship, often a month of socialization or after a minor quest, a *pact* can be arranged. This is where a trade of mutual benefit is agreed upon. An earth spirit may cause an avalanche or reveal the secret entrance to a cavern when the bargainer restores an area to its natural rocky state by ridding it of human structures. The *pact* always requires the mortal to perform his side of the agreement first and within a negotiated time. If the clergy delivers, so shall the spirit. If the person fails, the spirit not only refuses its part of the bargain, but spreads news of the person's failure to other spirits. Further, depending on the role-playing, the spirit may become an enemy of the invoker. Once the *pact* is completed successfully, the spirit ceases to be accessible, and a new spirit must be contacted for future pact agreements. Finally, a *pact* requires dedication such that no other projects requiring substantial focus from the holy one can be performed without abandoning the pact.

*Usage: Special*

## Divine Powers

### Path Prophecy

Prescience

Faith 8+

With ten minutes of preparation and the consumption of three vials of holy water, the priest gains the higher consciousness to sense the shortest, most direct physical route to a specific fixed location. The target must be declared in the preparation, must also be on the same plane of existence, and must be reasonably known by the priest. The target site does not have to have been visited by the priest before but should be a specific site. Thus, "the nearest goblin lair" would not be a valid selection, but "the place where the monster that just attacked normally sleeps" has a reasonably good chance of working -- assuming the monster sleeps and has a routine place to do so. GMs must use best judgment for some interpretations. However, this is a skill that communes with nature, feys and spirits to provide the guidance; thus, the powers involved would grant not be hung up on semantics. Further, locations that are mobile, such as an airship, cannot be targeted. Persons cannot be targeted; however, if the priest has confirmed knowledge a person is being held prisoner in an enemy castle, then the castle could be the target, even if the prisoner is later moved from that position. When successful locking on to a target, the priest knows how far it is and in what direction it lies. While traveling there, whenever presented with a choice of paths along the way, the priest automatically feels which path is the shortest and most direct route to the destination; however, safety along said route is not a part of the determination. This additional sensation to know the target lasts for 24 hours from the start of the preparation. Once the location is found or the time expires, this special state of consciousness cannot be reclaimed for an entire week. If the priest serves a deity whose domain involves hunting, tracking, or something of similar nature, then only five days is required to wait before using the power again.

*Usage: Special*

### Prescience

Divine Accord

Faith 4+

This divine ability is a mild form of prediction. It can only be used once before requiring a short rest to perform again; however, it can be used in a few different ways. First, it could select a book out of a stack or even the whole library that has the specific knowledge the priest wants to read. Of course, such a book must exist. Similarly, if knowing the information is in a book, he or she could open the book to the precise page. If there were a pile of keys spread out on the floor, the priest could use this to select the one to open a necessary door, so long as the priest is familiar with the door or the exact key. This could even be used to pick the correct fork in the path to reach a desired target. Again, the end target must be specific and well understood by the priest. While the results of this skill is not a guaranty, the odds are strongly in the priest's favor, requiring a **Muse** check against a DC:6 value. Further, it would be rare to use this method in combat, but if it were, it would require an action. However, there is a final option that can be used and only in combat. The priest can use *prescience* to roll a d6 at the start of a round which will be added to his next initiative score. This requires no action, but it must be declared at the start of a new round. In addition to an earlier initiative score, the *prescience* for that round allows the priest to predict and expect many things. This is translated to both an earlier action but also grants the priest a special option to hold his or her action until the proper moment, something outside the normal options in combat.

*Usage: Action*

## Divine Powers

### Prolongation

Divine Accord

Faith 4+

With this divine skill, a priest increases the duration of incantations which have durations of 8 hours or less. This includes incantation that require concentration, such as *animate objects*. For spells with a random duration based on dice, the dice remain status but the modifier adjusts by the percentage. For example, the *deluge* incantation lasts for  $d6+2$  rounds, with a **Faith** score of 5 the duration becomes  $d6+4$ . Remember to always round to the lower number if fractions are involved. Also durations listed in minutes should be calculated to rounds for determining the prolongation. Times listed in hours should use minutes for the increase.

Faith Score	Percent
4	150%
5	200%
6	260%
7	330%
8	410%
9	500%
10	600%
11	710%
12	830%

Usage: Enhancement

### Raise Ghoul

Crown of the Grave

Incantation    

Will 5+

When using the *crown of the grave* incantation, this divine skill allows one of the creatures to be a ghoul. This can be used with every casting.

Usage: Enhancement

### Rebirth

Tether Soul

Faith 8+

The priest touches a creature that has been dead for less than 200 years and died for any reason except old age. If the creature's soul is free and willing, the creature is restored to life with all its attribute points. This ritual closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature when it died. The process further replaces damaged or missing organs and limbs. Should the creature have become undead or currently is undead, this will restored to its non-undead form. The duration of the practice is ten minutes. It also requires five diamonds, which are destroyed in the ritual.

Usage: Special

### Return to Life Ritual




Commissioning

Spirit 18+

Performing this ritual can actually restore life and former soul to a corpse. The target's death must have occurred within the past 3 days (72 hours) to be able to recapture the soul before it fully breaks the association with the body. This ceremony can be performed by a single priest or a group of priests; however, all priests must be empowered with this divine ritual skill. It also requires incense, herbs and gold dust which will be consumed at an expense rate of 500 bits plus 100 bits per priest for each half-hour of the ritual. To restore life to the recipient, a special **Faith** feat must succeed against DC:23 three **consecutive** times. These feat checks occur every half-hour of the ritual. A single d20 is rolled for the group, then add all the **Faith** modifiers of the priests involved. No other magical or divine bonuses can be added without being specifically stated for this explicit ritual. However, if the save fails, then every priest involved must roll an individual **Resilience** preservation save against DC:9. Each priest who fails the save suffers one point from his or her **Resilience** score permanently. There have been incidents where priests have died performing this ceremony, when one's **Resilience** falls to zero. Should this continue for ten hours without success, then the ritual fails and the person's life is not restored.

Usage: Special

## Divine Powers

<p><b>Sap</b></p> <p>Priests who have been granted the incantation <i>desecrated glow</i> as part of the spells from his or her deity have the opportunity to learn this additional necrotic skill, which empowers the cleric to use this skill as a reaction on a successful touch attack. The touch is not always active and must be chosen as a reaction to use. However, on a successful <a href="#">touch attack</a>, and the priest chooses to use this skill as a reaction, the victim will immediately suffer from the <a href="#">nauseated restriction</a> until the end of the priest's next turn. After using this power, this reaction cannot be tried again for another 2d4 rounds.</p> <p><i>Usage: Action</i></p>	<p><b>Desecrated Glow</b> Incantation   </p> <p><b>Faith 5+</b></p>
<p><b>Scroll Reading</b></p> <p>This skill gives even a non-casting acolyte the ability to manifest a divine effect stored in a scroll. See <i>Scroll Writing</i> for details.</p> <p><i>Usage: Action</i></p>	<p><b>Ceremony</b></p> <p><b>Faith 3+</b></p>
<p><b>Scroll Writing</b></p> <p>With this skill, a priest can cast an ability and store the manifestation into a scroll. The power that goes into a scroll can be power that costs 7 or fewer <b>Spirit</b> points. Since the power of the ability is already cast and stored into the scroll, any person with a <i>scroll reading</i> skill can cast from the scroll. It is not limited by religion, beliefs, race or other skills. However, one might choose not to release powers from a foreign god. Unlike imbue, the benefit of writing a scroll is the incantation is not penalized while the scroll is unused; however, the scroll cannot be used by one time. Further, there is time and expense for producing a scroll, and its success is not a guaranty. Special paper or vellum must be used, as well as alchemical inks. The time and cost required to create a scroll is a half-day per point-cost. At the end of that preparation, a d20 <b>Faith</b> save is rolled against a DC for success. The base DC is 5 plus the cost of the incantation. If rolling under (or natural 1), the scroll is consumed by the power trying to be imparted. Further, after attempting the scroll, successful or not, the priest must wait a few days before creating another scroll. The days are equal to the <b>Spirit</b> cost of the last scroll attempted.</p> <p><i>Usage: Special</i></p>	<p><b>Divine Accord and Scroll Reading</b></p> <p><b>Faith 4+</b></p>
<p><b>Spiritual Descrying</b></p> <p>This ritual requires incense and oils costing 500 bits for each performance. The process to prepare and enter the trace requires an hour of time. During the trace state, the priest names or describes a person, place, or object. The guiding spirits involved with the trance whisper a brief summary of significant lore concerning the thing named. This information might consist of current tales, forgotten stories, or even secret lore that has never been widely known. If the thing named isn't of sufficient importance to the ethereal guides, then no information is gained. The more information already known will correspond to the information received. The greater the knowledge about the object, the more precise and detailed the answers will be. This ritual will sicken the priest from the experience, as if being stricken by Timber Shivers, although this illness is not contagious. It will require 1d10 days of bed rest to properly recover. Moreover, this ritual cannot be performed again until a month (28 days) passes.</p> <p><i>Usage: Special</i></p>	<p><b>Clairvoyant</b></p> <p><b>Faith 7+</b></p>
<p><b>Spirit Journey</b></p> <p>Through this divine method, the priest enters a deep trance where over the following hour, he or she connects with spirits and heralds of the faith. A requirement for the <i>spirit journey</i> is that the priest be fully healthy: maximum health, under no curses, diseases, poison or other negative effect. During this experience, the priest is permitted to ask two questions intended to be answered by "yes" or "no." The GM will select the answer truthfully from the perspective of a deific power of the one's religion. However, the answer may return with a one-word reply, such as "yes," "no," "maybe," "never," "irrelevant," "unclear" or even a short phrase if appropriate. After the second question is answered, the priest may roll a <b>Faith</b> check (DC:20) to gain a bonus question. After the third, the same check is made to ask another, and so on until the check is failed or the priest chooses to stop. For each question that is asked, the priest will suffer one point of <b>Body</b> damage. After the <i>spirit journey</i> is complete, it requires one week before another one can be successfully entered.</p> <p><i>Usage: Special</i></p>	<p><b>Lifesong Harmony</b></p> <p><b>Faith 6+</b></p>

## Divine Powers

### Tether Soul

Return to Life Ritual

Faith 7+

This special ability is rarely used in combat but likely upon a captured prisoner. It requires the victim's blood or a graven image of the victim. Obviously, blood is a more likely component. Additionally, one ruby is required. More previous gems could be used, but since the gem will be destroyed at the end, a more expensive one probably will not be selected. The ritual is performed under five minutes, mainly involving the gem touching the victim's chest. At the end of the ceremony, part of the victim's soul is trapped in the ruby for the following eight hours. During this time, the gem has the same number of **Spirit** points and the victim, and that score is linked so whatever happens to one happens to the other.

During the state of having only part of a soul, some unique "benefits" are granted to the victim. Neither food nor air is needed either. Poison and disease are ineffective on the target too. Further, the victim cannot be affected by "sleep" magic. However, the victim will detect as undead if inspected. Protection from mind-affecting magic and other general resistances that undead share are not part of the effect.

The possessor of the gem can perform a usage as an action. After exploiting the stone for the fifth time, the victim's soul is released, and the gem is destroyed, even if that occurs prior to the eight hour duration. If usages remain at the end of eight hours, the soul is also released and the gem destroyed. While the ruby holds the soul, the possessor can perform the following:

**Steal:** The possessor can steal **Spirit** points from the gem, which in turn affects the recipient. The amount stolen is based on a d6, which restores the gem-possessor's **Body** score by a like amount. If the energy theft depletes the stone of **Spirit**, the possessor receives the remaining positive amount in the gem, but the ruby crumbles and the soul is released. Of course, the victim would be in a catatonic state until recovering.

**Question:** The possessor may ask the soul a question and receive a brief telepathic answer, which can be understood regardless of the language used. The soul knows only what it knows from its own life, but the answer will be truthful to the best of its ability. A single sentence will be the response.

**Borrow:** The possessor may borrow any skill, axiom or incantation from the victim's abilities. This must be used in the next three actions or it is lost. The skill does not require the possessor have the prerequisites to use it, but if it boosts a combat skill by adding a d20, that only adds to the possessor's current skill and must be in the proper style. Thus, if taking *slashing* but the possessor does not have *melee fighting*, the attacker still only has 1d20 for an attack with a sword and is considered untrained with anything else. If using an axiom, the cost comes from the possessor's **Mind** score; however, if it is an incantation, the cost is taken from the ruby. If there is not enough **Spirit** remaining in the stone, then the invocation does not manifest, but the attempt counts as a usage. Also, if the incantation takes the exact amount to drain all **Spirit** points, then the ruby crumbles and the soul is released.

Usage: Special/Action

### Tree-incarnation

Divine Accord and Ceremony

Faith 5+  



This ritual-skill is only available to the worshipers of Lacerta or Selquerine. After a day-long ceremony, this permanently links the soul of the priest with a tree, usually chosen carefully for its health, vigor, and remote environment. This joins the life force of the elder with that of the tree; as long as the tree lives, the priest ages only one year for each four years that pass. Due to this link, the tree remains exactly the size it was at the time of the ritual. Moreover, the priest's spirit merges with the tree at the character's death. No form of *reincarnation* or *return to life* or other life-restoration used upon the character's body will work unless the corpse is within 10 feet of the tree. One year after the priest dies, his or her spirit animates the tree as a treant. The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the cleric's memories and personality but has no granted powers, spells or skills from its previous life. It must communicate as a treant. The GM decides whether to consider this treant an NPC or allow the player to control it. However, a priest who uses this ceremony to link with a tree suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 **Body** points of damage, the priest also loses 4 **Body** points; the priest knows the tree has been harmed but does not know the nature of the injury. If the tree dies but does not sustain enough damage to kill the linked being, the priest is stunned for d6 combat rounds and must make a successful **Faith** preservation save (DC:20) to avoid death. Spells that heal the priest do not affect the tree. Damage to the priest does not affect the tree. However, it is usually in the priest's best interest to have some sort of guard for the tree. Obviously, this ceremony can only be performed once.

Usage: Special



## Divine Powers

### Trionfi





Divine Accord and  
Ceremony

Muse 3+

This skill allows the priest to use a special deck of cards to foresee the future omens. This reading reveals the results of a specific course of action that is planned to be taken within the near future. The process is slow, requiring between five to ten minutes, but it can make predictions up to three hours into the future, indicating the fortuitous or the inauspicious odds. Much of the result is determined by the GM, who must determine the answer using honest judgment. Results will be "good fortune," "bad fortune," "a mixture of fortunes," or "irrelevant." But additionally, a short phrase, cryptic rhyme or other clue (such as "but it will be worse for the horses" or "beware the bubbling waters") can be given by the GM as well. This action cannot be performed again until a short rest has been taken -- but even then, if the action prophesied has not yet been taken, future readings will fail. This skill grows stronger as the **Muse** score increases. Starting at a score of 4, the future can be portended out to six hours. For each point beyond this, an additional 6 hours can be forecast. Thus, if having a **Muse** score of 9, the *trionfi* reading can betoken specific events 36 hours in the future. However, if reading beyond six hours, then a long rest (and the event occurring) must happen before reading the future again.

*Usage: Special*

### Unlife Likeness

Crown of the Grave  
Incantation    

Faith 5+

For priests who have the *crown of the grave* incantation as part of their repertoire, they can gain this additional skill which allows the casting of the spell to have a different outcome. Rather than creating skeletons or zombies, a single undead creature of small or tiny size can be animated from either animal or fey origins. Obviously the corpse of the creature must be present. While this seems like a bad trade, it allows the creation of an undead slave with methods of movement of its former self in life. Such as an undead bird could fly, a zombie-worm could burrow and an undead fish could swim. This allows such an undead slave to perform certain simple tasks that traditional skeletons cannot perform. No special communication or link exists, as this new creation effectively acts as a zombie but with fewer **Body** points. Tiny undead have only 3 **Body** points while small ones have 6 points. Its AC and any attacks that the creature might have had in life would be used in the calculations as an undead being. However, no more than 2d20 can be used as an attack, and the highest AC possible is 15. These limitations exist even if its living form has better stats. This alternate creation counts towards the total of undead capable of being controlled simultaneously, and like their counterparts, these undead also only remain intact for one month.

*Usage: Enhancement*

### Vampiric Gaze

Energy Drain     Spirit 16+

With this skill a special attack action can be taken by the priest. A sinuous beam of inky darkness emits from the priest's eyes to strike an opponent within 60 feet and within line of sight. It will inflict 2d4 necrotic damage to the target; however, the victim is permitted an **Agility** save (DC:15) to suffer only half damage. If the save fails, not only does the target suffer full damage, but the vampiric transference of health returns to the priest who will regain half (round-down) of the points inflicted. It is not possible to exceed one's max **Body** score via this vampiric restoration. Finally, this power can only be used once every two minutes (12 rounds).

*Usage: Action*

### Weapon of Justice

Ceremony

Faith 3+

This skill allows the preparation of a weapon against a specific foe. Note that it does not require *divine accord*. By writing in blood the identity of the enemy upon the weapon along with aphorisms the weapon will gain power against the rival. The precise name of the victim does not have to be known, but the description must be specific to a single character or being. This preparation requires a minimum of one hour, but the effects on the weapon last for up to 30 days. The power added to the weapon turns a weapon into effectively a magical one, allowing it to strike creatures which are normally immune to normal weapons. Additionally, the weapon gains special bonuses for the next three attacks against the specific foe. The first swing grants +3 to all d20s used. The next attack gains +2 on the scores; and the final attack increases to only +1. The time between the attacks – assuming the effect has not expired - does not matter. After the third attack, the empowerment ends. Additionally, the weapon cannot be used against anything prior to fighting the intended rival. If it is used to attempt to strike, successful or not, the enchantment is lost.

*Usage: Special*

## Holy Ground

### What defines a church.

With the *commissioning* skill, “holy ground” is consecrated and created. However, what does this really mean?

First, this creates the same effect as if the area were inside a *protection from evil* circle, like that of *fiend practicum*; however, the protection extends to other creatures, including undead and fey. Any priests of an opposing deity will also have difficulty entering the ground without an invitation, requiring to make a spirit preservation save against DC:10.

Secondly, any *turn undead* or *holy turning* originating from within the “holy ground” gains a +4 bonus for those attuned to the temple; however, those not of the faith attempting to *turn undead* in an “unholy” place will have 2 points of smite reduced from the turning. Further, opposing clerics become subject to *holy turning* (normal saves) as if celestials/ fiends when on “holy ground.”

Moreover, any dead body interred in a sacred site cannot be turned into an undead creature. Finally, all creatures of worship, not just priests, gain +4 to all preservation saves that may be needed inside the church.

## Sorcery

### Exploiting latent energies of the universe.

To cast advanced magic beyond simple cantrips, then a specific training skill of *sorcery* is required skill. The *cantrip control* skill is based on fey magic and does not allow the use of arcane spells, called axioms. Likewise, the skill of *sorcery* is incompatible with simple cantrips.

Using sorcery is a process of two different components: *sorcery* training and known axioms. The *sorcery* skill must be learned for a character to be able to cast any arcane magic. The universe, perhaps better termed the ubiquiverse to include the various planes of existence, has particles of energy existing through out. These various energy knurls subsist as part of the comprising of reality itself. What the *sorcery* skill does is train a being how to feel, find and manipulate these forces to create exceptions to the standard physics in reality. Another very important detail is the *sorcery* skill means that the trainee has undergone an abscission and modification to one's hands to better grasp the knurls of magic. As its very purpose, *sorcery* is a process of breaking the natural rules of the cosmos.



Once learning how to wield and shape these particles of energy into strands and patterns, then specific axioms for these forces can be applied. This is how a specific axiom works. It is a mental process of meshing magical energy to produce a potential outcome. Performing this task is mentally exhausting, and therefore, costs points from a character's *Mind* score when casting a spell of sorcery. This is why there is a prerequisite of a 3 *Logic* score or higher just to be capable of learning the base *sorcery* skill.

Typically, the base skill of *sorcery* must be learned from another, using karma. The use of karma is a meta-physical way to speed up the grasping of a particular skill, but in the case of *sorcery* it is possible to be trained without spending karma. For this rigorous training, another sorcerer will take on a student for 100 days. Similar to a vocational skill, at the end of that time a *Logic* feat (DC:8) is required to acquire the skill. If that roll is unsuccessful, then the student simply hasn't become proficient in *sorcery*. Finally, it is possible to self-trained in *sorcery* because someone had to originate the skill; however, this would require GM approval, as it might require several years.

### Axioms

To cast a sorcery spell, a specific axiom must be acquired. An axiom is the mental process of twisting those energy knurls in a particular way, which can be performed through various visualizations, words, gestures and occasionally material components. Learning an axiom works precisely like acquiring any other skill – purchased through karma. The GM may want to role-play the process, whether that is being trained by a mentor or purchased from a peer, but karma should be used to gain a new axiom. Additionally, various axioms will have different costs of karma needed. Finally, there is a time investment to transfer the axiom beyond the karma expense. To fully master a new axiom acquired, one day per *Mind* point is required.

Once *sorcery* is known and an axiom has been acquired, then student graduates to being a real sorcerer. To cast that newly-learned axiom *Mind* score points are used as a metric of magical rote. Each axiom will have a casting cost, measured in *Mind* points. If one does not have enough current *Mind* points, then the axiom cannot be established. To be clear, if the sorcerer does not meet the requirement to cast an axiom, then it cannot be acquired either, even if having enough karma to purchase it.

Again because the spells had to be created originally, axioms themselves can be self-taught using the self-training rules as if a vocational skill. However, instead of a *Muse* feat at the end of the duration, the research of a new axiom would require a *Logic* check instead. Considering the time for being trained when using karma, the time for self-training is significantly longer. Self-training without karma equates to one month per *Mind* point required for casting. Thus, if a sorcerer observed someone throwing a *fire-clart* and thought, "*I can do that*," then after investing 28-days of study and practice, a *Logic* feat of DC:8 (DC:6 plus twice the *Mind* cost) could be rolled to see if the new axiom truly gained. The same is true for a *relocate* axiom, but it would require a five-month investment and a more difficult check (DC:16). Finally, no axiom can be self-researched that would exceed the requirements of the sorcerer to cast.

### Spell Cost

Like divine power, *sorcery* works similarly. Once an axiom is learned, it will have a casting cost value from 1 to 6 *Mind* points. That cost is subtracted from the current *Mind* score upon birthing the spell. Unlike divine power, the costs and requirements are

## Sorcery

different. As axioms must be gathered, bought, learned and traded for karma rather than being granted for free as part of a holy pact, axiom spell casting costs are cheaper by comparison. The requirement to cast any axiom is based upon the sorcerer's Logic score. Logic must be twice the value of the spell cost. Thus, a 2-point axiom can only be birthed by a sorcerer with a 4 Logic or higher. For a 5-point spell, a Logic score of 10 or better is needed. However, that 5-point axiom would only reduce the Mind score by 5 points. While more details will be given later, Mind points can be recovered after a [short rest](#), and many more points become restored after a [long rest](#).

## Oversiphoning

Further, a valid option when using axioms is a process called "oversiphoning." In the process of manifesting the magic, the sorcerer is gathering and manipulating those energy knurls previously mentioned. The mental effort required to perform this act is measured in the cost of Mind points, as stated earlier. However, the sorcerer can push more mental power into an axiom, which creates a stronger concentrations of those magical forces, weaves thicker stands of sorcery and creates a more powerful effect from the axiom. The cost is extra Mind points used over the normally required amount. This is the process known as oversiphoning. However, not all axioms may be worth the extra investment; some even might gain no effect at all. In the description is an explanation of how oversiphoning would work for that axiom and what the additional costs would be.

## Spell Birth

While much of sorcery is mental, nearly all spells require verbalization of arcane words to ensure the proper magical threads combine for the effect. However, not every axiom requires speaking, meaning a few can be cast in the midst of a *silence* effect, similar to the limitation with divine powers. Further, many axioms will also require physical gesturing to help with the manifestation. And finally, occasionally some sorcery will rely upon external components. *Scry* is one such example. All of this is address specifically for those who subdue a sorcerer to better understand binding hands and gagging the caster will prevent spell-usage in most cases.

On the flip side, the requirements may also determine whether the sorcerer can perform his or her magical in secret. Verbal intrinsics of an axiom must be annunciated distinctly and at a normal speaking volume; therefore, casting such spells clandestinely in virtually impossible. However, gesture-only axioms may sneak by observers. Those in combat will notice spells almost automatically, unless the GM rules a condition such as blindness or other circumstance. However, for those casually observing the area can notice a gesture-only spell during a non-combat social scenario by making a normal Perception check (DC:11). If the caster has the *stealth* and is specifically attempting to hide the action, then the Difficulty is raised to 13. If using *stealth* to completely conceal oneself, then the normal *stealth* DC is used to know the caster is even there; however, that really be a non-combat social scenario.

Also, if the axiom requires only a gesture but the sorcerer is shackled, bound or otherwise restrained, then there is still a very small chance the caster might manifest the spell, assuming the other factors are not inhibited. In such a case, if the sorcerer can made a Mind feat check (DC:20), then the spell can occur. The GM might adjust appropriately for the *knots* skill or other circumstances. However, if failing the casting, the spell points attempted will be lost. Further, maintaining concentration, if needed (see below), may also be adjusted by the GM. Finally, mental-only axioms, which tend to fall into the detection category, cannot be observed without magical aid. Further, mental-only effects are extremely difficult to prevent; however, captors have been known to render sorcerer's unconscious or even strike them with a *weapon of nonsense* to prevent casting.

## Concentration

Some axioms require concentration. The sorcerer can still partake in conversations and observe the surroundings, but while concentration is required no reactions can be performed nor can any new axioms, cantrips or invocations be cast. However, other actions, such as drinking a potion or activating a magic item are perfectly legitimate. However, combat attacks, whether melee or at range, can only be made with disadvantage. Further, movement rate is half during concentration. Of course, a specific detail in an axiom could override this general rule. Should the caster's concentration be broken, it will usually end the axiom. Thus, if the concentration is required to maintain or complete an effect, then breaking the caster's concentration would free the victims. However, in some cases, such as *conjure elemental*, it does not return end as one might expect.

Concentration may be broken by inflicting damage against Body, Mind or Spirit. However, the caster is permitted a save against a DC:14 plus the number of points of damage to maintain concentration. If struck with Body damage, a Resilience save is used. If Mind damage, then Judgment; and if Spirit, then Muse.

Other options to break concentration are using *arcane disruption* as an action or *counterspell* as a reaction at the start of the caster's turn. Obviously, killing, stunning or incapacitating the caster would also work. Lastly, the GM may allow for environmental events to break concentration.

## Effect Restrictions

There are several spells where an effect may be removed by subsequent saves made against the effect. However, this might seem

## Sorcery

ambiguous if the result of the axiom for failing the initial save results in a restriction that makes all future saves automatically fail. An example of this is *nauseating breath*. If the victim fails the initial save, then he or she is stunned but also allowed subsequent Resilience saves to clear the magical gas from one's system. The conflict occurs when reading the effects of being stunned, which include the automatic failure of any Body saves while under the restriction. In these cases, subsequent saves are not penalized by the inflicted restriction; however, all other reasons to make a save or feat roll would be. Thus, the following round after failing the save against *nauseating breath* would be a normal save, but if someone grappled the victim, then the competition would automatically go to the one attempting the hold. Furthermore, previous existing effects might also play into these subsequent saves. If the victim were at disadvantage for some other reason for the initial save against *nauseating breath*, the subsequent saves would also be at disadvantage, so long as the cause for disadvantage still applied. Combined effects should apply in order as a base rule whenever these factors must be considered. Of course, a specific rule of an item or other magic would override this general one.

## Channeling

There is one final note on casting axioms. There do exist items of channeling: rods, orbs, wands, scepters, fans and the like. These are often made from special materials; sometimes feywood or perhaps mythril. The fashioning of these items is performed through *arcane craft*, requiring about one week of time and roughly 2500 bits of raw material.

A focus channel is not something for the casual caster, such as a fighter who picks up ice blast to strike targets out of reach. This is for the serious sorcerer who primarily casts only magic and does it frequently. Otherwise, it may not be worth the investment.

*The chart of axioms is ordered by cost, while the descriptions are ordered alphabetically.*

Skill	Cost
Sorcery	100
Evocation of Fire	250
Evocation of Frost	250
Evocation of Lightning	250
Arcane Artificing	300
Arcane Craft	300
Axiom	
Acid Dart	100
Air Bubble	100
Alarm	100
Appropriation	100
Arcane Rider	100
Bolster	100
Burning Hands	100
Burst of Thought	100
Charm	100
Chill Touch	100
Closing Speed	100
Cloud of Daggers	100
Connecronism	100
Detect Magic	100
Detect Supernatural	100
Discordance	100
False Aura	100
Fire Dart	100
Flinch	100
Float	100
Ghost Sound	100
Glitter	100
Grounding	100
Ice Blast	100
Intervocalism	100
Lock	100
Move In Haste	100
Petty Glamour	100
Quick Step	100
Razorscales	100
Scattered Form	100
Scribe	100
Secret	100
Seeking Missile	100
Shape Water	100
Shield	100

Axiom	Cost
Transmogrify	200
Unpickable Lock	200
Venomfire	200
Venomous Spew	200
Vocalink	200
Voltaic-Arc	200
Web	200
Whirlwind Blade	200
Whispering Wind	200
Windstorm	200
Withering Circle	200
Acid Cloud	300
Air Chamber	300
Astasia	300
Blink Enemy	300
Blink Evasion	300
Blink Other	300
Bloodhound	300
Clairvoyance	300
Conjure Barrage	300
Counterspell	300
Death Memory	300
Disrupt Magic	300
Earth Move	300
Ego Whip	300
Ether Walk	300
Explosive Missile	300
Faintheartedness	300
Fear	300
Fireball	300
Fly	300
Fortress	300
Indifference	300
Inkoflex	300
Instant Wall	300
Land Skiff	300
Lava Strike	300
Lightning Bolt	300
Magic Eye	300
Mark That One	300
Odious Goo Entity	300
Pebble to Boulder	300
Personal Airing	300

## Sorcery

<a href="#">Shieldbearer</a>	100
<a href="#">Shimmering Armor</a>	100
<a href="#">Shuriken of Shadow</a>	100
<a href="#">Skeleton Key</a>	100
<a href="#">Sleep</a>	100
<a href="#">Slick</a>	100
<a href="#">Snow Boots</a>	100
<a href="#">Spark</a>	100
<a href="#">Tentacle Guard</a>	100
<a href="#">Touch of the Pitohuis</a>	100
<a href="#">Twisted Throw</a>	100
<a href="#">Upshot</a>	100
<a href="#">Valet</a>	100
<a href="#">Veil</a>	100
<a href="#">Vengeance</a>	100
<a href="#">Verbalize</a>	100
<a href="#">Viper Dart</a>	100
<a href="#">Warning Shout</a>	100
<a href="#">Weighty Chest</a>	100
<a href="#">Wind Compass</a>	100
<a href="#">Wraithstrike</a>	100
<a href="#">Acid Arrow</a>	200
<a href="#">Bilious Gloom</a>	200
<a href="#">Blink</a>	200
<a href="#">Bloat Bomb</a>	200
<a href="#">Blood Boost</a>	200
<a href="#">Blur</a>	200
<a href="#">Boiling Oil</a>	200
<a href="#">Charge Object</a>	200
<a href="#">Decaying Rot</a>	200
<a href="#">Detect Thoughts</a>	200
<a href="#">Empower Animal</a>	200
<a href="#">Enfeeblement</a>	200
<a href="#">Eruption</a>	200
<a href="#">Feratu Shroud</a>	200
<a href="#">Fiery Crescendo</a>	200
<a href="#">Freeze Thought</a>	200
<a href="#">Geo-Bond</a>	200
<a href="#">Ghoul Strike</a>	200
<a href="#">Glamour Mouth</a>	200
<a href="#">Gloom Torus</a>	200
<a href="#">Glyph Analysis</a>	200
<a href="#">Hideaway</a>	200
<a href="#">Ignis Fatuus</a>	200
<a href="#">Inkodistance</a>	200
<a href="#">Lipo-Shield</a>	200
<a href="#">Magic Seal</a>	200
<a href="#">Maladroitness</a>	200
<a href="#">Memory Meld</a>	200
<a href="#">Mind Dagger</a>	200
<a href="#">Mirror Image</a>	200
<a href="#">Mishap</a>	200
<a href="#">Nauseating Breath</a>	200
<a href="#">Night Scar</a>	200
<a href="#">Personal Silence</a>	200
<a href="#">Psychic Shield</a>	200
<a href="#">Random Casualty</a>	200
<a href="#">Reverse Arrow</a>	200
<a href="#">See Invisible</a>	200
<a href="#">Shark Tracking</a>	200
<a href="#">Shelter Other</a>	200
<a href="#">Silence</a>	200
<a href="#">Slow</a>	200
<a href="#">Stature</a>	200
<a href="#">Stolen Breath</a>	200
<a href="#">Strix Cloud</a>	200
<a href="#">Stronger Slumber</a>	200

<a href="#">Phantasmal Distraction</a>	300
<a href="#">Polymorph</a>	300
<a href="#">Psychic Poison</a>	300
<a href="#">Reverberation</a>	300
<a href="#">Ruthless Assault</a>	300
<a href="#">Sabotage Mark</a>	300
<a href="#">Sawtooth</a>	300
<a href="#">Sectantur</a>	300
<a href="#">Servant Army</a>	300
<a href="#">Skip Moment</a>	300
<a href="#">Sprint</a>	300
<a href="#">Strong Glamour</a>	300
<a href="#">Undead Freedom</a>	300
<a href="#">Vapor</a>	300
<a href="#">Veiled Deception</a>	300
<a href="#">Waresense</a>	300
<a href="#">Word Stone</a>	300
<a href="#">Wrecking</a>	300
<a href="#">Animate Shadow</a>	400
<a href="#">Arcane Resistance</a>	400
<a href="#">Brain Damage</a>	400
<a href="#">Confusion</a>	400
<a href="#">Dimension Door</a>	400
<a href="#">Dirge Chamber</a>	400
<a href="#">Dreadful Bile</a>	400
<a href="#">Ether Wisp</a>	400
<a href="#">Fire and Ice</a>	400
<a href="#">Flame Walk</a>	400
<a href="#">Geo-Tether</a>	400
<a href="#">Gorge Burst</a>	400
<a href="#">Improved Psychic Shield</a>	400
<a href="#">Magma Siege Stone</a>	400
<a href="#">Mass Veil</a>	400
<a href="#">Psychokinesis</a>	400
<a href="#">Repulsion</a>	400
<a href="#">Scry</a>	400
<a href="#">Shadow Turf</a>	400
<a href="#">Sigil Drift</a>	400
<a href="#">Spry-foot</a>	400
<a href="#">Stature Exanimate</a>	400
<a href="#">Supreme Fortune</a>	400
<a href="#">Symbolize Lifesong</a>	400
<a href="#">Thanatos</a>	400
<a href="#">Volcanic Rage</a>	400
<a href="#">Wall of Force</a>	400
<a href="#">Watchdog</a>	400
<a href="#">Wing Gift</a>	400
<a href="#">Antilife Shell</a>	500
<a href="#">Astral Presence</a>	500
<a href="#">Cone of Cold</a>	500
<a href="#">Conjure Elemental</a>	500
<a href="#">Extend</a>	500
<a href="#">Hold Monster</a>	500
<a href="#">Life Static</a>	500
<a href="#">Order to Stun</a>	500
<a href="#">Passwall</a>	500
<a href="#">Relocate</a>	500
<a href="#">Replica</a>	500
<a href="#">Schmerz</a>	500
<a href="#">Shadow Path</a>	500
<a href="#">Stone Spiders</a>	500
<a href="#">Teleport Sigil</a>	500
<a href="#">Disintegration</a>	600
<a href="#">Eyebite</a>	600
<a href="#">Flesh to Stone</a>	600
<a href="#">Obsequies</a>	600
<a href="#">Possession</a>	600

## Sorcery

Sudden Formation	200
Telekinesis	200
Thicken Damage	200
Torus Of Destruction	200

Reto Motus	600
True Sight	600
Verbotten	600

<b>Sorcery</b>	<b>No Skill Requirement</b>	<b>Logic 3+</b>
This allows one to be able to learn and cast axioms.		
<b>Arcane Artificing</b>	<b>Sorcery</b>	<b>Judgment 3+</b>
This allows a sorcerer to create a magic item through an arcane-magic process. It is actually a prerequisite and more details can be found under the <a href="#">Artifice Discipline</a> vocational skill and in the GM Aide.		
<b>Arcane Craft</b>	<b>Sorcery</b>	<b>Will 4+</b>
Through <i>arcane craft</i> , the sorcerer personally crafts his or her own focus channel, which will work for no one else as it becomes attuned to the creator's lifesong. Once possessing the item, it requires one hand to hold; thus, two-handed activity becomes subject to initiative delays. In combat, it requires one action to activate the item. After doing so, for each casting the sorcerer performs in the next minute (6 combat rounds), he or she will roll a mind feat save (DC:14 plus the spell-point cost of the axiom). If successful, then the spell points required is reduced by one point (even 1-point axioms). The caster must have sufficient points to complete the casting, even if the focus channel makes it possible to cast the axiom for free. Further, if double-point casting a spell, still only one point is reduced. After 6 rounds, another action is required to activate the item again.		
<b>Evocation of Fire</b>	<b>Sorcery</b>	<b>Mind 13+</b>
When casting a spell that inflicts fire as the base damage, flames engulf the caster until the start of his or her next turn. The flames cause no damage to the sorcerer or possessions. Further, they shed dim light out to 20 feet. While the flames are present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of fire damage. As a downside, it costs an extra <b>Mind</b> point for such a spell to prevent the effect from occurring.		
<b>Evocation of Frost</b>	<b>Sorcery</b>	<b>Mind 13+</b>
When casting a spell that inflicts cold as the base damage, frost covers the caster until the start of his or her next turn. The frost causes no damage to the sorcerer or possessions. No light sheds from this effect. While the frost is present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of cold damage. At the cost of an extra <b>Mind</b> point of the axiom-casting, this effect can be stopped from manifesting.		
<b>Evocation of Lightning</b>	<b>Sorcery</b>	<b>Mind 13+</b>
When casting a spell that inflicts lightning damage, sparks of electricity cover the caster until the start of his or her next turn. The sparks cause no damage to the sorcerer or possessions. Further, they shed dim light out to 10 feet. While the sparks are present, these offer a defense such that any creature successfully striking the sorcerer by melee from an adjacent hex will suffer 1 point of lightning damage. At the cost of an extra <b>Mind</b> point of the axiom-casting, this effect can be stopped from manifesting.		

## Axioms

<b>Acid Arrow</b>	<b>Mind Point Cost: 2</b>	
Verbal, Gesture	<b>Requirement: Acid Dart</b>	
Time Required: 1 action	Range: 20 feet	Duration: Instantaneous
While having a shorter range, this axiom has more opportunity to inflict damage and over a longer period. The sorcerer selects a target within range who can be visibly seen, then hurls a green arrow of magical acid at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i> , then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. If striking, then d4 points of alchemical damage is inflicted immediately, plus the victim must make a <b>Resilience</b> preservation save (DC:13) or have the acid continue to burn for another d4 points of damage which is recorded at the end of the target's next turn. In the interim, the victim is in pain that prevents spell casting or other concentration without an appropriate concentration feat, which in this case is a <b>Resilience</b> save (DC:16).		
<b>Oversiphoned:</b>	4 Mind Points	Two separate targets can be selected for a simultaneous attack.

## Sorcery

### Acid Cloud

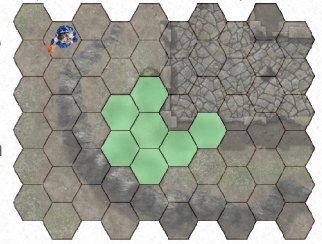
Verbal, Gesture, [Concentration]

Mind Point Cost: 3

Requirement: *Acid Dart*

Time Required:	1 action	Range:	60 feet	Duration:	3 turns
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Billowing green gas bursts out in a 15-foot diameter circle (7 hexes), centered on any point of the sorcerer's choosing within range. The cloud will move around corners to occupy 7 hexes. The cloud lasts for 30 seconds or until it is dispelled by a strong wind. Its area is heavily obscured, similar to a *fog of war*. Any creature that moves into the cloud or starts its turn there must make a **Resilience** save (DC:15). Creatures take 2d6 acid damage on a failed save, and half as much on a successful one.



**Oversiphoned:** 5 Mind Points Resilience save (DC:17). Base damage is 2d8.

### Acid Dart

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within range who can be visibly seen, then hurls a ball of corrosive acid at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If striking, then d4 points of alchemical damage is inflicted against body. This axiom can be cast in magical silence.

**Oversiphoned:** 2 Mind Points The d20 attack is at advantage. The damage becomes a d6.

### Air Bubble

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Touch	Duration:	10 minutes
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This spell creates a small pocket of breathable air that surrounds the touched creature's head or the touched object. The *air bubble* allows the creature touched to breathe underwater or in similar airless environments. An item is surrounded by the bubble and is protected from water damage. This axiom can be cast in magical silence.

**Oversiphoned:** 2 Mind Points The duration is 20 minutes.

### Air Chamber

Verbal, Gesture

Mind Point Cost: 3

Requirement: *Air Bubble*

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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This spell creates a large pocket of breathable air surrounding the touched creature's entire body. This allows the creature touched to breathe underwater or in similar airless environments. However, it does not convey the ability to swim, and further to navigate in the water requires swimming or other means of movement. The creature inside the *air chamber* will move against water currents as if actually touching and interacting with the water despite never actually making contact. Without effort, the creature will move naturally with the current of the water.

**Oversiphoned:** 4 Mind Points The duration is 90 minutes.



## Sorcery

<b>Alarm</b>			<b>Mind Point Cost: 1</b>
Verbal, Gesture			
Time Required:	1 minute	Range:	30 feet
		Duration:	8 hours
<p>The spell wards against unwanted intrusion placed on a door, window or gate. The portal cannot extend outside of a 20-foot cube. While in effect, should a tiny or larger creature touch or enter the warded area, then an alarm will signal. If within 60 feet, an audible sound like a hand bell will sound. Also, a mental alert will ping the caster up to a mile away. This ping will also wake the caster if asleep.</p>			
<p><b>Oversiphoned:</b> 2 Mind Points      The duration is 14 hours.</p>			
<b>Animate Shadow</b>			<b>Mind Point Cost: 4</b>
Verbal, Gesture, [Concentration]			
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 1 minute
<p>With the gesture and gaze, the sorcerer lifts a shadow from a surface and brings it to life. Light must be present for shadows to exist and this spell to manifest. The shadow is under the control of the caster until the axiom expires. The following round the shadow rolls a separate initiative. The sorcerer decides what action the creature will take and where it will move during its next turn, or a general command can be issued, such as to guard a corridor. If no commands are given, the creature only defends itself against hostility. The entity has the equivalent of 18 <b>Body</b> points and an AC 13. It physically attacks with 2d20 and delivers blunt damage. The shadow operates with spirit sight and has resistance to piercing attacks. If double spell points are used, then two shadows are created. This axiom is completely somatic and mental; therefore, it can be cast within a <i>silence</i> effect; however, it requires concentration, meaning the magic-wielder can take no reactions or cast new spells for the duration</p>			
<p><b>Oversiphoned:</b> 6 Mind Points      Shadow creature has 25 Body points and AC 15.</p>			
<b>Antilife Shell</b>			<b>Mind Point Cost: 5</b>
Verbal, Gesture			
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 1 hour
<p>A shimmering barrier extends out from the sorcerer in a 10-foot radius (the six surrounding hexes) which also moves with the conjurer. This shell will hedge out creatures, including undead but not constructs. The barrier lasts for the duration. The barrier prevents an affected creature from passing or reaching through. A blocked creature can still cast spells or make attacks with ranged and reach weapons through the barrier. If the sorcerer moves so that an affected creature is forced to pass through the barrier, the spell ends.</p>			
<p><b>Oversiphoned:</b> 8 Mind Points      The duration is up to 2 hours. 10 Mind Points      The duration is up to 3 hours.</p>			
<b>Appropriation</b>			<b>Mind Point Cost: 1</b>
Gesture			
Time Required:	1 action	Range:	Self
		Duration:	1 hour
<p>By selecting a culture or subculture, the sorcerer can adapt to it. If speaking the native language, then for the duration a native accent will be used. Further, gestures, subtle behavior and body language will give the caster the appearance as a native of the culture. This axiom can be cast in magical silence.</p>			
<p><b>Oversiphoned:</b> 2 Mind Points      The duration is 2 hours.</p>			

## Sorcery

### Arcane Resistance

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	3 turns
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The creature touched has advantage on saves involving sorcery and further has resistance to any damage inflicted from axioms until the end of its third following turn after receiving the enchantment.

**Oversiphoned:** 6 Mind Points      The duration is 5 rounds.

### Arcane Rider

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action (special)	Range:	Touch	Duration:	Up To 10 minutes
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This axiom allows other axiom effects to be linked to an object with a physical or audible trigger condition. Any axiom with a **Mind**-point cost of 2 or lower can be placed into the object to activate upon the specified action, which may be forceful impact, touch or even a key word spoken within 30 feet of the object. However, the embedded spell effect cannot be one that inflicts damage or forces a save upon a victim. Only one action is needed to prepare the object to receive the axiom; however, the second spell must be cast as normal and will require the same time as typical casting. Spells such as *air bubble*, *false aura* and *silence* are examples of axioms that could be used. A common usage is creating "arrows of silence" that active when striking; to create one such arrow, two actions and three spell points total would be needed. The embedded axiom cannot be oversiphoned.

**Oversiphoned:** 3 Mind Points      An axiom up to a cost of 3 Mind points can be embedded which may include oversiphoned axioms.

### Astasia

Mind Point Cost: 3

Gesture

Time Required:	1 action	Range:	60 feet	Duration:	12 turns
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This creates an area of 20-feet in diameter (14 hexes) that adds a glamour to the terrain, causing it to appear wobbly, warped and disoriented. It can be placed in an area occupied by others. Anyone not immune to illusions or unable to navigate in a way other than by normal sight will suffer disequilibrium when traversing the area. Any hex of the illusion is treated like rough terrain, meaning it will cost 10 feet for 5 feet of movement. Further, any creature starting its turn in the terrain illusion, who suffers it effects, must make an **Agility** save (DC:15) on fall prone from dizziness. This can be cast in a *silence*. The illusion's duration is until the end of the twelfth turn of the caster.



**Oversiphoned:** 5 Mind Points      The area is a 25-ft diameter (19 hexes).  
Agility save (DC:17).

### Astral Presence

Mind Point Cost: 5

Verbal, Gesture, External

Requirement: *Scry*

Time Required:	1 minute	Range:	Self	Duration:	10 minutes
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Similar to a *scry* axiom, this effect projects a translucent image of the sorcerer to a location personally known by the caster. Also like the *scry* axiom, a magical focus such as a crystal ball or mystical font of significant value is required. For the duration, the sorcerer can see and hear everything in the area as if he were there; however, protections against spirits and fey creature may interfere with communication. The sorcerer has no material presence, cannot manipulate objects in the location nor can spells nor magical effects be cast through this medium unless whatever used explicitly states that it can.

**Oversiphoned:** 7 Mind Points      Duration is 15 minutes.

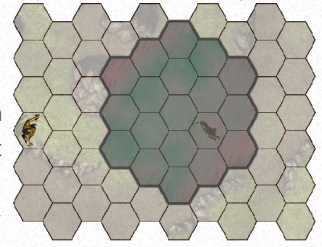
## Sorcery

### Bilious Gloom

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
<p>The sorcerer creates a 25-foot-diameter sphere (19 hexes) of green-brown, nauseating gas centered on a point within range. This can be located in spaces occupied by others. The nasty fog causes the area to be heavily obscured, causing -2 penalties to attack by melee inside it and -5 to attack when using range in or out. The haze lingers in place for the 6-round duration. Each creature that is the area at the start of its turn must make a <b>Resilience</b> save (DC:13) as if the mist were poison. On a failed save, the creature is under the incapacitated restriction, spending its turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this save. Natural wind (at least 10 miles per hour) can disperse the cloud after 3 rounds. A strong wind (at least 20 miles per hour) clears it after only 1 round. In all other cases, the cloud will dissipate at the end of the sorcerer's sixth turn after casting.</p>					
<p><b>Oversiphoned:</b> 4 Mind Points Resilience save (DC:15).</p>					



### Blink

Mind Point Cost: 2

Gesture

Time Required:	1 action	Range:	Self	Duration:	Instantaneous
<p>At the cost of 10 feet of movement, the sorcerer can teleport up to 30 feet to an unoccupied space which is clearly visible at the moment of casting. If the new location is out of direct sight from others, then a new <b>Perception</b> check may be required to be aware of the caster's presence. This can be cast in a <i>silence</i>.</p>					
<p><b>Oversiphoned:</b> 3 Mind Points Movement cost 5 feet. Teleport distance is up to 45 feet.</p>					

### Blink Enemy

Mind Point Cost: 3

Gesture

Requirement: *Blink*

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>The sorcerer spies an enemy target within range. The target must make a <b>Will</b> save (DC:15). On a failure, the sorcerer can teleport it to any empty space seen within 30 feet where it would be on solid ground that can support its weight. Once the target is moved, it immediately provokes flee attacks from all hostile creatures within 5 feet of its new location as if the target had used rapid movement.</p>					
<p><b>Oversiphoned:</b> No benefit.</p>					

### Blink Evasion

Mind Point Cost: 3

Gesture

Requirement: *Blink*

Time Required:	1 reaction	Range:	Self (30 feet)	Duration:	Instantaneous
<p>Upon being struck in melee, the sorcerer can use an available reaction to <i>blink</i> up to 30 feet away and prevent the hit from occurring. The player is allowed to decide whether to use the reaction after the result of the incoming attack, similar to a <i>dodge</i> skill. This will remove 10 feet of movement if the caster has any remaining; however, not having enough will not prevent the axiom, but movement will be reduced to zero in such a case.</p>					
<p><b>Oversiphoned:</b> No benefit.</p>					

## Sorcery

<b>Blink Other</b>		<b>Mind Point Cost: 3</b>	
Gesture		<b>Requirement: <i>Blink</i></b>	
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>By viewing a willing recipient within range, the sorcerer can <i>blink</i> the target to an unoccupied space adjacent to the caster. By performing this, it removes 20 feet of movement for the sorcerer's turn. If the caster has fewer feet of movement remaining, the axiom cannot be cast.</p> <p><b>Oversiphoned:</b> 4 Mind Points      Movement cost 15 feet. Range is 40 feet.</p>			
<b>Bloat Bomb</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture, External		<b>Requirement: <i>Connecronism</i></b>	
Time Required: 1 action	Range: 10 feet	Duration: Instantaneous	
<p>By use of this axiom, a freshly dead corpse, within ten minutes, that has not had other necrotic influence such as <i>connecronism</i> or similar effects, will become bloated and roll up to 20 feet in a straight line from its original position, then explode with concussive force. If reaching an occupied hex prior to the intended destination, it will explode in that spot instead. The bloated corpse explodes for a d6 of blunt damage to a single target.</p> <p><b>Oversiphoned:</b> 4 Mind Points      Rolling distance is up to 45 feet. Corpse can be maneuvered around obstructions on its way to the target.</p>			
<b>Blood Boost</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture, External		<b>Requirement: <i>Connecronism</i></b>	
Time Required: 1 reaction	Range: Self	Duration: Instantaneous	
<p>If choosing to enhance a spell by oversiphoning, and the sorcerer can use a reaction to substitute like <b>Body</b> points for the overage instead of <b>Mind</b> points. For example, if oversiphoning <i>alarm</i> to make it last 24 hours, this would normally cost the sorcerer 5 <b>Mind</b> points. However, through <i>blood boost</i> this would only cost the sorcerer a total of 3 <b>Mind</b> points (1 from the <i>alarm</i> axiom and 2 from <i>blood boost</i>) but would further cost 4 <b>Body</b> points for the amount needed to oversiphon the <i>alarm</i> spell. After using this axiom, the sorcerer must make a <b>Resilience</b> save (DC:15). Failing this save means the caster cannot perform another <i>blood boost</i> sacrifice again without first taking a short rest. No sorcerer understanding general math this would use this axiom unless the points of oversiphoning were greater than cost of using this axiom as a reaction, and even then the blood sacrifice can be costly.</p> <p><b>Oversiphoned:</b> No benefit.</p>			
<b>Bloodhound</b>		<b>Mind Point Cost: 3</b>	
Gesture, Verbal, External		<b>Requirement: <i>Shark Tracking</i></b>	
Time Required: 1 action	Range: Touch	Duration: 8 hours	
<p>With a bit of the target's blood, the sorcerer can enhance someone with a <i>tracker</i> skill to gain +4 on all checks for tracking the specific target. The amount and age of the blood are the same as <i>shark tracking</i>, requiring only a drop which may be up to a year old.</p> <p><b>Oversiphoned:</b> No benefit.</p>			
<b>Blur</b>		<b>Mind Point Cost: 2</b>	
Gesture			
Time Required: 1 action	Range: Self	Duration: 3 turns	
<p>Upon casting, the caster becomes blurred and wavering to all who observe him or her. The effect remains through the sorcerer's next turn, the one after that, and finally ends on the completion of the third turn. During that time, any creature has disadvantage on attack rolls against the caster. An attacker is immune to this effect if it does not rely on sight, such as blindsight, or can see through illusions, as with truesight. This can be cast in magical silence.</p> <p><b>Oversiphoned:</b> 3 Mind Points      Duration is 4 rounds.</p>			

## Sorcery

<b>Boiling Oil</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>By use of this axiom, boiling oil comes into existence and pours over the top of a five-foot wide cylinder (1 hex) within range. Typically this will only affect one target, but it is possible more than one could occupy that small space. Any creatures beneath the spill must make an <b>Agility</b> save (DC:13). The target suffers 1d6 points of corrosive damage on a failed save, and half as much on a successful one.</p>					
<p><b>Oversiphoned:</b> 4 Mind Points      Agility save (DC:15). Base damage is 2d4.</p>					
<b>Bolster</b>			<b>Mind Point Cost: 1</b>		
Mental Only					
Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
<p>This axiom costs the use of a reaction; however, it is triggered by the preparation of casting a specific type of axiom as an action. Thus, it can be cast at the same time as another axiom on the sorcerer's action turn. It can only adjust damage-based axioms that target single creatures and are hurled to hit AC, such as <i>acid dart</i> and <i>enfeeblement</i>. The power of <i>bolster</i> adds 2d20 to the attack roll on the original spell and allows the "per-hit" damage to increase. However, the maximum damage that can occur from this augmentation is two successful dice. For example, if <i>bolstering</i> a <i>fire dart</i> and two of the 3d20s thrown successfully strike, then 2d4 points of fire damage would be delivered. However, if the original axiom's "per-hit" includes an effect where the victim must make a save, such as <i>acid arrow</i>, this would not require more than the original save nor would the failed save include additional duration or damage. The original axiom being bolstered cannot be oversiphoned.</p>					
<p><b>Oversiphoned:</b> 2 Mind Points      The axiom of the primary action is permitted to be oversiphoned. If another d20 is added because of its oversiphoning, then all the d20s are used to determine a successful hit; however, the maximum "per-hit" damage would still be limited to two dice.</p>					
<b>Brain Damage</b>			<b>Mind Point Cost: 4</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>Requirement: <i>Ego Whip</i></p> <p>Another enhancement of the base <i>mind dagger</i> axiom, the sorcerer selects a foe within the 60-foot range and creates a mental competition with the victim. Each side rolls a d12 adding <b>Logic</b> modifiers to the total. However, the sorcerer also gains +5 to the contest. Ties will not prevail, but if the sorcerer outscores the victim, then 3d4 points of <b>Mind</b> damage is inflicted. Moreover, if this attack reduces the victim to zero or lower, then an additional <b>Judgment</b> preservation save is required or some sort of insanity will develop. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way. Should the target have a <i>psychic shield</i>, then it is permitted to roll the competition with advantage, as per the axiom.</p>					
<p><b>Oversiphoned:</b> 6 Mind Points      The sorcerer rolls the d12 competition with advantage.</p>					
<b>Burning Hands</b>			<b>Mind Point Cost: 1</b>		
Gesture					
Time Required:	1 reaction	Range:	Touch	Duration:	Instantaneous
<p>On the successful touch attack upon a victim, the sorcerer uses a reaction to have flames shoot forth from his or her fingertips. This will inflict d4 points of fire damage. See <a href="#">Touch-based Effects</a>. If the initial action is unsuccessful, the reaction will not be triggered. The fire ignites any flammable objects that are not worn or carried that are also in the same space. Lastly, there are no words to this axiom; therefore, it can be cast within an area of <i>silence</i>.</p>					
<p><b>Oversiphoned:</b> 2 Mind Points      Fire damage is d4+2.</p>					

## Sorcery

### Burst of Thought

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	5 feet	Duration:	Instantaneous
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The sorcerer unleashes the psychic energy in a wave that shocks nearby creatures' minds. Each living creature within 5 feet (not a construct, undead, or the sorcerer) must make a **Logic** save. On a failed save, a creature suffers 1 point of **Mind** damage.

**Oversiphoned:** 2 Mind Points      Psychic damage is 2 points.

### Charge Object

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 3 months
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The sorcerer imbues an inanimate object, which must be touched, with an electrical charge. The object must weight at least 1 pound and cannot be bigger than 1 cubic foot. However, it could be an object within another object. For example, a door could not be used; however, a door knocker could. The first creature besides the caster to touch the object must make an **Agility** save (DC:13). The base lightning damage 3d4; however, the victim will suffer only half on a successful save. While the caster can touch the object, it could still discharge if moved faster than a 10-foot movement rate or shaken by the caster. If struck with a held object, even of a non-conductive substance such as wood, the magic will trace the strike back to the source. However, it might be possible to "safely" discharge it by hurling something with a strong enough force. Once the charge is expended, the spell ends. If nothing causes the object to discharge three months, then the spell also ends.

**Oversiphoned:** 3 Mind Points      Agility save (DC:14). Base damage is 3d4+2.

### Charm

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	1 hour
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This charms a sociable humanoid within range who can be seen. The target is permitted a secret **Will** preservation save (DC:12). If the recipient has been threatened by anyone within the last few moments, even those unrelated to the caster, then the save is made with advantage. If the save fails, then the target treats the sorcerer as a friendly acquaintance (agreeable if using the social interaction chart). This won't make anyone do things against his self-interest, such as rob a bank or attack a monster out of his league. When the spell ends, a **Perception** check is allowed against the same DC to know magical influence was used.

**Oversiphoned:** 3 Mind Points      Two separate targets can be selected. Will save (DC:14).

### Chill Touch

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	Touch	Duration:	Instantaneous
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After a successful touch action used to cast this spell (see [Touch-based Effects](#)), the sorcerer uses a reaction to deliver 1d2 points of cold damage as the victim is enveloped in a crust of frost until the start of the caster's next turn. If the target has a turn before then, then its movement is reduced by 20 feet. Further, any action that is an attack roll in that time frame would be at disadvantage. Lastly, there are no words to this axiom; therefore, it can be cast within an area of *silence*.

**Oversiphoned:** 2 Mind Points      Damage is 1d4.

## Sorcery

### Clairvoyance

Mind Point Cost: 3

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	1 mile	Duration:	Up to 10 minutes
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With this axiom, an invisible sensor is created within range in a familiar location or one that is obvious, even if unfamiliar, such as behind a door. It will remain there for the duration of the spell. The sensor can be either visual or auditory at the discretion of the sorcerer, allowing one to see or hear as if he were there. The sensor cannot be attacked or interacted with; however, its maintenance requires concentration by the mage, meaning no reactions can be taken nor new spells cast for the duration. Additionally, if a creature near the sensor can *see invisible*, then the intangible orb will be noticed.

**Oversiphoned:** 5 Mind Points Both vision and audibility occur simultaneously.  
Duration is up to 15 minutes.

### Closing Speed

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 hour
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By making prophetic symbols in the air and touching the willing recipient, this axiom gives one creature preternatural foresight in battle. The next time the creature makes an initiative roll before the spell ends, it treats any roll of 4 or lower on the d10 as a 5. In addition, for the duration, when the target fails a **Perception** check to become surprised, such as a sneak attack to begin the fight, then that **Perception** can be rerolled, but the second roll must be used. The spell ends early on a target whenever the first initiative is used.

**Oversiphoned:** No benefit.

### Cloud of Daggers

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	40 feet	Duration:	Up to 6 turns
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This fills the air with spinning daggers in a five-foot cube, centered at an unoccupied location of the sorcerer's choosing. The manifestation exists so long as the caster concentrates on it, meaning he or she cannot take other actions or reactions plus combat is at disadvantage. Any creature starting its turn or entering the area will suffer an attack from the magical trap. The cloud attacks on a single d20 plus **Logic** score, inflicting d4 points of edged damage against the victim's **Body**. The longest the sorcerer's concentration can last is until the end of his or her sixth subsequent turn.

**Oversiphoned:** 2 Mind Points The d20 attack is at advantage.  
Damage is d6.

### Cone of Cold

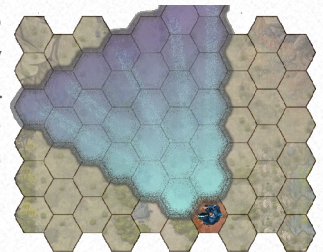
Mind Point Cost: 5

Verbal, Gesture

Requirement: *Ice Blast*

Time Required:	1 action	Range:	Special	Duration:	Instantaneous
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A blast of magical cold erupts from the sorcerer, emitting in a 60-degree cone for 30 feet (26 hexes). All creatures caught in the area will suffer 3d4 points of cold damage to their body scores. An **Agility** preservation save against DC:21 is permitted to suffer only half damage. Should a victim reach zero body points, that creature will become a frozen statue; however, those who make the save to suffer half damage will not become frozen statues. However, any creature still alive in shallow negatives and suffering death saves from a *cone of cold*, those rolls are made at disadvantage. Further, touch-based healing will not work until the victim has thawed (often too late).



**Oversiphoned:** 8 Mind Points Agility save (DC:24). Base damage is 4d4.

## Sorcery

### Confusion

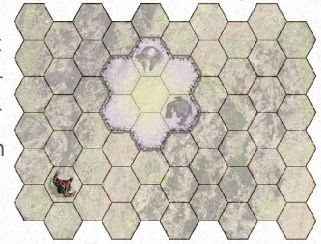
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Charm*

Time Required:	1 action	Range:	90 feet	Duration:	5 turns
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This axiom assaults and twists creatures' minds, spawning delusions and provoking uncontrolled action. Each creature in an 15-foot-diameter sphere (7 hexes) centered on a point within 90 feet must succeed on a **Judgment** preservation save against DC:18. While under the effects, a save-failing victim cannot take reactions. Moreover, an affected creature will exhibit peculiar behavior determined at random by the GM at the beginning of its turn. This continues until the end of each victim's fifth subsequent turn.



- |      |   |
|------|---|
| 1    | The creature uses all its movement to move in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. The creature doesn't take an action this turn. |
| 2-6  | The creature doesn't move or take actions this turn.  |
| 7-8  | The creature uses its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature does nothing this turn.     |
| 9-10 | The creature can act and move normally.   |

**Oversiphoned:** 7 Mind Points Judgment save (DC:21). Duration is up to 9 rounds.

### Conjure Barrage

Verbal, Gesture

Mind Point Cost: 3

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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To be capable of casting this axiom correctly, the sorcerer must have combat skills in the particular weapon to permit at least 2d20 with its normal usage. However, when used in conjunction of this spell, the sorcerer throws or fires a non-magical projectile into the area, which multiplies and rains down dozens of identical type weapons upon an area from a cone 30-feet in the air to a 15-foot diameter (7 hexes) no further than 60 feet from the caster. The weapon-duplicates disappear when striking the ground. Any creature caught in that area must make an **Agility** preservation save (DC:15). Those failing suffer 2d4 point of damage identical to the damage type of the weapon used, or avoids damage completely if successfully saving. Those falling duplicates act as silver for the purposes of being able to strike a target.

**Oversiphoned:** 5 Mind Points Agility save (DC:17). Base damage is 2d4+2.

### Conjure Elemental

Verbal, Gesture, External, [Concentration]

Mind Point Cost: 5

Time Required:	1 minute	Range:	90 feet	Duration:	Up to 1 hour
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When calling forth an elemental servant, there are a few prerequisites to the axiom, making it more difficult to cast unless in a prepared location. Materials required are a brass or silver censer and consumable items representing the element desired. The [elemental](#) is categorized as huge size and occupies the space of a 10-foot cube (3 hexes). Its stats are of the "conjured" type in the [bestiary](#). will be listed as The servant disappears when reaching a **Body** score of 0 or when the axiom's duration ends. During the conjuration, the sorcerer cannot cast other magic effects of any nature, even items, to ensure control is maintained on the servant. Likewise, reactions cannot be performed either during the necessary concentration, and combat is at disadvantage. If the conjurer is killed, stunned or rendered incapacitated, the elemental does not disappear but rather becomes uncontrolled.

**Oversiphoned:** 7 Mind Points Duration is 90 minutes.



## Sorcery

### Connecronism

Gesture, External

Mind Point Cost: 1

Time Required:	1 minute	Range:	Self	Duration:	Permanent
<p>Delving into the arts of lifesong magic, <i>connecronism</i> allows the sorcerer to heal oneself. By the use of dead body, which must be freshly killed within ten minutes, and the blood of that being, the caster can restore d6 points of <b>Body</b> to himself. However, the body must be one that bleeds and therefore cannot be a construct, celestial, fiend or undead. Some cosmic beings may not bleed, which will be determined by the GM if not specified. Further, this can be performed only once per dead body, after which <i>connecronism</i> will not work for anyone. Lastly, direct contact with the blood must be made, meaning the body may have to be cut. Up to a quart of blood is absorbed by the axiom, swirling around the sorcerer and soaking into his or her body. Despite having no verbal properties to the axiom, magical silence will prevent its casting.</p> <p><b>Oversiphoned:</b> 2 Mind Points      d8 Body points restored.</p>					

### Counterspell

Verbal, Gesture

Mind Point Cost: 3

Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
<p>Used only as a reaction when the sorcerer is aware of a creature within 60 feet casting a spell, invoking a divine power or spell-like effect, this axiom attempts to interrupt the flow of magic and energy around the target to prevent the manifestation of magic. This essentially creates a competition between the sorcerer's <b>Logic</b> check and the appropriate check of the other party. This would be <b>Agility</b> for cantrips, <b>Logic</b> for sorcery, and <b>Faith</b> for divine powers. If the sorcerer's check is higher, then the victim's magical effect fails, including any points, charge or fuel expended. It is important to understand the mago-physics of this effect. The caster is not being interrupted to prevent the casting or invoking, but rather the magical energy from the <i>counterspell</i> is injecting itself into the manifestation and attempting to disrupt it from the inside out.</p> <p><b>Oversiphoned:</b> 5 Mind Points      d12 Logic contest is rolled with advantage.</p>					

### Death Memory

Verbal, Gesture

Mind Point Cost: 3

Requirement: *Memory Meld*

Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
<p>With this axiom, the sorcerer can extract the last 30 seconds of memory from a corpse just prior to death. However, the cadaver must have died within one month (28 days); further, the corpse must have been a living creature capable of creating memory. However, it requires a <b>Will</b> save to extract the memory. The DC for the save is a base of 2 plus the number of days the corpse has been dead. If failing the save, no memory is transferred. However, if a <i>necrosayance</i> is actively cast upon the corpse, then the <i>death memory</i> can be used with no save required provided no questions have yet been asked. However, extracting the final memory during a <i>necrosayance</i> acts as if asking all the permitted questions and ending the divine incantation.</p> <p><b>Oversiphoned:</b> No benefit.</p>					

### Decaying Rot

Verbal, Gesture

Mind Point Cost: 2

Requirement: *Connecronism* or *Vengeance*

Time Required:	1 action	Range:	10 feet	Duration:	Instantaneous
<p>This necromancy requires a bit of self-harm, as the caster cuts or stabs oneself for 1 point of <b>Body</b> damage. However, the blood from the wound becomes a gaseous infection that strikes at a target within 10 feet (2 hexes). The victim must make a save using <b>Resilience</b> (DC:13) or suffer d4 necrotic points of damage.</p> <p><b>Oversiphoned:</b> 3 Mind Points      Resilience save (DC:14). Damage is d6.</p>					

## Sorcery

### Detect Magic

Mind Point Cost: 1

Mental Only

Time Required:	1 action	Range:	Self	Duration:	Up to 10 minutes
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For the duration, the sorcerer gains the ability sense the presence of magic within 30 feet. The sense is not automatic but instead requires using an action to examine an object or creature to recognize a magical aura. The sorcerer must be aware of the object or creature upon which to focus; therefore, this cannot be used to see invisible things or detect scrying. If an object is on a living creature, then it is protected by the being's lifesong and therefore the person must be examined first to know something on his person is magical, then a second action, then third, and so on, could be used to delve deeper an examine specific items on the person's possession. While performing these actions that continue into future actions, this requires concentration, meaning the sorcerer cannot cast other magic, use reactions and if forced into combat, such attacks would be at disadvantage. However, while the spell has not expired its duration but the sorcerer is not actively concentrating on detection, the penalties of concentration do not apply.

**Oversiphoned:** 2 Mind Points      Duration is up to 15 minutes.

### Detect Supernatural

Mind Point Cost: 1

Mental Only, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	Up to 10 minutes
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For the duration, the caster can know if there is a celestial, elemental, fey, fiend, glitch or undead within 30 feet, as well as the location of the creature. Further, if there is a place or object within 30 feet that has been divinely consecrated or desecrated, this too will be revealed. This axiom requires concentration; therefore, while detecting, the sorcerer cannot take reactions or cast a new spell without ending the axiom.

**Oversiphoned:** 2 Mind Points      Duration is up to 20 minutes.

### Detect Thoughts

Mind Point Cost: 2

Mental Only, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	Up to 1 minute
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For the duration of the axiom, the sorcerer can sense and interpret thoughts from certain creatures. Upon casting and each subsequent action while the spell has not expired, the sorcerer focuses his or her mind on any single creature without 30 feet; however, only creatures who possess language can be properly read. What is learned is the surface thought – what is most prevalent on the creature's mind at the moment, such as hunger, thrill, pain, joy or fear. This surface reading is unknown to the target. This probing requires concentration, meaning the caster may not use any reactions during the process; further, new castings are also prohibited due to the concentration. Upon the next turn the following round, the sorcerer may choose another target or may probe deeper on the established target. If going deeper, the mental intrusion will be known by the victim, who may make a **Perception** preservation save against a DC:13 to resist the mental search. If successful, this will forcefully end the axiom. However, if failing, then the sorcerer gains insight into the victim's reasoning, emotional state, motivations, compulsive thoughts (such as what it worries over, what it loves or hates).

**Oversiphoned:** 3 Mind Points      Perception save (DC:14).

## Sorcery

<b>Dimension Door</b>		<b>Mind Point Cost: 4</b>	
Verbal, Gesture		<b>Requirement: <i>Blink</i></b>	
Time Required: 1 action	Range: 500 feet	Duration: Instantaneous	
<p>The caster teleports himself or herself from the current location to any other spot within range, arriving at exactly the spot desired. It can be a place seen, known about, or can be described by stating distance and direction. Objects brought along are limited only by the weight limit of what the caster can carry. Further, one willing creature the same size or smaller (carrying gear within its weight capacity) can also be teleported. The creature must be within five feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied by an object or a creature, the sorcerer and traveling companion each suffer d2 <b>Body</b> points of blunt damage, and the spell fails the transportation.</p>			
<b>Oversiphoned:</b> 5 Mind Points		Range is 700 feet. A second ally can be teleported.	
<b>Dirge Chamber</b>		<b>Mind Point Cost: 4</b>	
Gesture		<b>Requirement: <i>Connecronism</i></b>	
Time Required: 1 action	Range: Touch	Duration: 2 turns	
<p>When placed on a target, until the end of that being's next two turns, unconsciousness and death will not occur due to <b>Body</b> points. However, other effects, such as <i>sleep</i> or failing a stun-attack, are applicable. Further, if after the expiration, the target still has a <b>Body</b> score at or below zero, then he or she will immediately suffer that proper status. Further, this axiom must be placed upon a conscious being and cannot effect celestials, constructs, elementals, fiends or undead.</p>			
<b>Oversiphoned:</b> 7 Mind Points		Duration is until the end of the target's subsequent third turn.	
<b>Discordance</b>		<b>Mind Point Cost: 1</b>	
Verbal			
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>The sorcerer blows a light whistle towards the intended target, who must be within range and line of sight. The victim hears in its head a jarring and absonant melody; however, no one else can hear it. This forces the recipient to make a <b>Judgment</b> preservation save (DC:12). Failing the save causes the victim to flee from the sorcerer, not out of fear as the recipient is still allowed to take all actions and reactions. The victim of a failed save must move in a direction opposite the caster at its next movement opportunity, doing so to its full movement. Deaf creatures, those immune to mental attack or those immune to charm will not be affected.</p>			
<b>Oversiphoned:</b> 2 Mind Points		Judgment save (DC:13)	
<b>Disintegration</b>		<b>Mind Point Cost: 6</b>	
Verbal, Gesture		<b>Requirement: <i>Dreadful Bile</i></b>	
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>A thin green ray emits from the caster's pointing finger to a target that can be seen within range. The target can be a creature, an object, or a creation of magical force, such as an <i>instant wall</i>. A creature targeted by this spell must make a <b>Resilience</b> preservation save (DC:24). On a failed save, the target suffers 4d4 points of blunt damage and is completely obliterated if this damage leaves it with zero points. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. Magic items each make survival checks (DC:18). However, if the initial save is successful, this indicates that the <i>disintegration</i> ray did not strike the target. This spell automatically disintegrates a nonmagical object up to 500 pounds in size. If the target is a larger object, this spell disintegrates around 500 pounds or a 10-foot-cube portion of it. A magic item must make survival checks (DC:15). Lastly, this axiom will immediately destroy an <i>instant wall</i>.</p>			
<b>Oversiphoned:</b> 8 Mind Points		Range is 90 feet. Resilience save (DC:26)	

## Sorcery

### Disrupt Magic

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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The sorcerer selects a single creature, object or effect within 60 feet to attempt to bring the magical energy to an end. If a creature is selected, then this will disrupt the concentration in play. The opposing caster must make an appropriate save (**Agility** for cantrips, **Logic** for sorcery, and **Faith** for divine powers) against a DC:15; success indicates concentration is maintained; these are different saves than the defaults. If an object is selected, should that object be projecting an effect, the *disrupt magic* will stop it. An existing spell can also be taken down. In these last two cases, the effect makes a simulated save, rolling a d20 with bonuses based upon the power of the effect. If it is an axiom, the allow +2 for each **Mind** point used for the spell; this includes oversiphoning. If a divine power, then bonuses are equal to the spirit points used. If that simulated save is successful, then the effect is not dispelled.

**Oversiphoned:** 5 Mind Points Target saves rolled at disadvantage.

### Dreadful Bile

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Withering Circle*

Time Required:	1 reaction	Range:	Touch	Duration:	Special
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The caster's touch inflicts a horrible necrotic effect against a creature within reach. As a touch-based attack, the sorcerer first attempts to establish a successful grip. If unsuccessful, then the reaction is not used; however, if grasping the victim, then the reaction is forfeited to deliver this hideous axiom. Immediately the victim is under the poison restriction and begins to leak bile from its open orifices: eyes, ears, mouth. The happens without a save, even to dwarves. Only if the creature has resistance to poison or necrotic effects, are the effects and restriction delayed until the end of its next turn. Upon the recipient's subsequent turns, the victim must roll a **Resilience** save (DC:18). Until the target succeeds three times, the poison restriction remains. Further, each failed save will inflict a d4 points of necrotic damage to the victim's **Body** score. To be clear, after three successful save, which do not have to be consecutive, the death effect ends. This axiom is not effective against creatures immune to poison or immune to necrotic damage, such as celestials, constructs, elementals, fiends, oozes, plants, and undead.

**Oversiphoned:** No benefit.

### Earth Move

Mind Point Cost: 3

Verbal, Gesture, [Concentration]

Requirement: *Geo-Bond*

Time Required:	1 action	Range:	Touch	Duration:	Up to 5 turns
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The sorcerer or a creature touched can travel through the earth itself without leaving any mark of passage. The target gains a "burrowing" speed equal to its normal walking speed. In addition, when burrowing through nonmagical, un-worked earth and stone, the target leaves its hands free and doesn't disturb the material it moves through. The recipient can extend the magical aura of this spell to bring any object or creature it is carrying or grappled as it burrows. The target enjoys no special protections from this effect except for the cover of the stone or earth around it. If this spell or its effects end on the target or any other object or creature placed within stone or earth by means of this spell, the sorcerer, any such object or creature will be expelled from the earth, moving at 60 feet per round towards the nearest open space large enough to fit into comfortably but will also suffer d6 points of blunt damage upon exiting into that space. Concentration is required while movement; therefore, no reactions, other spells can occur. Further, if combat should happen while burrowing, those attacks would be at disadvantage. The longest the sorcerer can maintain his or her concentration is until the end of the fifth turn after casting.

**Oversiphoned:** 5 Mind Points Two recipients can be selected.

## Sorcery

<b>Ego Whip</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: <i>Mind Dagger</i></b>	
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>Similar to <i>mind dagger</i>, the sorcerer a foe within the 60-foot range and creates a mental contest with the victim. Each side rolls a d12 adding <b>Perception</b> modifiers to the total. However, the sorcerer also gains +4 to the feat competition. Ties will not prevail, but if the sorcerer outscores the victim, then 2d4 points of <b>Mind</b> damage is inflicted. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way.</p>			
<b>Oversiphoned:</b> 5 Mind Points	The sorcerer rolls the d12 competition with advantage.		
<b>Empower Animal</b>		<b>Mind Point Cost: 2</b>	
Mental Only			
Time Required: 1 minute	Range: 40 feet	Duration: 1 hour	
<p>The sorcerer selects an animal, which must be of the small Size-Category and cannot have a <b>Mind</b> score greater than 5. Effectively this create can perform a single single task, just as carrying something under its own power, travel to a specific location or even attempt to location an item or person of which the sorcerer has direct knowledge and a reasonable belief of the whereabouts. While no physical powers are granted to the animal, it will act intelligently with reasoning powers similar to a normal human to complete the assigned task. There is a minor communicative ability between caster and animal but little more than confirming success or failure if there is time remaining to return. It is possible for <i>glamour mouth</i> to be cast upon the animal after and in conjunction with the trigger of the messaging to be set on the success of the animal's task.</p>			
<b>Oversiphoned:</b> 4 Mind Points	Duration is 2 hours.		
<b>Enfeeblement</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture		<b>Requirement: <i>Vengeance</i></b>	
Time Required: 1 action	Range: 60 feet	Duration: 6 turns	
<p>The sorcerer selects a target within range who can be visibly seen, then hurls a ball of dim light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. Should the strike be successful, then d4 points of necrotic damage are inflicted against body, but additionally, the target must make a <b>Resilience</b> preservation save (DC:13). Should the victim fail, then its <b>Strength</b> score acts as a value of 1 for its next 6 subsequent turns. The change in <b>Strength</b> score does not modify the <b>Body</b> calculation; however, any competition, feat, save or values for damage of an attack will use the value of 1 when <b>Strength</b> is used in the formula.</p>			
<b>Oversiphoned:</b> 4 Mind Points	The 1d20 attack is at advantage. Resilience save (DC:15).		
<b>Eruption</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>A loud and painfully intense bursts from an unoccupied location of the sorcerer's choice within range. Each creature in the hex of the <i>eruption</i> or in an adjacent hex must make a <b>Resilience</b> preservation save against DC 13. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this save. Those who fail the the save suffers d4 points of blunt damage. Any nonmagical objects not worn or carried can be damaged if in the spell's area.</p>			
<b>Oversiphoned:</b> 3 Mind Points	Resilience save (DC:14).		

## Sorcery

### Ether Walk

Mind Point Cost: 3

Gesture

Requirement: *Blink*

Time Required:	1 action	Range:	Self	Duration:	Instantaneous
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For this axiom to be cast, the sorcerer must use it without having made any movement on this turn. Stepping through invisible folds in the borders between planes, the sorcerer walks as if every hex were difficult terrain and can pass through solid obstacles and enemies. While walking, the sorcerer is not corporeal and therefore not subject to flee attacks unless a weapon is capable of striking into the ethereal plane. Once out of movement, the caster rematerializes in an unoccupied space. If the final movement places the sorcerer in an occupied hex, then the caster will appear prior to that point. Regardless of the feet of movement used, the movement is reduced to zero until the start of the sorcerer's next turn.

**Oversiphoned:** 5 Mind Points Movement as if normal terrain.

### Ether Wisp

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Blink*

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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*Ether wisp* is essentially a two-party *blink* effect. The caster selects a target within 60 feet and instantly trades locations with the target. If the target is unwilling to be teleported, then he or she is allowed an **Agility** preservation save (DC:15) to avoid the enveloping dimensional portal. If the target won't or can't be moved, then the sorcerer remains in the original location.

**Oversiphoned:** No benefit.

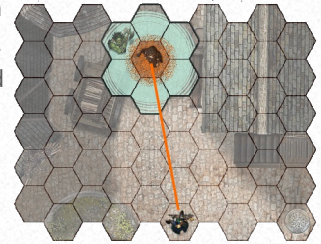
### Explosive Missile

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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The sorcerer creates a globe of force that streaks unerringly toward a target you can see within range. The target takes d6 points of blunt damage, then the globe explodes in a concussive blast. The target and each creature in an adjacent hex must make an **Agility** save (DC:15). On a failed save, a creature takes 2d4 points of blunt damage from the force, or half as much on a successful save. Objects within range automatically miss the save; however, constructs are not considered object in this context.



**Oversiphoned:** 5 Mind Points Explosive damage is 2d6. Agility save (DC:17)

### Extend

Mind Point Cost: 5

Verbal, Gesture

Time Required:	1 minute	Range:	10 feet	Duration:	Varies
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This axiom extends the duration of other effects, whether said effect is from runes, incantations or sorcery. The effect being extended must be currently manifested before and at the completion of the *extend* axiom. Therefore, effects lasting under one minute cannot be altered. Thus, *infusion of fire* could not be extended, but *air chamber* could.

If an effect can be maintained in a constant state of existence for a number of castings of *extend* from the same sorcerer, then it can become permanent. However, permanent effects cannot. The total number of castings is based on 20 *extend* axioms performed with a time lapse equal to the original duration between castings. However, additional castings above 20 are required based on the point cost of the effect. For example, *false aura* would require a total of 21 *extend* castings to become permanent, but *shadow turf* would require 24. Effects with short durations would be unlikely to be able to be made permanent as the sorcerer is not likely able to have enough points of **Logic** in short periods without resting. Further, healing, instantaneous and durations listed as permanent already cannot be changed. Finally, effects on an object or person made permanent may have negative effects as well. For example, *psychic shield* made permanent causes the recipient slowly go deaf over the next few months; *shimmering armor* causes a penalty of -15 movement and -2 to initiative. Effects, such as *alarm* or *watchdog*, would have no negative effects. The GM may rule that certain effects made permanent on a creature has other side-effects than listed here.

**Oversiphoned:** No benefit.

## Sorcery

<b>Eyebite</b>		<b>Mind Point Cost: 6</b>	
Gesture, [Concentration]		Requirement: <i>Sleep and Fear</i>	
Time Required: 1 action	Range: Self	Duration: Up to 6 turns	
<p>For the duration of the axiom, the sorcerer's eyes become blackened. The sorcerer selects a visual target within 60 feet who must make a <b>Will</b> save against DC:24. If failing, the creature suffers one of three effects chosen by the caster. Concentration is required to maintain the effects; therefore, no reactions can be taken, and no new spells can be cast. The sorcerer can maintain this concentration until the end of his or her sixth subsequent turn. As future turns occur while having maintained the concentration, the sorcerer can use an action to select another target to afflict. Previous targets who saved successfully cannot be targeted a second time within this instance of the axiom.</p> <p><b>Asleep</b> The target falls unconscious until the axiom ends. If suffering damage or shaken by another, the target will wake up.</p> <p><b>Panicked</b> The target is frightened of the caster, as if under a normal <i>fear</i> axiom, lasting until the spell's end.</p> <p><b>Sickened</b> The target has disadvantage on all attack rolls, saves and checks, lasting while concentration is maintained.</p> <p><b>Oversiphoned:</b> 8 Mind Points Will save (DC:26).</p>			
<b>Faintheartedness</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		Requirement: <i>Vengeance</i>	
Time Required: 1 action	Range: 60 feet	Duration: 6 turns	
<p>Similar to <i>enfeeblement</i> or <i>indifference</i>, except this axiom attacks an opponent's will-power. The sorcerer selects a target within range who can be visibly seen, then hurls a ball of greenish light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. Should the strike be successful, then d4 points of <b>Spirit</b> damage are inflicted, but further, the target must make a <b>Muse</b> preservation save (DC:15). Should the victim fail, then its <b>Will</b> score acts as a value of 1 for its following six turns. The change in <b>Will</b> score does not modify the <b>Spirit</b> calculation; however, for any <b>Will</b> saves or checks made while under the effect, will use the value of 1 for the formula.</p> <p><b>Oversiphoned:</b> 5 Mind Points The 1d20 attack is at advantage. Resilience save (DC:17).</p>			
<b>False Aura</b>		<b>Mind Point Cost: 1</b>	
Gesture			
Time Required: 1 action	Range: Touch	Duration: 24 hours	
<p>This shroud illusion alters what can be detected by divine or magical means. One option is to change the way the target appears to spells and magical effects, such as <i>detect magic</i>, making a nonmagical object appear magical or a magical object appear nonmagical. Another option could be to alter what is detected, such as against <i>detect supernatural</i>, whereas an undead could be made to be detected as a celestial.</p> <p><b>Oversiphoned:</b> No benefit.</p>			

## Sorcery

### Fear

Mind Point Cost: 3

Verbal, Gesture, [Concentration]

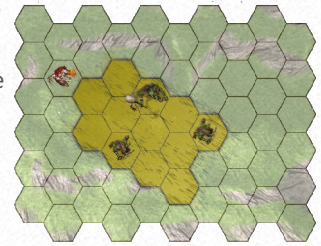
Requirement: *Charm*

Time Required: 1 action

Range: 20 feet

Duration: Up to 6 turns

This creates a phantasm in the minds of any recipients in a 20-foot blast (12 hexes) from the sorcerer. Each creature caught in the psychic wave must make a **Will** preservation save against a DC:15 or drop whatever it is holding and be placed under the fear combat restriction. Until the end of the caster's sixth subsequent turn, the sorcerer must use concentration to maintain the fear in the minds of the victims, meaning the sorcerer cannot take reactions not cast new spells. However, each victim remaining under the fear can choose to use an action to repeat the save to escape the effect.



**Oversiphoned:** 5 Mind Points

Duration is 8 rounds. No concentration required.  
Will save (DC:17).

### Feratu Shroud

Mind Point Cost: 2

Verbal, Gesture, [Concentration]

Requirement: *Detect Supernatural*

Time Required: 1 action

Range: Self

Duration: Up to 1 hour

The sorcerer shrouds oneself in necrotic energy, temporarily gaining many traits as one of the undead. His or her appearance does not change except for a very slight pallor, but the kingdom will identify as undead for the duration of the spell. Non-intelligent undead creatures perceive the caster as one of their kind, which basically means they ignore the impostor. Intelligent undead do not immediately recognize the caster as alive, but may question whether he or she is actually undead. Any method performed by the sapient undead to discern the sorcerer is not truly undead will be made with disadvantage. Nonetheless, should any undead creature target the caster directly with attack or harmful magic, that creature must make a **Will** feat (DC:12). On a failed check, the creature must choose a new target. If no one else is available to be targeted, then the action will be forfeited. A creature automatically succeeds on this feat either of the conditions have occurred within the last 24 hours: the undead has made a successfully made the **Will** check or it has seen the sorcerer attempt to harm any undead creature. Further, the need to make the **Will** feat is not necessary when potential is not directly targeting the an area-based effect, such as the explosion from *fireblast*.

**Oversiphoned:** 3 Mind Points

Duration is 90 minutes.

### Fiery Crescendo

Mind Point Cost: 2

Gesture, [Concentration]

Requirement: *Fire Dart or Burning Hands*

Time Required: 1 action

Range: 60 feet

Duration: Up to 6 turns

This axiom creates barely-visible strands of fire magic surrounding a target within range. While the enveloping shell does nothing on its own, it has a unique effect if and when the victim falls prone -- it explodes, inflicting a d4 of fire damage to all in the same hex. Thus, if the victim is knocked prone through a grappling maneuver and held, or if a halfling is occupying the same hex, then they would suffer the same fiery damage. However, tripping or knocking the victim unconscious would leave others safe. Additionally, because the magic is uniquely triggered by contact with the ground, being struck by a boulder will also create the explosion, as will being struck by an earth elemental. The contingency has a duration until the end of the sorcerer's sixth following turn, all the while requiring concentration by the caster. This limits the sorcerer from casting other spells and from making reactions, plus placing the caster at disadvantage in combat.

**Oversiphoned:** 4 Mind Points

Damage is d6.



## Sorcery

### Fire and Ice

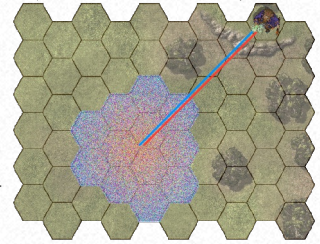
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Fire Dart and Ice Blast*

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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This axiom releases two different forms of magical energy at a point within range. Partially a misnomer as the energy types strike in reverse order the name suggests. A blue orb speeds towards the designated point followed by a red orb only a split second behind. Both explode in a 10-foot radius (12 hexes) with only a brief latency between the two. Every creature in the area must make an **Agility** save (DC:18), suffering 2d4 points of cold damage or only half on a successful save. Next those same creatures must make a second **Agility** save (DC:18) or suffer 2d4 points of fire damage, which is halved if the second save is successful. However, creatures who failed the first save against the cold damage, will roll the second save against the fire at disadvantage.



**Oversiphoned:** 6 Mind Points      Agility save (DC:20). Damage is 2d6.

### Fire Dart

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within range who can be visibly seen, then hurls a ball of fire at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. A successful strike inflicts d4 points of fire damage against **Body**.

**Oversiphoned:** 2 Mind Points      The 1d20 attack is at advantage to hit. Damage remains 1d4.

### Fireball

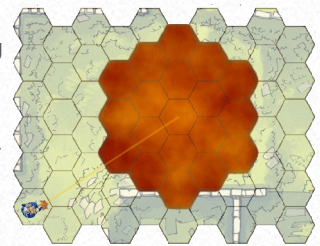
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Fire Dart or Burning Hands*

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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With a fiery streak of light, the axiom creates an explosion of flame in a 25-foot diameter (19 hexes). Any creature caught in that area must make an **Agility** save against DC:15. Those failing suffer 2d6 points of fire damage while those who successfully save suffer only half. Without a doubt, this is one of the most recognizable and popular axioms among adventuring ilk. It has a long range, a large area of effect, and it inflicts significant damage. One of the other popular features of this axiom, which can be a detriment in some cases, is the explosive fire will conform to the shape of the area. The blast is primarily in a two-dimension ring of flames around 8 feet tall. Thus if aimed horizontally and fired into a 10-foot wide hallway, it would evenly spread throughout 19 hexes of the hallway, fitting to the shape of the walls. This would be a little over 20 feet in each direction from the point of explosion. Considering the expected explosive radius would only reach 2 hexes from the center spot, an unexpected back draft that could hit allies or even the sorcerer casting the axiom.



**Oversiphoned:** 5 Mind Points      Agility save (DC:17). Range is 70 feet. Damage is 2d8.  
7 Mind Points      Agility save (DC:19). Range is 80 feet. Damage is 3d6.

## Sorcery

<b>Flame Walk</b>		<b>Mind Point Cost: 4</b>	
Gesture, External		<b>Requirement: <i>Blink</i></b>	
Time Required:	1 action	Range:	1 mile
		Duration:	Instantaneous
<p>The sorcerer safely steps into a fire and is immediately transported to another fire within range. Both fires must be the size of a large campfire. A torch or a small fireplace are not large enough for this axiom. The caster must have a general idea of where the fire is and what its surrounding are like, but the exact location does not need to be known as with <i>dimension door</i> and other axioms. However, only the caster and his or her personal items can be transported. If there is no suitable fire from which to exit within range, then the axiom fails, and the caster takes 2 points of fire damage. Another option with this axiom can be used if a single fire is large enough - an expanse of at least 20 feet and covers an area of at least 300 square feet. In such a case, the sorcerer can enter one side of the fire and exit the other. This axiom can be birthed even in magical silence.</p>			
<b>Oversiphoned:</b> 6 Mind Points      Distance is 2 miles.			
<b>Flesh to Stone</b>		<b>Mind Point Cost: 6</b>	
Verbal, Gesture		<b>Requirement: <i>Stature</i></b>	
Time Required:	1 action	Range:	60 feet
		Duration:	Special
<p>The sorcerer selects a single target within range and line of sight. Assuming the target's body is biological flesh, which excludes constructs, elementals and the like, then the victim must make a <b>Resilience</b> preservation save against DC:23. If the target is successful, it is unaffected, and the axiom ends. However, if failing the save, then the victim becomes restrained as its body begins to turn to stone. To complete the transformation, the caster must concentrate, meaning no other actions or reactions can be taken in the interim. At the end of its next turn, a victim restrained by this axiom must make another <b>Resilience</b> save against the same DC. If successful, then the target stops turning to stone and is freed from the restrained restriction. However, that victim can still make no reactions until the start of its next turn. If failing that second save, then the victim momentarily becomes petrified. If petrified, then on that creature's next turn, a final body save can determine permanence. If failing, the petrification is permanent until treated. However, if that save is successful, then the victim is downgraded to restrained, where it will automatically save to become freed from it at the end of its next turn. If a petrified creature is broken, it would suffer from similar deformities if reverted to its normal state.</p>			
<b>Oversiphoned:</b> 9 Mind Points      Target saves rolled at disadvantage.			
<b>Flinch</b>		<b>Mind Point Cost: 1</b>	
Gesture			
Time Required:	1 reaction	Range:	Self
		Duration:	Instantaneous
<p>When attacked by melee or range, if the sorcerer is aware of the incoming attack, he or she may use a reaction to cast <i>flinch</i>, which will create an invisible barrier of magical force which absorbs the damage in part or in whole. When reacting, the sorcerer rolls a d4 which represents the amount of damage from the strike that is absorbed, but if special effects from the attack, such as <i>heavy blow</i>, are delivered, the penalty will still occur and any save required must still be rolled. However, this is only effective against individual, physical attacks and will offer no aid against area-of-effect damage spells or an avalanche.</p>			
<b>Oversiphoned:</b> No benefit.			
<b>Float</b>		<b>Mind Point Cost: 1</b>	
Gesture			
Time Required:	1 reaction	Range:	Self
		Duration:	Instantaneous
<p>The sorcerer can protect himself or herself with <i>float</i> which is used as a reaction whenever a fall co</p>			
<b>Oversiphoned:</b> 2 Mind Points      Caster can control the float to move left, right, forward or backward at the same rate while continuing downward.			

## Sorcery

<b>Fly</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: <i>Float</i></b>	
Time Required: 1 action	Range: Touch	Duration: 5 minutes	
<p>Upon touching a recipient, that creature gains the ability to magically fly with a movement rate of 60 feet until the axiom ends. If the target is still aloft at the end of the duration with no way of securing itself, then it will fall to the ground.</p> <p><b>Oversiphoned:</b> 5 Mind Points      Duration is 10 minutes.</p>			
<b>Fortress</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: <i>Shimmering Armor</i></b>	
Time Required: 1 action	Range: Self	Duration: 8 hours	
<p>A 10-foot-radius immobile dome of force springs into existence around and above the caster and remains stationary for the duration. The axiom duration is complete if the caster leaves the dome. A total of ten creatures of medium-size or smaller can fit inside the dome and it can be cast over occupied hexes. The effect will fail if its area includes a larger creature or over the maximum number of creatures. Creatures and objects originally on the inside can move out through the dome freely. All other creatures and objects, including those leaving the dome, are magically prevented from passing through it. Light works in the same way; those inside can see outward, but the outside cannot see in. Spells and other magical effects cannot extend through the dome in either direction. Of course, it is subject to <i>disrupt magic</i>. Inside the dome, the environment is comfortable and dry, regardless of the weather outside. Also, until the spell ends, the interior lighting is controlled by the caster.</p> <p><b>Oversiphoned:</b> 5 Mind Points      Duration is 14 hours.</p>			
<b>Freeze Thought</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>The sorcerer uses this axiom to pierce the mental defenses of one creature seen within range. The target must make a <b>Will</b> save (DC:13), suffering d4 <b>Mind</b> points of damage on a failed save. A successful save avoids any ill-effect. Also on a failed save, the target cannot take reactions, cannot use an action to disengage from combat, and suffers disadvantage on either the next attack roll or save it makes before the end of its next turn.</p> <p><b>Oversiphoned:</b> 4 Mind Points      Will save (DC:15). If target fails save, the sorcerer can also know the surface thoughts of the creature, what is most on its mind in that moment.</p>			
<b>Geo-Bond</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture, [Concentration]			
Time Required: 1 action	Range: 40 feet	Duration: 6 turns	
<p>This axiom creates a connection between a willing target and the earth and lasts through the recipient's next six turns. For purposes of knocking prone, tripping or shoving (not grappling unless the maneuver results in a prone penalty), the target gains +3 on the competition save. Further, for lifting or driving, the recipient doesn't change in mass, but the effort to lift him or her is calculated at three times the normal weight. This further means that a small Size-Category being might be considered medium if weight is the variable of the restriction. One other benefit is the target becomes resistant to lightning damage for the duration of the axiom. All the effects are lost should the target fly, levitate or otherwise lose contact with the ground. Magical movement, such as <i>blink</i> will still work, however. Unfortunately, the recipient does suffer a -2 penalty for saves against <i>grounding</i> and <i>immobilize</i>. Lastly, the axiom requires concentration, meaning reactions from the caster are not possible and neither are new spells.</p> <p><b>Oversiphoned:</b> 4 Mind Points      Two recipients can be selected.</p>			

## Sorcery

### Geo-Tether

Mind Point Cost: 4

Verbal, Gesture, [Concentration]

Requirement: *Geo-Bond*

Time Required:	1 action	Range:	40 feet	Duration:	Up to 6 turns
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The sorcerer selects a willing target who is currently connected to the ground and creates a mystical anchor. This is almost identical to *geo-bond* except the recipient is immune to lightning damage for the duration of the axiom, but further the target cannot suffer penalties from tripping, shoving, *drive*, being knocked prone. Similarly, the recipient cannot be lifted in any way, and moreover, is unable to be teleported or *banished*, even willingly. Additionally, there are no penalties against *grounding* and *immobilize*. However, this axiom still requires concentration of the caster to maintain the effects for the recipient's six turns.

**Oversiphoned:** 7 Mind Points Two recipients can be selected.

### Ghost Sound

Mind Point Cost: 1

Verbal, [Concentration]

Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
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The sorcerer creates an illusionary sound. The glamour-illusion emanate from any spot within range and lasts for the duration. The illusion is purely auditory; it has no image, smell, or other sensory effects. While existing, concentration is required, meaning the reactions from the caster are not possible and neither are new spells. On the sorcerer's initiative turn, he or she can use an action to move the illusion to any spot within range. As the sounds moves location, the caster can alter its volume and pitch so that the motion appears natural. For example, if the caster creates a sound of footsteps and moves it, it can be altered to sound as if they are walking or even running in a particular direction. Based on the logic of how the sound occurs and how those who hear it observe it, this may reveal it to be an illusion. at the start of each turn, an observer makes a **Logic** preservation save against DC:12 to notice the logical inconsistencies.

**Oversiphoned:** 2 Mind Points Logic save (DC:13).

### Ghoul Strike

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	Melee Reach	Duration:	Instantaneous
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As part of a melee action, the sorcerer uses a reaction to add the effect upon the weapon in the primary hand die pool. If a hit is scored from that die pool, the victim must make a **Resilience** save (DC:13) which has a basis in poison; thus, a victim who is resistant would lessen the effect appropriately. If failing that save, the victim will have is movement halved, suffer -2 to its AC as part of the **Agility** component of the AC. Additionally, the victim cannot use reaction. These impairments last until the end of the victim's next turn.

**Oversiphoned:** No benefit.

### Glamour Mouth

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 minute	Range:	30 feet	Duration:	Up to 10 minutes
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The magician implants a message within an object in range, a message that is uttered when a trigger condition is met. An object is chosen that can be seen and that isn't being worn or carried by another creature. Then speak the message, which must be 25 words or less. Finally, the sorcerer determines the circumstance that will trigger the spell to deliver the message, which will be spoken at the same volume when cast; however, it can be repeated for a duration up to 10 minutes. The triggering circumstance can be as general or as detailed as desired, though it must be based on visual, audible or tactile conditions that occur within 30 feet of the object.

**Oversiphoned:** No benefit.

## Sorcery

### Glitter

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Special	Duration:	1 turn
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The sorcerer uses a phantasm to create an explosion of sparkling color appearing in front of his or her body. This has the potential to affect up to 9 creatures within 15 feet. The effect will distract 3d10 **Mind** points worth of creatures, but none whose max score of 13 or higher. Of those in the area, the GM will arrange them (only the conscious ones) in ascending order by current **Mind** scores and subtracting from the 3d10 value when selecting a creature affected until the points can no longer be applied. Those selected creatures then become distracted by the light show and are at disadvantage on any action each takes on their following turn.



**Oversiphoned:** 2 Mind Points Cone of effect is 14 hexes. Distract total of 4d12

### Gloom Torus

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	Self	Duration:	6 turns
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When cast a greenish mist rises around the caster, covering all the hexes adjacent to the sorcerer but not entering the space occupied by him or her. Any creature starting its turn in a hex adjacent to the caster or moving through an adjacent hex during its turn, must roll a **Resilience** save (DC:13) or become incapacitated for that turn, retching and vomiting. Creatures that do not breathe are immune to the effect. The mist will remain until the end of the caster's sixth subsequent turn.

**Oversiphoned:** 4 Mind Points Resilience

### Glyph Analysis

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 minute	Range:	60 feet	Duration:	Instantaneous
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This axiom allow the sorcerer to select a magical glyph, sigil or symbol and learn what it does - such as sealing an object closed or is a *teleport sigil* - and also learn what, if any, damage energy types are used as part of its protection. This axiom offer no protection or prevention of disturbing a magical glyph. It is possible for some magic sigils to detonate based solely on this analysis if such a symbol were created for that purpose. A second use of this axiom would be to compare up to three different lifesong symbols, created by *symbolize life*, to determine if there is a match.

**Oversiphoned:** No benefit.

## Sorcery

### Gorge Burst

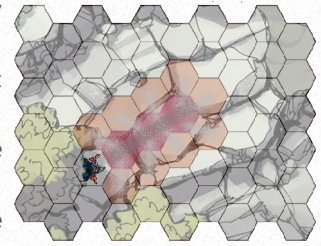
Gesture

Mind Point Cost: 4

Requirement: *Eruption and Conjure Barrage*

Time Required:	1 action	Range:	5 feet	Duration:	Instantaneous
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Typically used as a battle spell, this axiom could also be used as a means of excavation. By touching the ground, the sorcerer rips trench, starting 5 feet in front of him or her and extending for 15 feet. Soft ground will create a depth of 3 feet, while rocky terrain will only reach on foot deep. To erupt rocky ground, it requires an extra **Mind** point of oversiphoning, and the depth will only be 2 feet. Mud would be separated but quickly returned to its original form. Anyone in the direct path would suffer 2d4 points of blunt damage created from the force of the eruption, but can make an **Resilience** save (DC:15) for half damage; further, anyone failing the save will be knocked prone. The GM may rule creatures of multiple legs or special balance may apply bonuses to the **Resilience** save specifically to avoid being knocked prone. Moreover, anyone who is restrained by magic or other means and is in the direct path must roll the save at disadvantage. Based on the type of ground there is additional damage in the area, including to those who occupied the space where the trench detonated. For twenty feet along the sides of the ditch and including 5 feet in front of it, anyone occupying those spaces must make an **Agility** save (DC:12) to avoid damage from the shrapnel. Soft ground will inflict 2 points of blunt damage, while hard, rocky ground will deliver d4+1 points of edged damage. Mud is inconvenient but does no harm. Lastly, this axiom can be cast within *silence*.



<b>Oversiphoned:</b>	5 Mind Points	Rocky ground can be excavated.
	6 Mind Points	The length of the trench is 20 feet for soft ground. Shrapnel area increased proportionally.
	7 Mind Points	The length of the trench is 20 feet for rocky ground. Shrapnel area increased proportionally.
	8 Mind Points	The length of the trench is 25 feet for soft ground. Shrapnel area increased proportionally.
	9 Mind Points	The length of the trench is 25 feet for rocky ground. Shrapnel area increased proportionally.

### Grounding

Gesture, [Concentration]

Mind Point Cost: 1

Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
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The caster selects a single target within range, visibly seen and in direct contact with the ground, attempting to restrain that victim to the spot. The target is permitted a **Strength** preservation save against a DC:12. If successful, the target voids the magical gripping to the ground; otherwise, he, she or it is considered restrained. The duration of the restraining lasts until the caster's sixth subsequent turn but also requires concentration during which the caster may not take reactions; further, new spell-castings will disrupt the concentration. While restrained, the victim may use an action to attempt another **Strength** feat against the original DC to break free.

<b>Oversiphoned:</b>	2 Mind Points	Two separate targets can be selected for a simultaneous casting.
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## Sorcery

<b>Hideaway</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	1 hour
<p>The sorcerer calls into existence an archway within 30 feet of his or her location. This archway leads to an extradimensional space. The inside space can hold up to ten beings up to Medium-Size category. Whether the sorcerer is on the inside or outside, he or she can make the archway appear or disappear with the use of an action. When the archway has been removed, spells and attacks cannot penetrate the extradimensional space either in or out, and no one can see into it; however, the occupants can view out. If spending the entire duration in the <i>hideaway</i>, then this can be considered a short rest. At the end of the duration, anything inside the extradimensional space reappears where the archway originated.</p>					
<p><b>Oversiphoned:</b> 3 Mind Points      Duration is 90 minutes.</p>					
<b>Hold Monster</b>			<b>Mind Point Cost: 5</b>		
Gesture					
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>Any creature within range can be held in a paralyzed restriction using this axiom. The victim creature makes a preservation <b>Judgment</b> save against DC:21; if failing, the creature is paralyzed for its next six turns. No concentration is required. As the paralyzed restriction prevents one from taking any action or reaction, on its turn the victim is assumed to be using the equivalent of an action to try to break free from the paralysis, which it does by making another save against the original values. If successful, its action for that turn has been made and no movement can occur on that turn, but the victim regains the ability to use an action and move on the following turn. However, reactions are restored immediately. If having the <i>lure</i> skill, the breaking from the paralysis is not automatically noticed by others.</p>					
<p><b>Oversiphoned:</b> 7 Mind Points      Judgment save (DC:23).</p>					
<b>Ice Blast</b>			<b>Mind Point Cost: 1</b>		
Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>Identical to <i>fire dart</i> except that blast delivers a d4 magical frost if successfully striking the opponent.</p>					
<p><b>Oversiphoned:</b> 2 Mind Points      The 1d20 attack is at advantage to hit. Damage remains 1d4.</p>					
<b>Ignis Fatuus</b>			<b>Mind Point Cost: 2</b>		
Gesture, [Concentration]					
Time Required:	1 action	Range:	60 feet	Duration:	Up to 6 turns
<p>The sorcerer selects a target within 60 feet. The recipient makes a secret <b>Judgment</b> preservation save against DC:13. If the victim fails, then a phantasm that takes root in the mind of the creature. The caster creates a single phantasmal object, creature, or other visible phenomenon of choice that is no larger than a 10-foot cube and because it is a phantasm, the image is only perceivable to the target for the duration. This spell has no effect on mindless undead, plant-monsters or constructs. However, the phantasm includes sound, temperature, and other stimuli, also evident only to the target. While a target is affected by the spell, the target treats the phantasm as if it were real. However, at the end of each subsequent turn, the target makes a secret <b>Logic</b> save against the original DC to see if logical flaws have been detected. If the victim uses its action to specifically investigate the phantasm, then the save is at advantage. Lastly, this spell requires concentration, meaning no reactions or spells can be occur while maintaining the phantasm. However, the maximum time the illusion can be maintained until the end of the caster's sixth subsequent turn.</p>					
<p><b>Oversiphoned:</b> 3 Mind Points      Judgment/Logic save (DC:14).</p>					

## Sorcery

<b>Improved Psychic Shield</b>			<b>Mind Point Cost: 4</b>
Verbal, Gesture			<b>Requirement: <i>Psychic Shield</i></b>
Time Required:	1 action	Range:	Touch
		Duration:	8 hours
<p>By placing this protection on a touched target or oneself, the sorcerer grants the recipient advantage and a +3 bonus against any incoming attack that forces a <b>Mind</b> sub-attribute save or contest for the duration of the axiom. While it is in effect, any form of thought-reading, detection of lying, scrying, telepathy, <i>whispering wind</i> or other divinations which do not typically allow a save simply are unable to penetrate the protected mind. Further, this acts as resistance against damage to the <b>Mind</b> score, meaning that such mental attacks only inflict half damage (round down).</p>			
<b>Oversiphoned:</b>	7 Mind Points	Recipient is immune to	
<b>Indifference</b>			<b>Mind Point Cost: 3</b>
Verbal, Gesture			<b>Requirement: <i>Vengeance</i></b>
Time Required:	1 action	Range:	60 feet
		Duration:	6 turns
<p>Similar to both <i>enfeeblement</i> and <i>maladroitness</i>, this axiom weakens an enemy; but rather than attacking its physical attributes, this axiom impairs the mental faculties. The sorcerer selects a target within range who can be visibly seen, then hurls a ball of amber light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. Should the strike be successful, then d4 points of <b>Mind</b> damage are inflicted, but further, the target must make a <b>Judgment</b> preservation save (DC:15). Should the victim fail, then its <b>Perception</b> score acts as a value of 1 for its following six turns. The change in <b>Perception</b> score does not modify the <b>Mind</b> calculation; however, for any <b>Perception</b> checks made while under the effect, no bonus is added to the d20 roll.</p>			
<b>Oversiphoned:</b>	5 Mind Points	The 1d20 attack is at advantage. Resilience save (DC:17).	
<b>Inkodistance</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture, External			<b>Requirement: <i>Secret</i></b>
Time Required:	10 minutes	Range:	Touch
		Duration:	1 year
<p>This axiom enchants paper and ink. One page and one phial of ink (only a 3-bit material cost) are sprinkled with copper shavings (another 2 bits of expense). This process allows for the page and ink to be separated by any distance so long as they remain on the same plane of existence. Words written on another paper using the ink to appear on the page originally bewitched; however, the writing must be performed by the same sorcerer who cast the axiom. This allows written messages up to 100 words to be used before the ink is consumed at the unusual rate. Another sorcerer who has the <i>inkodistance</i> power could attempt a <b>Logic</b> feat (DC:15) to be able to write on behalf of the original wizard; however, unless being able to observe the other page, success would not be known. Lastly, a person with the <i>magical reading</i> skill could attempt to write with the ink, but it would require a <b>Logic</b> feat (DC:16). The cost per page/ink combination of this special writing method is 5 bits.</p>			
<b>Oversiphoned:</b>	3 Mind Points	Two pages and two ink vials can be enchanted.	
<b>Inkoflex</b>			<b>Mind Point Cost: 3</b>
Verbal, Gesture, External			<b>Requirement: <i>Inkodistance</i></b>
Time Required:	10 minutes	Range:	Touch
		Duration:	1 year
<p>This is an improvement upon <i>inkodistance</i>. The cost is a little higher, but the benefits typically outweigh that. Three pages and three vials of ink (a 9-bit material cost) are sprinkled with silver shavings, costing 21 bits. AS a result, the pages and ink can be separated by any distance so long as they remain on the same plane of existence. Words written on another paper using the ink to appear on the page originally enchanted. Unlike <i>inkodistance</i>, any person can write the message and it will appear on the corresponding page. Messages up to 100 words per one vial on ink can be used. This version of writing combination can be found in the available markets for around 20 bits per page and ink.</p>			
<b>Oversiphoned:</b>	No benefit.		



## Sorcery

<b>Instant Wall</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		Requirement: <i>Shimmering Armor</i>	
Time Required:	1 action	Range:	30 feet
		Duration:	10 minutes
<p>A wall of shimmering and translucent force springs into existence within the range from the caster. The size of the wall must be flat and up to 100 square feet with no dimension larger 10 feet, making the maximum area a 10 by 10 wall. However, it can be positioned in any three-dimensional angle. It can be free floating or resting on a solid surface. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall by the sorcerer's choice. Light passes through both directions. Spells and other magical effects that rely on line of sight are thwarted from extending through the through the dome in either direction; therefore, axioms such as <i>acid dart</i> and <i>blink</i> cannot penetrate to the other side. The wall, however, is subject to <i>disrupt magic</i>. Nothing can physically pass through the wall, preventing <i>vapor</i> and <i>passwall</i>. It is immune to all damage. A <i>disintegration</i> axiom destroys the wall instantly, however. The wall also extends into the ethereal plane, blocking ethereal travel through the wall, making <i>astral blood</i> and <i>astral dreaming</i> incapable of passing through.</p>			
<b>Oversiphoned:</b>		5 Mind Points	The wall can be up to 225 square feet, limited to 15 feet in one dimension.
<b>Intervocalism</b>		<b>Mind Point Cost: 1</b>	
Verbal			
Time Required:	1 action	Range:	10 miles
		Duration:	1 turn
<p>This axiom allows the sorcerer's voice to be heard in a different location. The location must be able to be seen or can be well-known; however, the maximum distance is 2 miles per point of <b>Logic</b>. Sight to the horizon is roughly three miles. Until the start of the sorcerer's next turn, using the <a href="#">rules of communication</a>, his or her voice is projected to that distant location and can be heard at a normal volume by all in the area. However, this is a one-way messaging process, as the sorcerer cannot hear what is in that area without other means. Of course, this could also be used as close-ranged ventriloquism if so desired, which would change the chances of what the sorcerer could hear in response.</p>			
<b>Oversiphoned:</b> No benefit.			
<b>Land Skiff</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		Requirement: <i>Valet</i>	
Time Required:	1 minute	Range:	Self
		Duration:	4 hours
<p>The power of this axiom builds a floating, semi-translucent sled that hovers a few inches above the ground, which is centered on the caster. The skid can hold up to 500 pounds of weight and has room for two addition persons. When others are on the <i>land skiff</i>, they occupy the same space as the sorcerer. They can only use their own movement if leaving the skiff. The movement rate changes as the sorcerer commands it to move. It can reach movement speeds of 120 feet, which is 8 miles per hour, if maintaining a straight line. However, if veering the magic vessel at any angle, the movement speed drops to 20 feet per round. Once returning to a straight trajectory, the skiff gains an additional 20 feet each round; 20 feet, 40 feet, 60 feet, 80 feet, 100 feet, and topping out at 120 feet. If running at max speed for the duration, the skiff will cover 32 miles in four hours.</p>			
<b>Oversiphoned:</b>		5 Mind Points	Duration is 6 hours.

## Sorcery

### Lava Strike

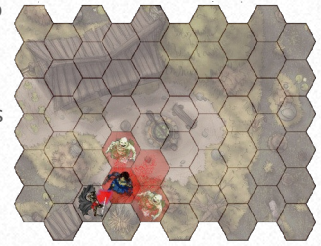
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Fire Dart or Burning Hands*

Time Required:	1 action	Range:	Self	Duration:	30 seconds
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This axiom is a favorite of a battle mage. It empowers the sorcerer for his or her next 3 actions so that any melee attack that successfully strikes a target, including multiple-attack targets, molten sparks spray from the attack. The three hexes behind the victim become subject to damage from the spray. Those in those spaces must roll an **Agility** preservation save (DC:12) or suffer 2 points of fire damage.



**Oversiphoned:** 5 Mind Points

Fire damage is 3 points. Agility save (DC:14).

### Life Static

Verbal, Gesture

Mind Point Cost: 5

Requirement: *Psychic Shield*

Time Required:	1 action	Range:	Touch	Duration:	8 hours
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When the recipient's lifesong is hidden behind this clamor of meta-noise, it grants total immunity to any effect that targets a **Mind** or **Spirit** sub-attributes; thus, *mind-dagger*, *fear*, and the like are ineffective against that target. Further any form of thought-reading, detection of lying, *scrying*, telepathy, *whispering wind* or other divinations cannot reach the target or gain information about him or her. For total clarity, this also grants immunity to damage to **Mind** and **Spirit** scores, even those combined with a physical attack such as *weapon of doubt*.

**Oversiphoned:** 8 Mind Points

Two targets can be affected.

### Lightning Bolt

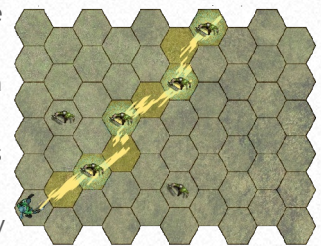
Verbal, Gesture

Mind Point Cost: 3

Requirement: *Spark*

Time Required:	1 action	Range:	45 feet	Duration:	Instantaneous
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Extending from the sorcerer's body, a bolt of lightning strikes the potential of several foes. The powerful arc extends for a total of 45 feet (or 9 hexes); however, its exact pattern is determined by the caster. For each five feet (one hex) traveled, the bolt can continue in its original direction or veer 60° left or 60° right, but it always re-orientates itself to be pointed in the original direction upon entering each new space. However, this means any nine "forward-moving" hexes may be used for the path of the *lightning bolt*. Any creature struck must make an **Agility** preservation save against DC:15. Those failing suffer lightning damage, or half if successfully saving. The first struck suffers 4d4 points of damage, the second 2d4 and each after only 1d4 through the range of all the targets.



**Oversiphoned:** 5 Mind Points

Arc length is 60 feet (12 hexes). Agility save (DC:17). Damage is 4d6, 2d6, 1d6, each permitted a save for half damage.

### Lipo-Shield

Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	5 feet	Duration:	3 turns
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By walking over a surface that is covered by moss, fats or oily substances, which often are considered difficult terrain, the sorcerer can absorb 75 square feet (3 hexes) of the substances. By doing this, it will remove the difficult material and add +1 to the sorcerer's AC in the "other" category. It will not combine with other magical protections. This protection will last until the end of the caster's third subsequent turn.

**Oversiphoned:** 4 Mind Points

125 square feet (5 hexes) can be absorbed

## Sorcery

### Lock

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	1 year
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The sorcerer creates a semi-material locking mechanism to secure a specific item within range. This could be a chest, door, or window, basically anything a standard lock could protect, even if the item doesn't have a clasp or mechanism for one. The sorcerer can touch it to open or close as desired, and this creation will detect as magical if *detect magic* is used. Further, it exists for one year or until destroyed. If picked, the *lock* axiom has a DC:12 and is destroyed if successful.

**Oversiphoned:** No benefit.

### Magic Eye

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Detect Thoughts*

Time Required:	1 action	Range:	Special	Duration:	1 hour
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The sorcerer creates an invisible, magical eye within 60 feet at the time of manifestation. The eye hovers in the air for the duration and conveys visual information to the caster. The sensor has normal vision and darkvision out to 30 feet. Further, it can look in every direction. As an action, the caster can move the eye up to 30 feet in any direction. There is no limit to how far away the eye can move, but it cannot enter another plane of existence. A solid barrier blocks the eye's movement, but it can pass through an opening as small as one inch in diameter.

**Oversiphoned:** 5 Mind Points      Darkvision is 60 feet. Movement is 45 feet.

### Magic Seal

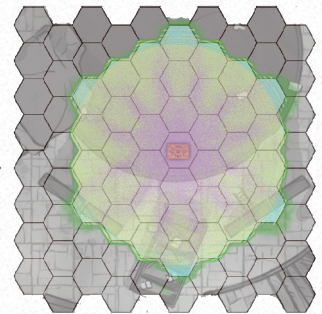
Mind Point Cost: 2

Verbal, Gesture

Requirement: *Detect Thoughts*

Time Required:	1 minute	Range:	10 feet	Duration:	Up to 6 months
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This axiom seals a door, chest, book, or other object that can be closed with a magical sigil that bars entry and prevents opening. The protected object can only be opened if broken or with some arcane interruption like *disrupt magic*. However, if the object is forced open by any means (physical or magical), the sigil explodes 18 feet omni-directionally to cover 37 hexes with the object in the center. The damage from this is 2d4 points of either blunt, fire or ice, chosen by the sorcerer at the time of creating the sigil. A successful **Agility** save (DC:13) halves the damage. This trap is similar to a time-lock safe as even the sorcerer does not have a password or secret way into the sealed item. However, the pending trap will expire after 6 months if it is not triggered to explode prior to that expiration time.



**Oversiphoned:** 4 Mind Points      Agility save (DC:15). Base damage is 2d6.

## Sorcery

<b>Magma Siege Stone</b>			<b>Mind Point Cost: 4</b>		
Verbal, Gesture			<b>Requirement: <i>Pebble to Boulder</i></b>		
Time Required:	1 action	Range:	Touch	Duration:	6 turns
<p>The sorcerer creates a boulder-sized orb of force loaded into a catapult or trebuchet. Before the orb is fired, it is made of pure force and can only be destroyed by <i>anti-magic</i>, <i>disintegrate</i>, <i>disrupt magic</i> and the like. Once the orb has been fired, it strikes any point within the range of the catapult or trebuchet and shatters, spraying liquid fire that sticks to anything. Everyone within 30 feet of the shattered orb must make an <b>Agility</b> save (DC:18). Targets take 2d4 fire damage in a failed save and half as much on a successful one. Made or missed, anyone caught in the initial explosion will continue to burn, requiring three successful <b>Resilience</b> saves (DC:12) of suffer another d4 fire damage on a failed save and half as much on a successful one. Once a target makes three <b>Resilience</b> saves, the fire goes out personally. Those resistant to fire roll saves at advantage. The fire from the blast burns in the area for 10 minutes, and creatures that start their turn in the fiery area or move into the area suffer d4 points of fire damage. This is cumulative with personal burning damage should a target not leave the blast radius. The orb must be used before the end of the caster's sixth subsequent turn.</p>					
<p><b>Oversiphoned:</b> 7 Mind Points Initial Agility save (DC:21). Initial blast damage is 2d6.</p>					
<b>Maladroitness</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture			<b>Requirement: <i>Vengeance</i></b>		
Time Required:	1 action	Range:	60 feet	Duration:	6 turns
<p>The sorcerer selects a target within range who can be visibly seen, then hurls a ball of dim light at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. Should the strike be successful, then d4 points of necrotic damage are inflicted against body, but additionally, the target must make a <b>Resilience</b> preservation save (DC:13). Should the victim fail, then its <b>Agility</b> score acts as a value of 1 for its next 6 subsequent turns. The change in <b>Agility</b> score does not modify the <b>Body</b> calculation; however, any competition, feat, save or values for damage of an attack will use the value of 1 when <b>Agility</b> is used in the formula.</p>					
<p><b>Oversiphoned:</b> 4 Mind Points The 1d20 attack is at advantage. Resilience save (DC:15).</p>					
<b>Mark That One</b>			<b>Mind Point Cost: 3</b>		
Gesture, [Concentration]			<b>Requirement: <i>Mind Dagger</i></b>		
Time Required:	1 reaction	Range:	30 feet	Duration:	Up to 1 hour
<p>When the sorcerer observes a visible hostile creature within 30 feet successfully hit with a melee attack that damages oneself or an ally, the sorcerer can choose to use a reaction to cast this axiom. In that split-second a creature lets its guard down after it makes a successful attack, the magic batters its way into victim's mind. The creature that inflicted the triggering damage must make a <b>Will</b> save (DC:15). It takes a d4 of <b>Mind</b> damage on a failed save, or half as much damage on a successful one. On a failed save, until the spell ends, the sorcerer is able to monitor the unshielded mind of the recipient. However, concentration is required to maintain the tracking, which means the sorcerer cannot use reactions or cast other spells. Further, any combat attacks are at disadvantage. The monitor offers the following benefits against the target:</p> <ul style="list-style-type: none"> <li>• As long as the target is on the same plane as the sorcerer, its location by direction and distance is known.</li> <li>• The target cannot become hidden from the sorcerer, and if it is invisible, it gains no benefits from this condition against the caster.</li> <li>• The target provokes a potential flee attack from the sorcerer, regardless of distance moved or if using an action to disengage.</li> </ul> <p>If either the sorcerer or the target are knocked unconscious or killed, the spell ends early.</p>					
<p><b>Oversiphoned:</b> 5 Mind Points Will save (DC:17). Damage is d6.</p>					

## Sorcery

<b>Mass Veil</b>		<b>Mind Point Cost: 4</b>	
Gesture		Requirement: <i>Veil</i>	
Time Required:	1 action	Range:	Touch
		Duration:	Up to 1 hour
<p>This will allow the caster and three additional persons of his or her size (or smaller) to become invisible by a shrouding illusion. Each effected recipient then acts as if under its own individual <i>veil</i> axiom. No restrictions exist for remaining within a distance of the caster. However, at the time of casting, those effected must be holding hands or making contact. Finally, this axiom can be cast in the midst of magical <i>silence</i> or if <i>muted</i>.</p>			
<b>Oversiphoned:</b>	5 Mind Points	Shroud illusion upon caster and four persons.	
	6 Mind Points	Shroud illusion upon caster and five persons.	
	7 Mind Points	Shroud illusion upon caster and six persons.	
	8 Mind Points	Shroud illusion upon caster and seven persons.	
	9 Mind Points	Shroud illusion upon caster and eight persons.	
<b>Memory Meld</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required:	1 minute	Range:	Touch
		Duration:	Permanent
<p>This conveys a mental sharing with a target. The axiom transfers a single memory. This memory could be real, imaginary or repressed up to roughly 1 minute in length. If the target is willing, no save is needed. Incapacitated targets are considered willing. Otherwise, a successful <b>Judgment</b> preservation save against DC:13 will prevent the implantation. Further, there must be a way to continue to touch an unwilling target for the full minute to use this axiom. This will work upon unconscious and sleeping persons.</p>			
<b>Oversiphoned:</b>	5 Mind Points	Casting time is 2 minutes. The transferred memory can be up to 2 minutes.	
<b>Mind Dagger</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required:	1 action	Range:	60 feet
		Duration:	Instantaneous
<p>Upon selecting a foe within the 60-foot range, the sorcerer creates a <b>Mind</b> contest with the victim. Each side rolls a d12 adding <b>Judgment</b> modifiers to the total. However, the sorcerer also gains +3 to the feat contest. Ties will not prevail, but if the sorcerer outscores the victim, then d6 points of <b>Mind</b> damage is inflicted. Creatures who have true mind-shielding or a hidden lifesong cannot be attacked in this way.</p>			
<b>Oversiphoned:</b>	4 Mind Points	The sorcerer rolls the d12 competition with advantage.	

## Sorcery

### Mirror Image

Mind Point Cost: 2

Gesture

Time Required:	1 action	Range:	Self	Duration:	Up to 6 turns
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This effect creates two duplicate illusory images of the sorcerer which stands next to him or her. For the duration of the axiom, the duplicate mimics all the behaviors of the caster, making it impossible to know which is fake and which is real without *true sight* or other senses that do not rely on vision. Any targeted attacks against the sorcerer might strike an image instead. When attacked, the GM will determine at random which target is actually being swung upon or fired at. If one of the images is the true target, then it has an AC of 10. If an image is struck, no damage harms the real sorcerer; however, that image will be destroyed. However, it can only be destroyed if successfully hit. Likewise, an area of affect spell, like fireball, can destroy all the images at once. Creatures who do not rely on vision are not affected by this glamour. The defense remains until the end of the sorcerer's sixth turn following its casting.

**Oversiphoned:** 3 Mind Points Images have AC 11.

### Mishap

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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In response to an enemy making a successful save, the sorcerer can use a reaction to unwind the luck. Selecting a target within range who is known to have made a successful save, this axiom forces another d20 roll with all the same modifiers, forcing it to be used as the resulting save instead. This final roll is forced, even if the original save had been made with advantage or disadvantage. However, this cannot invalidate the *chance* skill should this forced roll happen to be a "natural 1."

**Oversiphoned:** 3 Mind Points Range is 40 feet.

### Move In Haste

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	2 turns
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Cast on oneself, then the sorcerer can move as if using the *dash* skill, increasing his or her movement to double the normal rate. This can be performed even if a *dash* feature has been used previously without having a short rest. Movement in the round of casting is affected, and if movement has occurred before casting the axiom, then only whatever amount is left is doubled for that turn. Remember, movement calculations such as standing up are based off the normal movement rate. The length of time the increased movement lasts is until the end of the caster's second subsequent turn. Lastly, if this is cast and used to flee, in no way does this offer protection from opponent's flee-attacks.

**Oversiphoned:** No benefit.

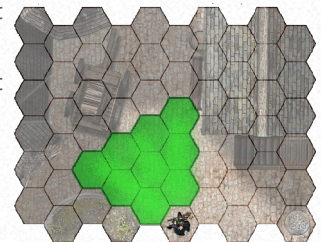
### Nauseating Breath

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	15 feet	Duration:	Instantaneous
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The caster breathes out a cloud (9 hexes) of sickly green gas. Anyone caught in the cloud must make a successful **Resilience** save (DC:13) or be stunned for d4 rounds. Helmets will not assist the save for this type of stunning effect. The affected target make another **Resilience** save (DC:13) at the end of each of its turns. On a successful save, the stunned effect ends. When breathing victims are stunned by this effect, they fail any **Body** save or feat; however, this automatic failures of the stun restriction do not apply to the subsequent saves to overcome the originating axiom effect.



**Oversiphoned:** No benefit.

## Sorcery

<b>Night Scar</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture			
Time Required:	1 action	Range:	20 feet
		Duration:	28 days
<p>The caster uses a glamour to place a magical mark upon another creature. The target is allowed a <b>Will</b> save to negate the spell. This mark is only visible to the sorcerer and up to seven other creatures he or she chooses. To those able to see it, the mark is visible even in magical or normal darkness. Even if the target changes shape, turns invisible, or cloaks itself in an illusion, the mark remains visible.</p> <p><b>Oversiphoned:</b> 3 Mind Points      Duration is 35 days.</p>			
<b>Obsequies</b>			<b>Mind Point Cost: 6</b>
Verbal, Gesture			
Time Required:	1 action	Range:	Touch
		Duration:	Permanent
<p>Self-sacrifice to bring a freshly-dead ally back to life is the purpose of this axiom. The ally must have died within the previous five minutes or this axiom will not work. When cast, the sorcerer suffers [n] number of points of necrotic damage to reduce him or her to the exact number that causes death (negative <b>Resilience</b>). That value of points is transferred to the recipient, who is restored to life. If the <b>Body</b> points restored are greater than the recipient's maximum, then only the maximum amount can be received. Obviously this will only be used in extreme cases and likely only when the caster believes it is possible to be returned to life himself. If the sorcerer is protected from this type of damage in anyway, then the spell fails without helping the dead ally.</p> <p><b>Oversiphoned:</b> No benefit.</p>			
<b>Odious Goo Entity</b>			<b>Mind Point Cost: 3</b>
Verbal, Gesture			
Time Required:	1 action	Range:	5 feet / 90 feet
		Duration:	Instantaneous
<p>A cloud of gray shadowy goo is summoned by the sorcerer and appears in an unoccupied space adjacent to the caster. The vile entity will move up to 90 feet to attack a target of the sorcerer's choosing. The goo-entity has a movement rate of 90 feet, and will acts on its own at the end of the sorcerer's turn. your choice that you can see ripping at the target's eyes, flowing into its mouth, and menacing it any way it can. The goo monster makes a melee attack on 3d20 with a +6 to hit bonus on each die. If successfully hitting, it delivers 5 to 7 points of damage: 4 necrotic points plus 1 point per successful die in the die pool. The dice can produce critical damage on a "natural 20." Additionally, the target must make a <b>Resilience</b> preservation save (DC:15). If succeeding, no further threat exists. On a failure, the goo makes its way into the mouth of the target; as a result, the victim is under the poisoned restriction as well as suffering an additional point of necrotic damage at the start of each of its following 6 rounds. The target can attempt another <b>Resilience</b> save at the end of each of its turns to spew the goo from its insides, which ends the ill effects. In the interim, the creature has an AC 14 and a total of 13 <b>Body</b> points.</p> <p><b>Oversiphoned:</b> 5 Mind Points      Attack on 4d20 with +7 bonus. Resilience save (DC:17).</p>			
<b>Order to Stun</b>			<b>Mind Point Cost: 5</b>
Verbal			
Time Required:	1 action	Range:	30 feet
		Duration:	4 turns
<p>This is a powerful upgrade from <i>stronger slumber</i>. Like the lesser version, it affects only a single target of the sorcerer's choosing within range. Any creature whose maximum <b>Mind</b> score is 20 or lower falls unconscious and will remain in that state until the end of its fourth subsequent turn. The target <b>cannot</b> be wakened short of magical means. Upon becoming conscious again, the victim is subject to being in a surprise round for assessing its surroundings. Creatures who do not sleep or are immune to charm cannot be affected by this axiom. Additionally, if one has resistance to charm, then a special <b>Judgment</b> save (DC:18) is permitted to avoid.</p> <p><b>Oversiphoned:</b> No benefit.</p>			

## Sorcery

<b>Passwall</b>		<b>Mind Point Cost: 5</b>	
Verbal, Gesture		<b>Requirement: Veil</b>	
Time Required:	1 action	Range:	30 feet
		Duration:	1 hour
<p>The axiom creates a passage in a visible surface made of wood, plaster or stone which is within range. The extradimensional opening can be created any size up to 5 feet wide, 8 feet tall and 20 feet deep; however, those dimensions cannot be changed after the casting. This ethereal cavity causes no instability to the original structure. The dimensional warp will exist for one hour or can be dismissed by the caster with the use of an action. Upon its expiration or dismissal, the barrier returns to its impassible state. Further, any creatures or objects inside the passage are safely ejected to the nearest unoccupied space.</p>			
<b>Oversiphoned:</b>	8 Mind Points	Duration is 90 minutes. Depth can be up to 30 feet.	
	10 Mind Points	Duration is 2 hours. Depth can be up to 40 feet.	
<b>Pebble to Boulder</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: Stature</b>	
Time Required:	1 reaction	Range:	40 feet
		Duration:	Instantaneous
<p>When the sorcerer throws a small rock towards one of his foes, this axiom can be used as a reaction to transmute the small stone into a boulder. This is triggered from the start of the throw, meaning the <b>Mind</b> points are used before rolling the success of the attack. The reaction grants the throw to have a minimum of 3d20 in the attacking die pool, but more might exist if other skills and conditions applied. The range attack is modified by <b>Agility</b> and the dice in the die pool are compared against the target's AC. If successful, the boulder slams into the intended victim, using the points from the die point plus the better bonus of the sorcerer's <b>Agility</b> bonus or 2 points. As an exception to the normal rules of range attacks, the boulder acts as if having a weapon weight of 3 points. This indicates damage will inflict a minimum of 6 points of blunt damage -- more with a high <b>Agility</b> or if a crit occurs. Finally, the victim must make a <b>Resilience</b> save (DC:10) or be stunned until the start of its next turn. Helmets can reduce the DC for the stunning effect.</p>			
<b>Oversiphoned:</b>	4 Mind Points	The die pool has 4d20. Resilience save (DC:11).	
<b>Personal Airing</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: Whispering Wind</b>	
Time Required:	1 action	Range:	500 miles
		Duration:	Instantaneous
<p>Very similar to <i>whispering wind</i>, the sorcerer can send messages to someone at a distance. However, in this case, only one recipient is permitted, who must known personally. The recipient will hear the message in his or her mind as if spoken in the voice of the caster. The recipient will recognize the caster as the sender, and up to 1 minute (6 combat rounds) is allowed to reply with a single-word response. No more than 35 words can be sent in the message to the recipient. Additionally, the recipient once knowing the sender and meaning of the message can choose to share immediately, action required if relevant, the magical dispatch, which will be sounded in the voice of the sending mage. The range is 500 miles. However, the message is limited to the plane of existence where the sorcerer resides at the time of casting.</p>			
<b>Oversiphoned:</b>	5 Mind Points	Range is 750 miles.	



## Sorcery

### Personal Silence

Mind Point Cost: 2

Gesture, [Concentration]

Time Required:	1 action	Range:	Touch / 500 feet	Duration:	Up to 10 minutes
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For the duration, the touched recipient, which must be of medium size or smaller, will be covered by a shroud illusion. All sounds emanating from the target will be greatly muted. While the GM may alter the adjustment for different conditions and races, the normal penalty is -3 for those needing to make **Perception** check against the quiet recipient. Moreover, the recipient will not be deafened by the illusion and will be able to hear sounds outside of oneself. That said, his or her **Perception** checks suffer the same -3 penalty when sound is a primary component of the check, whether coming from himself or an external source. An internal example would be if the target stepped on a trigger that creaked, that sound would be muffled making it difficult to be aware that this occurred. The external sounds are penalized as the recipient is no longer hearing their own ambient noises and external sounds become a bit overwhelming. Assuming the recipient is not oneself, casting magic while under the effect is possible but only if using a method that can be performed in silence, such as "silent prayers" or using an axiom that states it can be used in *silence*. This axiom requires concentration to maintain; thus, the caster who placed the shroud may not make reactions nor can cast any new spell during this time. While concentrating, the sorcerer is not required to keep the recipient in sight but if the distance between the two becomes greater than 500 feet, the shroud will dispel.

**Oversiphoned:** 4 Mind Points Personal

### Petty Glamour

Mind Point Cost: 1

Gesture, [Concentration]

Time Required:	1 action	Range:	60 feet	Duration:	Up to 10 minutes
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The sorcerer creates an image of an object, a creature, or some other visible phenomenon that is no larger than a 15-foot cube. The glamour-illusion appears at a spot within range and lasts for the duration. The image is purely visual; it has no sound, smell, or other sensory effects. While existing, concentration is required, meaning the caster can take reactions and cannot cast new spells. On the sorcerer's initiative turn, by use of an action, he or she can move to the illusion to any spot within range. As the image changes location, the caster can alter its appearance so that its movements appear natural for the glamour. For example, if the caster creates an image of a creature and moves it, it can be altered to appear as if it is walking. Physical interaction with the image reveals it to be an illusion, because things can pass through it. After each round, an observer makes a **Logic** preservation save against DC:12 to notice the logical inconsistencies, such as no sound, etc.

**Oversiphoned:** 2 Mind Points Logic save (DC:13).

### Phantasmal Distraction

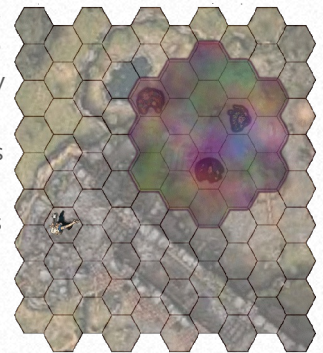
Mind Point Cost: 3

Gesture

Requirement: *Petty Glamour*

Time Required:	1 action	Range:	90 feet	Duration:	Up to 6 turns
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With this axiom, a mesmerizing pattern of images appear in the air for a moment then vanishes, potentially affecting creatures within a 25-foot diameter (19 hexes). Any sighted creature in the area must make a **Judgment** save against DC:15. Any creature failing the save is effectively charmed by the phantasm, drawn in thought about some of their most personally favorite memories. This distraction lasts until the end of the sorcerer's sixth subsequent turn. Creatures immune to charm are obviously not affected; however, those charmed are considered [incapacitated](#) and have a movement of zero. The spell ends for an individual creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. This axiom can be cast despite *silence* or *mute*.



**Oversiphoned:** 5 Mind Points Judgment save (DC:17).

## Sorcery

<b>Polymorph</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		Requirement: <i>Transmogrify</i>	
Time Required:	1 action	Range:	Self
		Duration:	Up to 1 hour
<p>This axiom allows the sorcerer to transform into the shape of a new being. The type of form taken can be anything physically touched previously, even if dead; however, reading or imagining a creature is not sufficient. The form is not illusionary but a real transformation; however, there are a limited set of properties that can become part of this hybrid existence. First, nothing bigger than a large-sized creature can take shape, and nothing tinier than a small-sized creature can form. How a creature moves: flight, leaping, swimming, burrowing are all transferable. While the method of movement is granted, the speed remains the same as the caster's normal, unarmored, unencumbered rate. Also, the vision of the creature, meaning normal, darkvision, night vision, echolocation or spirit sight can become part of the form's senses; however, blindsight, devil sight and tremorsense cannot be obtained. Furthermore, his or her original accuracy and range of sight remains the same. In other words, becoming a hawk does not allow its telescopic vision. Method of breathing, whether aerobic, amphibious, water-breathing or that it doesn't breathe, are all properties that come from the new form.</p> <p>If the creature has <i>savage form</i> or a monstrous attack, this can be used but not always to the full capacity. Poisons, acids, diseases, necrotic rot and curses as part of an attack will not become a component of the new form, only the physical biting, clawing or whatever is gained. Thus, while a sorcerer could polymorph into an acid ant, its corrosive spit would be useless. Additionally, the maximum dice used in an attack in the polymorphed form is 2d20, and only that can be achieved if the sorcerer or the creature is capable of inflicting that much by some normal attack. To clarify, if using <i>savage form</i> to attack, then a single attack using one or two dice in that die pool would be the most permitted. If the creature into which the caster has transformed has various appendages, the maximum number of appendages which could be used is two; even then, only 1d20 could be used in each die pool. Only if the creature whose form has been taken is capable of attacking different targets could the polymorphed version perform that. <i>Spinning moves</i> is non-functional in the transformed state.</p> <p>Other properties that do not transfer are cantrips, incantations, axioms or magical abilities. Resistances are not gained. Skills are not gained. Further, the sorcerer's current value of <b>Body</b> points remain the same - with the caveat that upon the initial change, the sorcerer's body will heal d6 points of damage, not to exceed the max. Other than that, the caster and all his possessions transmute into the form of the new being. While in the new shape, the caster retains his voice but is not able to cast other axioms or cantrips; however, if the sorcerer does retain divine power to cast incantations, assuming any physical or material focus is not required. Further, no sub-attribute scores change, and the caster gains the better of his own or the new being's natural AC up to a maximum of AC 14. As possessions are part of the transformation, no items use is permitted while in the new shape. As an action, the caster can choose to change form again, but no healing will occur.</p> <p>Finally, the energy signatures in the lifesong of a polymorphed being will identify that being as its actual, original existence. If divine magic is able to identify an entity, then the true details of a polymorphed creature would be known. While polymorph can be used to form into nearly any creature, there are a few exceptions. One cannot take the form of a celestial, construct, fiend, glitch or kami.</p>			
<b>Oversiphoned:</b>	5 Mind Points	Maximum amount in a die pool is 3d20. Still limited to two savage-form appendages. AC maximum is 15. Healing for initial change is 2d4.	

## Sorcery

<b>Possession</b>		<b>Mind Point Cost: 6</b>	
Verbal, Gesture, [Concentration]		Requirement: <i>Fear</i>	
Time Required:	1 action	Range:	120 feet
		Duration:	Special
<p>By use of this axiom, the sorcerer takes possession of another creature within range and in line of sight. The victim is allowed a <b>Will</b> preservation save against DC:24 to avoid the effect; however, if failing, the victim is held as if in a restrained restriction. During this time, the caster must continue concentrating until the possession occurs or until it fails. At the end of the victim's next turn, he or she makes another <b>Will</b> save against the same DC. If successful, then the <i>possession</i> fails. If failing the save, then the target is fully possessed the sorcerer. Either way, concentration is no longer required. When the sorcerer has possession of the victim, a personality, mindset and goals virtually identical to the caster invades the recipient body. In the presence of the sorcerer, the possessed performs precisely as instructed. While in possession of the victim, all skills may be used as part of the autonomous will; however, no skills that rely on spirit will be accessible, including divine powers. There sorcerer does not have any telepathic connection with the possessed nor is the caster aware of the explicit skill set available. This means should the possessed be sent away to perform a task, it will use the skills it has, even those unknown to the caster, to best achieve the goal. The target still has a sense of self-preservation and will regroup and reattempt actions that are suicidal. The victim remains possessed until released or freed, after which he/she/it no understanding of what transpired while under the effect. For each hour of possession, the victim is permitted another save to see if the internal will breaks itself free. The DC for the save is the original value but is lowered by 1 point for each hour that has passed since first being possessed.</p>			
<b>Oversiphoned:</b>		8 Mind Points Will save (DC:26).	
<b>Psychic Poison</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture			
Time Required:	1 action	Range:	Self / 30 feet
		Duration:	1 hour
<p>The sorcerer creates a field of energy that acts like a mental trap if there is an attempt at magical or psionic spying. For the duration, anything that attempts divination magic that reads or discerns information about things within 30 feet of the caster, then the <i>psychic poison</i> will follow the portentous channel back to its source. The being behind the scry must make a <b>Will</b> save (DC:15), taking 2d4 points of <b>Mind</b> damage on a failure and further being unable to retrieve the desired information. If the save is success, the information gleaned still happens; however, at the cost of half the <b>Mind</b>-point damage. This could happen on incantations, axioms, psionics or the use of a magical device, which might be as benign as <i>discern language</i>.</p>			
<b>Oversiphoned:</b>		5 Mind Points Will save (DC:17). Psychic damage is 3d4.	
<b>Psychic Shield</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required:	1 action	Range:	Touch
		Duration:	8 hours
<p>By placing this protection on a touched target or self, the spell-caster gives the recipient advantage against any incoming attack that forces a <b>Mind</b> sub-attribute save or contest for the duration of the axiom. While it is in effect, any form of thought-reading, detection of lying, scrying, telepathy, <i>whispering wind</i> or other divinations which do not typically allow a save used upon the effected target, a special <b>Judgment</b> preservation save (DC:14) is passively made and typically without knowledge it happened. If successful, the target is fully protected from mental intrusion and probing. Finally, this offers no buffer against damage to the <b>Mind</b> score as a result of a failed save, half damage from a successful save or direct damage, such as from a <i>weapon of nonsense</i>.</p>			
<b>Oversiphoned:</b>		4 Mind Points Competition saves at advantage and gain +3 bonus. Special Judgment save (DC:12).	

## Sorcery

<b>Psychokinesis</b>			<b>Mind Point Cost: 4</b>		
Verbal, Gesture			<b>Requirement: Telekinesis</b>		
Time Required:	1 action	Range:	60 feet	Duration:	5 minutes
<p>This is an improvement upon the <i>telekinesis</i>. The range is increased to 60 feet, and the movement rate becomes 2 feet per second. The total weight that can be affected is 50 pounds per point of current <b>Logic</b> score of the sorcerer. Finally, hypotenuse movement is also possible in the three dimensions. As with the lesser version, for every 100 pounds of a falling object, a d20 with no modifiers is rolled as a blunt attack against the opponent's AC. This does max out at the 5d20 rule.</p> <p><b>Oversiphoned:</b> No benefit.</p>					
<b>Quick Step</b>			<b>Mind Point Cost: 1</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	Touch	Duration:	1 hour
<p>Upon touching a creature, its movement rate increases by 10 feet until the spell completes. Multiple castings on the same individual will not increase speed.</p> <p><b>Oversiphoned:</b> 2 Mind Points      Two recipients can be selected.</p>					
<b>Random Casualty</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
<p>When the caster or an ally has been struck by an enemy, then a reaction can be used to cast this axiom. When the attack is determined to be a hit and will inflict damage, the injury is redirected to one of the attacker's allies, selected randomly. The new target must roll a <b>Will</b> preservation save (DC:13). If failing it, the injury and damage is transferred to the new target and leaves the original victim unharmed. Resistances and immunities of the new target would be calculated into the new value of damage delivered. If the save is successful, then the transfer failed and the ally will receive the damage at intended. If the attacker has no allies, then this axiom will not work. Further, if the attacker has allies but are unknown to the sorcerer, then the axiom will also fail.</p> <p><b>Oversiphoned:</b> 4 Mind Points      Range is 45 feet.</p>					
<b>Razorscales</b>			<b>Mind Point Cost: 1</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	Self	Duration:	3 turns
<p>This transforms the caster's skin and outer clothing (including armor) into razor sharp scales. Any creature that <a href="#">grapples</a>, <a href="#">shoves</a>, <a href="#">trips</a> or even makes a <a href="#">touch-based attack</a> against the sorcerer until the end of his third subsequent turn, must roll an <b>Agility</b> save (DC:12). On a failed save, the creature takes d4 points of edged damage. A successful save avoids damage. Even if suffering damage, the competition or attack for contact will be rolled without adjustment.</p> <p><b>Oversiphoned:</b> No benefit.</p>					
<b>Relocate</b>			<b>Mind Point Cost: 5</b>		
Verbal, Gesture			<b>Requirement: Blink</b>		
Time Required:	1 action	Range:	20 miles	Duration:	Instantaneous
<p>The caster teleports himself or herself from the current location to any other spot within 20 miles, arriving at exactly the spot desired. Objects brought along are limited only by the weight limit of what the caster can carry. Further, two additional willing subjects the same size or smaller (carrying gear within their weight capacities) can also be teleported. However, those additional subjects must be within 5 feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied, the sorcerer and traveling companions each suffer 2d4 body points of blunt damage, and the spell fails the transportation.</p> <p><b>Oversiphoned:</b> 8 Mind Points      Range is 35 miles. Three additional subjects can be transported.</p>					

## Sorcery

### Replica

Verbal, Gesture, [External]

Mind Point Cost: 5

Requirement: *Sectantur*

Time Required:	Special	Range:	Touch	Duration:	Permanent
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By means of this spell the magician can create a duplicate of any creature. The duplicate appears exactly the same as the real one; often used to infiltrate an organization. However, there are differences: the *replica* will have all of its sub-attributes at least one point lower than the original. As such, it will not be as strong, as smart, or as creative as the real version. This further means there will be gaps in knowledge the duplicate will have. Further, the entire being will radiate immediately with a *detect magic*, and *true sight* will reveal it for what it is. The creature is crafted from ice, stone and clay, mixed with either blood or flesh of the original. Creation requires one day of work for each point for **Body**, for each point for **Mind**, and for each point for **Spirit**; however, the *replica* can never have the values equal to what the blood or flesh of the original had at the time of gathering them. Further, powder of a crushed ruby is required for each three points. Thus, the absolute minimum version of a duplicate would be three days, while creating something that would pass as a human (9/9/9) would require about a month. After creation, the *replica* will be loyal to its creator; There is no special link between the two; thus, verbal explanation of what to do must be given. A *replica* will be believable as the original at first and only after the differences have time to reveal themselves will others be able to notice something is wrong. While the *replica* will have all the skills of the original, unless the attributes prevent them, any divine powers will fade away a little bit each month starting with the strongest ones. Incantations based on **Spirit** count equal to the points of their cost. Divine skills count equal to 1 point per 100 points of cost in karma. Thus, if the highest abilities are worth 4 points, the all of those would disappear after the first month. At the end of the next month, all the 3-pointers; and so on. Finally, these life-creations do not gather karma and cannot gain new skills.

\* It is possible for a sorcerer to create a duplicate of oneself, but there is a reasonable chance the replica will believe it is the original and had created its master, which is an exception to the loyalty clause of the axiom. Being forced to work with one's original will create a faithless and treacherous attitude over time.

**Oversiphoned:** No benefit.

### Repulsion

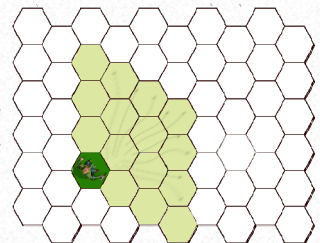
Verbal, Gesture

Mind Point Cost: 4

Requirement: *Wrecking*

Time Required:	1 action	Range:	15 feet	Duration:	6 turns
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When this axiom is cast, the sorcerer is able to create an area relative to his position, arcing 120° outward to 15 feet, that will cause any creature in the path of the area of effect to move away from his or her person. Any creature starting its turn or moving through the area of repulsion will be forced 15 feet in an opposite direction of the sorcerer from the hex first violating the area. If forced through additional hexes, these will not add to the movement. However, the 15 feet of repulsion will count against that creature's movement, and the full 15 feet will be used even if it exceed the creature's natural maximum. Should a solid object unable to topple, such as a wall, exists prior to the 15-foot pushing, then creature suffers 1 point of blunt damage for each 5 feet short of the total. If trapped against a wall when starting its turn, the creature would suffer 3 points of blunt damage. If still trapped in the repulsion area with movement remaining, then it can escape in a parallel direction of (but not towards) the caster at a cost of 15-feet of movement per hex. Also, as the caster moves, the area moves with him or her and rotates according to the direction faced. The *repulsion* lasts until the end of the caster's six turn following casting it.



**Oversiphoned:** No benefit.

### Retro Motus

Verbal, Gesture

Mind Point Cost: 6

Requirement: *Teleport Sigil*

Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
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When any creature within 60 feet of the sorcerer uses method of instantaneous dimensional travel, such as *dimension door*, *teleport* or a method of shifting planes of existence, then this axiom can be used as a reaction to that event. The creature who made the dimensional travel must make a **Muse** preservation save (DC:24). If it fails, the teleportation or planar travel loops back upon itself, and the target reappears in the space it occupied before it traveled in this way.

**Oversiphoned:** 10 Mind Points  
Muse save (DC:28).

## Sorcery

<b>Reverberation</b>			<b>Mind Point Cost: 3</b>		
Verbal, Gesture			<b>Requirement: <i>Fireball</i></b>		
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>This axiom is a converted alteration of the <i>fireball</i> axiom, specifically designed for battles on crowded streets. The magic creates a burst of concussive force that disorients victims without causing permanent harm. Each creature in the 25-foot diameter circle (19 hexes) centered on a point of the sorcerer's choosing must make a <b>Resilience</b> save (DC:15). Targets take 2d6 points of "potential" blunt damage on a failed save. Half that "potential" amount is calculated for those who make a successful one. The damage is only real if the inflicted amount were to reduce a target to zero <b>Body</b> points or lower; those victims fall unconscious immediately. Otherwise, 2 points of blunt damage are inflicted to those failing the original <b>Resilience</b> save and 1 point for those saving. All those knocked unconscious are reduced to precisely 1 <b>Body</b> points, are stable but unconscious. Such as target can be awakened as if under the asleep <a href="#">restriction</a>.</p>					
<b>Oversiphoned:</b>		5 Mind Points	Resilience save (DC:17). Range is 70 feet. "Potential" damage is 2d8.		
<b>Reverse Arrow</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
<p>When an enemy within 60 feet uses some method of physical range attack against a single creature, such as shooting an arrow or hurling a hammer, then the sorcerer can use a reaction to cast this axiom. The sorcerer can know the potential outcome of the range attack before choosing this reaction. The creature who launched the attack must make a <b>Judgment</b> preservation save (DC:13). Upon failing this save, the missile becomes charmed in a what that at the halfway point, it spins, reserves itself and makes an attack against the originator of the attack. All dice are rolled normally and compared against attacker's AC rather than the intended target.</p>					
<b>Oversiphoned:</b>		3 Mind Points	Range: 70 feet. Judgment save (DC:14).		
<b>Ruthless Assault</b>			<b>Mind Point Cost: 3</b>		
Verbal, Gesture					
Time Required:	1 reaction	Range:	Special	Duration:	Until end of next turn
<p>As a reaction to an attempt of a melee attack, the caster gains the attack as if having advantage on the attack. This can neutralize being at disadvantage or will grant an extra die in the primary hand die pool plus the bonus damage. The state of being at advantage lasts until the end of the sorcerer's next turn, meaning if using an melee attack action on his or her next turn, advantage would still be in play. Further, one creature of the caster's choosing who is starts its next turn within 10 feet of the sorcerer and before the end of the caster's next turn gains the same advantage benefit for its one action.</p>					
<b>Oversiphoned:</b> No benefit.					
<b>Sabotage Mark</b>			<b>Mind Point Cost: 3</b>		
Verbal, Gesture			<b>Requirement: <i>Fiery Crescendo</i></b>		
Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
<p>This axiom will infiltrate a victim's lifesong and select an explosive substance at random, such as explosive oil or high-grade alcohol flask, assuming it is on the being, causing the volatile substance to combust and inflict the like damage upon the target. However, the magic must overcome the protection of the lifesong, allowing the mark to roll a <b>Will</b> preservation save (DC:15) to prevent the explosion. This axiom can also be used against objects which are not protected by a lifesong, such as a barrel of grain alcohol; these require no save to combust. It is important to note that no other oils on the target will explode as a result of the initial explosion. Further, only volatile substances can be targeted; it will not set ablaze paper, wood or normal combustibles. Explosions are based on the substance; see Explosive Oil in the <a href="#">Market</a> subsection.</p>					
<b>Oversiphoned:</b> No benefit.					

## Sorcery

<b>Sawtooth</b>			<b>Mind Point Cost: 3</b>
Verbal, Gesture, External			
Time Required:	1 action	Range:	Touch
		Duration:	3 turns
<p>When enchanting a melee weapon, until the end of the caster's third following turn, that weapon will be imbued with a special dimensional warp. If successfully striking a target with that weapon and that target is wearing armor whose real weight is 20 pounds or more, then in addition to the normally inflicted damage from the strike, an ephemeral dimensional breach in the armor exists, effectively lowering the victim's AC by 1 point. Repeated strikes against the same victim will be cumulative with each strike from that weapon lowering another point. However, power of the weapon and all the holes in everyone's armor as a result revert to normal at the end of the axiom.</p> <p><b>Oversiphoned:</b> 5 Mind Points      Duration is 4 rounds.</p>			
<b>Scattered Form</b>			<b>Mind Point Cost: 1</b>
Verbal			
Time Required:	1 action	Range:	5 feet
		Duration:	Instantaneous
<p>When casting, the sorcerer's body briefly transforms, shattering into a horde of insects to attack nearby creatures before instantly reforming in the same location. Each adjacent creature, other than the caster, must roll an <b>Agility</b> save (DC:12), taking 2 points of piercing damage on a failure, or 1 point on a success.</p> <p><b>Oversiphoned:</b> No benefit.</p>			
<b>Schmerz</b>			<b>Mind Point Cost: 5</b>
Verbal, Gesture			
<b>Requirement: Dirge Chamber</b>			
Time Required:	1 action	Range:	60 feet
		Duration:	3 turns
<p>When casting <i>schmerz</i>, the caster chooses a target and creates a magical link between their lifesongs. Until the end of the caster's next three turns, any damage he or she suffers will be shared with that target. The sorcerer still receives the inflicted damage, but a like amount is sent to the recipient as necrotic damage. This occurs every time the caster is harmed by <b>Body</b> damage; other damage or influences do not transfer. However, for each time incoming damage is sent to the target, the victim rolls a <b>Resilience</b> save (DC:15), and if successful, suffers only a single point of damage instead.</p> <p><b>Oversiphoned:</b> 8 Mind Points      Duration is 5 rounds. Resilience save (DC:18).</p>			
<b>Scribe</b>			<b>Mind Point Cost: 1</b>
Verbal, Gesture, [Concentration]			
<b>Requirement: Valet</b>			
Time Required:	1 action	Range:	10 feet
		Duration:	Up to 1 hour
<p>The sorcerer summons a magical quill that writes down anything said by the caster. The quill can write on any surface. The quill will not scribe magic spells. The quill continues writing and does not run out of ink for the duration, so long as the sorcerer maintains his or her concentration.</p> <p><b>Oversiphoned:</b> 2 Mind Points      The</p>			

## Sorcery

### Scry

Mind Point Cost: 4

Verbal, Gesture, External, [Concentration]

Requirement: *Whispering Wind*

Time Required:	5 minutes	Range:	Self	Duration:	Up to 10 minutes
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The caster can see and hear a particular creature you choose that is on the same plane of existence. However, this requires a magical focus item, such as a crystal ball or an ornate mirror. The item must be of significant value, at least 5,000 bits. The target must make a **Judgment** feat (DC:11), which is modified by the best condition in the table below. Note this is a feat, not a preservation save. If a target wishes, it can fail the save voluntarily if it wants to be observed. On a successful save, the target isn't affected and immune from the same person *scrying* for 24 hours. On a failed save, the axiom creates an invisible sensor within 10 feet of the target through which things can be seen and heard. The sensor moves with the target, remaining within 10 feet of it for the duration. While the *scrying* occurs, the caster must maintain concentration, making reactions and new spell-castings impossible.

Condition	DC Modification
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Caster has only secondhand knowledge of target	-6
Caster has personally met target	0
Caster has a picture or likeness of target	+1
Caster has garment or possession of target	+2
Caster is familiar with target	+3
Caster has target's hair, finger nail or similar	+5
Caster has blood of the target	+7

**Oversiphoned:** 7 Mind Points      Duration is up to 15 minutes. Judgment feat (DC:14).

### Secret

Mind Point Cost: 1

Gesture, External

Time Required:	1 minute	Range:	Touch	Duration:	1 week
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This axiom allows the sorcerer to write on parchment, paper, or other writing material, imbuing it with a shroud-illusion that lasts for a week. To the caster and any two creatures he or she designates at the time of casting, the writing appears normal and conveys whatever meaning intended when the note was written. To all others, the writing appears as if it were written in an unknown language and is unintelligible. Alternatively, the sorcerer could make the writing to appear to be an entirely different message, written in different handwriting in any language in which the caster is literate. Should the writing have *arcane disruption* cast on it, then both the original script shroud will disappear. Furthermore, a creature with truesight can read the hidden message. While unlikely to need to do so, this axiom can be cast in *silence*, only requiring the writing of the note and materials to create it.

**Oversiphoned:** 2 Mind Points      The caster and three creatures can read the writing.



## Sorcery

### Sectantur

Mind Point Cost: 3

Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 week
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By the use of this magical power, the sorcerer can turn any object under one pound and no longer than one-foot in any dimension into a location device. The object does not reveal anything about its surroundings, but it could be used in conjunction with a *sCRY* with a +6 bonus, assuming the object is on the subject being viewed. Otherwise, this object allows the sorcerer to know its location so long as it is still on the same plane of existence. That location is relative from the sorcerer in cardinal points and distance without the exact location being known. Requesting a location from the object can be performed seven times before the object loses its charm. Once checking that many times, the spell effect expires. Finally, if the sorcerer has *magomathematics*, then he or she can decipher the teleport coordinates from the location, similar to *teleport sigil* on a **Perception** feat against DC:15.

**Oversiphoned:** 4 Mind Points

Location requests can be performed nine times.  
Duration is up to 8 days.

### See Invisible

Mind Point Cost: 2

Verbal

Time Required:	1 action	Range:	Self	Duration:	1 hour
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th: 17%; color: #696969;">Duration:

1  
hour

For the duration, the sorcerer sees all invisible creatures as if they were visible. Additionally, those invisible will appear with a dim glow to him or her, allowing the caster to know the seen creature is actually invisible.

**Oversiphoned:** 3 Mind  
Points

Duration is 90 minutes.

### Seeking Missile

Mind Point Cost: 1

Verbal

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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In response to a failed missile attack where every die in the die pool fails to strike the intended target, the sorcerer can use a reaction to cast this axiom. As a result, the sorcerer knew the project was going to miss, and this axiom causes the projectile to change direction in mid-air to strike a different foe within 20 feet of the original target. The "second" attack against the different foe is at disadvantage.

**Oversiphoned:** No benefit.

## Sorcery

<b>Servant Army</b>		<b>Mind Point Cost: 3</b>	
Verbal, Gesture		<b>Requirement: Valet</b>	
Time Required:	1 action	Range:	90 feet
		Duration:	Up to 1 hour
<p>The sorcerer creates a number of invisible, mindless, shapeless forces that perform simple tasks at his or her command. Roll 3d4 to determine how many servants are created. Each servant obeys any verbal commands that the caster issues (no action required but speaking rules may apply). However, if no commands are given, a servant does nothing as it awaits the next command. Once given a command, each servant performs its task to the best of its ability until its task is completed. It then waits for the next command. The servants can run and fetch things, open unstuck doors, and hold chairs as well as clean and mend. A servant can also be used for common laborious tasks, if carefully directed. The servants are no better or faster at tasks than a basic or unskilled commoner would be. The servants can serve food or wine at a banquet, help dig earthworks, row a ship, act as porters, fold clothes, or assist in a farmer's fields. Each servant can perform only one activity at a time, but it repeats the same activity continuously if told to do so. This allows the sorcerer to command one servant to perform a repetitive task and then turn his or her attention elsewhere if remaining within range. Servants can open only normal doors, drawers, lids, and so forth. For any calculation where <b>Strength</b> would need to be used in a calculation, it is considered to be a score of 3, allowing them to carry 30 pounds, and push or drag 75 pounds. They can trigger traps and such, but they can exert only 75 pounds of force, which may not be enough to activate certain pressure plates and other devices. A servant's speed is 15 feet. The servants cannot attack in any way, and are never allowed to make an attack roll. The servants cannot be killed but can be destroyed by anti-magic or other disruption. If the sorcerer attempts to send a servant beyond 90 feet, that servant ceases to exist.</p> <p><b>Oversiphoned:</b> 5 Mind Points      Duration is 90 minutes.</p>			
<b>Shadow Path</b>		<b>Mind Point Cost: 5</b>	
Gesture		<b>Requirement: Shadow Turf</b>	
Time Required:	10 minutes	Range:	Special
		Duration:	8 hours
<p>This axiom is both a shroud and a glamour that will hide a path or road of the sorcerer's choosing, while simultaneously creating an illusory path that starts at any point within range 200 feet. The illusory path continues in a direction chosen for up to a number of miles equal to the caster's <b>Logic</b> score. This illusory path avoids obstacles. It will not provide bridges, stairs, ladders, ramps, or other methods to travel through impassable terrain. The path will not cross cliffs or rivers more than four feet deep. A creature following the original path must make a <b>Muse</b> save (DC:21) when it comes to the start of the illusory path. On a failed save, the creature follows the illusory path as if it were the real one. If the path moves through difficult terrain, the creature believes the path slopes and twists to justify its reduction in speed. On a successful save, the creature sees both paths, but the illusory path appears shadowy. This axiom can be cast in <i>silence</i> or if magically muted.</p> <p><b>Oversiphoned:</b> 8 Mind Points      Duration is 12 hours.</p>			
<b>Shadow Turf</b>		<b>Mind Point Cost: 4</b>	
Gesture		<b>Requirement: Strong Glamour</b>	
Time Required:	10 minutes	Range:	Special
		Duration:	24 hours
<p>The caster uses a combination of glammers and shrouds to make natural terrain in a 150-foot cube look, sound, and smell like some other sort of natural terrain. Thus, open fields or a road can be made to resemble a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to seem like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. Manufactured structures, equipment, and creatures within the area will not be changed in appearance. The tactile characteristics of the terrain are unchanged, so creatures entering the area are likely to be aware of the illusion. However, unless touching the area, observers must explicitly state they are inspecting it; if doing so, a <b>Perception</b> save is needed against DC:17 to become cognizant that it is an illusion. Even if a creature discerns the illusion exists, traveling at a slower pace (-15 movement) is required to ensure safe travel when traversing through it. This axiom can be cast despite <i>silence</i> or <i>mute</i>.</p> <p><b>Oversiphoned:</b> 7 Mind Points      Duration is 48 hours.</p>			

## Sorcery

### Shape Water

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	10 feet	Duration:	Up to 30 minutes
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This skill affects an area of water that can be seen within range and that fits within a 5-foot cube (up to 125 cubic feet), which can be manipulated in one of the following ways:

- Change the flow of the water as the sorcerer directs, up to 5 feet in any direction. It is not enough to cause damage.
- Cause the water to form into simple shapes and animate as desired in any direction.
- Alter the water's color or opacity. The effected water will be changed in the same way throughout.
- The sorcerer freezes the water if there are no creatures in it.

If this axiom is cast a second time, the original shaped-water effect is dismissed.

**Oversiphoned:**

2 Mind Points

Affected area is up to 500 cubic feet with 5 feet being the minimum and 10 feet being the maximum for any single dimension.

### Shark Tracking

Mind Point Cost: 2

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	Up to 8 hours
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By having a bit of the target's blood, the sorcerer can track as if having the *tracker* skill for purpose of pursuing that specific target. No other targets could be tracked. The amount of blood is minimal; even a drop would be sufficient. It can be retrieved from weapons and or from a source up to one year old. The blood used is destroyed in the process of the casting. This allows the sorcerer to have a subtle sense of the direction and movement, sometimes seeing traces of the tracked being's lifesong or a shadowy movement left behind as an echo. Perhaps even the target's odor lingers in a direction. All of this translates to same as the *tracker* skill. However, if the sorcerer is a tracker, this axiom will not combine to grant any additional bonuses for following the target. The entity tracked can be anything that has blood; therefore, constructs, elementals and undead are unable to be pursued by this magic. Finally, this axiom requires concentration, meaning while the effect continues up to 8 hours, the sorcerer cannot cast other spells or use reactions.

**Oversiphoned:** No benefit.

### Shelter Other

Mind Point Cost: 2

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	Touch / 15 feet	Duration:	Up to 15 minutes
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This axiom creates a magical connection between the sorcerer and an ally, such that any personally-targeting spells, either axioms or incantations, that would harm the ally are redirected to the sorcerer instead. Whenever the caster is within 15 feet of that creature and whenever it is forced to make a save against a spell or is targeted by a spell attack, the spell targets the sorcerer instead. If the spell forces a save, the sorcerer makes his own save and suffers the effects based on success or failure. If the spell is an attack requiring to strike an AC, then the sorcerer's AC is used instead. This effect ends early if the chosen creature is ever more than a mile away from the caster. Lastly, to maintain this protection, the sorcerer must maintain concentration and apply all the penalties from that.

**Oversiphoned:** No benefit.

### Shield

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	Self	Duration:	6 turns
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This creates an invisible force around the caster which effectively gives him or her "half-cover" but can move freely without the restriction of being stuck in place as happens under normal cover. This protection lasts until the end of the sorcerer's sixth subsequent turn.

**Oversiphoned:** 2 Mind Points

Duration is 9 rounds.

## Sorcery

### Shieldbearer

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required: 1 action	Range: Touch / 10 feet / 60 feet	Duration: Up to 3 turns
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After the sorcerer touches a shield, it animates, hovers and moves to protect a target chosen within 10 feet of the caster. Until the end of the sorcerer's third following turn and while concentration is maintained, the shield hovers within the chosen creature's space and grants the appropriate armor class and other protections as if the creature were using it with the *shield-use* skill. If the target is currently wielding a shield, then this axiom offers no benefit beyond looking impressive, even if it provides a better AC. Once the shield's recipient has been chosen, it cannot be changed for the duration of the spell, which also requires concentration, meaning the sorcerer can use no reactions, cannot cast new axioms or divine incantations, and any combat attack will be made at disadvantage. If shield-protected being moves more than 60 feet away from the sorcerer, becomes invisible or line of sight becomes blocked, then the axiom ends early. When the spell ends, the floating shield falls gently to the ground at the chosen creature's feet.

**Oversiphoned:** 2 Mind Points  
Duration is 5 rounds.

### Shimmering Armor

Mind Point Cost: 1

Verbal, Gesture

Time Required: 1 action	Range: Touch	Duration: 8 hours
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This allows an unarmored and willing creature to become protected by a shimmering force of magical armor. The target's base is AC 14. The spell can be dismissed at the will of the sorcerer by taking an action. It can only be used on a recipient who is not wearing armor, but the axiom allows the recipient to use its **Logic** modifier to adjust its AC. After casting this axiom, it cannot be cast again until the sorcerer uses a short rest.

**Oversiphoned:** 2 Mind Points  
Two separate recipients can be protected.

### Shuriken of Shadow

Mind Point Cost: 1

Verbal, Gesture

Time Required: 1 action	Range: 30 feet	Duration: Instantaneous
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The sorcerer selects a target within range, and the target must be visibly seen even if using darkvision. The caster hurls a wickedly-bladed, black dart at that target by an attack of a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the caster further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If the caster is in dim light or darker, then the 1d20 is made with advantage. Likewise, if the target is in direct sunlight, then its AC acts as if 2 points higher. A successful strike inflicts d4 points of piercing damage against the enemy's **Body** score.

**Oversiphoned:** 2 Mind Points  
Damage is d6.

### Sigil Drift

Mind Point Cost: 4

Verbal, Gesture, [Concentration]

Time Required: 1 minute	Range: 60 feet	Duration: Up to 1 hour
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All magical glyphs and symbols within range faintly glow and can be safely read and identified if the sorcerer is familiar with the spell or rune that created them. In addition, the caster can select one of the glyphs or symbols and move it safely to another suitable surface within range without triggering its effects. This axiom prevents the sorcerer from triggering glyphs and symbols within range while maintaining concentration but such prevention does not extend to other creatures should they disrupt the glyph. Further, prevention from triggering the symbol does not protect the caster should the effect embedded in it erupt.

**Oversiphoned:** No benefit.

## Sorcery

### Silence

Mind Point Cost: 2

Gesture, [Concentration]

Time Required:	1 action	Range:	90 feet	Duration:	Up to 10 minutes
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For the duration, a 20-foot-radius sphere centered on a point chosen within range is covered with a shroud illusion. No sound can be created within or pass through this space. Any creature or object entirely inside the sphere are effectively deafened while entirely inside the area. Casting is rarely possible while in *silence*. If using divine powers, then the "silent prayers" must be used. All axioms that are not reactions or specifically stated usable within *silence* are unable to be cast within the sphere. The *silence* will remain up to 10 minutes as long as the sorcerer maintains concentration, which means no reactions can be taken and no new spells can be cast.

**Oversiphoned:** No benefit.

### Skeleton Key

Mind Point Cost: 1

Gesture

Time Required:	1 action	Range:	Touch	Duration:	Instantaneous
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Attempts to open a lock. Standard locks are DC:9. Roll a d20 plus **Logic** score to open. This can be cast in magical silence.

**Oversiphoned:** No benefit.

### Skip Moment

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Hideaway*

Time Required:	1 action or reaction	Range:	Touch	Duration:	3 turns
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With this axiom, the sorcerer forces a target through a dimension where time works differently. What seems like an instant will equate to 30 seconds of time passing from the location left. This effectively sends the recipient forward in time 30 seconds. This is tracked in the game by initiative, having the target roll during each round but not allowed to its turn until reappearing. Upon the start of the target's third subsequent turn, it will reappear and able to use that turn; however, if using this axiom on oneself, then the reappearance seems like the casting just completed, and thus no action or movement can be taken. When reentering from the temporal dimension, the recipient will reappear in the same space vacated, or the closest empty space. From the perspective of those remaining, it is as if the target simple does not exist for those few moments. The casting is uses as an action when placed oneself or a willing target. However, if selecting a hostile creature, the sorcerer would use an action to establish a successful touch-based attack. Then he or she would use a reaction to cast this effect. However, when pushing a combative opponent through the para-dimension, releasing one's grip must be perfect. The sorcerer must roll a **Judgment** save (DC:16) or be dragged into the vortex with the victim and reappearing on the victim's turn as well.

**Oversiphoned:**

5 Mind Points

The caster can choose from 2 to 4 rounds for the duration before reappearing. The duration must be selected at the time of casting.

## Sorcery

### Sleep

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	20 feet	Duration:	2 turns
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The sorcerer forces from up to four targets within range to fall into an enchanted slumber. Creatures in a 60-degree cone up to 20 feet from the caster are potential victims. However, only those having a maximum **Mind** score of 10 or lower can be affected. Qualifying adversaries closest to the caster will become a victim. If more than one are equidistant, then the one with the lowest current **Mind** is selected first. When a target is determined to be a victim, then tally its maximum **Mind** score. When another target becomes a victim, add its **Mind** score to the running total. When either four victims or 40 total points of **Mind** score have been affected, then no more prey of this axiom are selected. A slept creature is under the unconscious restriction but can be awakened as the asleep restriction. If the victim is still asleep at the end of a its second turn following being affected, it will awaken on its own; however, it is subject to being in a surprise round for assessing its surroundings. This axiom can only affect anthropoids and atavistoids. However, elves, any beings who are immune (or even resistant) to charm, persons with a shielded mind, and those who do not sleep cannot be affected even if they are part of an affected phylum.



**Oversiphoned:** 2 Mind Points  
Duration is 4 rounds.

### Slick

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	30 feet	Duration:	Permanent
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With this axiom, the sorcerer places an oily material over a 10-ft diameter surface (7 hexes), which acts as difficult terrain. It can be placed over an occupied area. Further, any creature starting its turn in the area or moving into it, not using flight or other means to avoid the surface, must make an **Agility** feat (sub-attribute plus bonuses) against DC:9 or fall prone when attempting to move. Depending on the surface, the oil might be absorbed or dried out after between 6 and 48 hours.

**Oversiphoned:** 3 Mind Points  
Surface area is 12 adjacent hexes in any pattern.

### Slow

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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When targeting a single opponent, that victim must make a **Judgment** preservation save against a DC:13. If failing the save, then that creatures movement is lowered by 20 feet. If that reduction causes the effected to be at zero or lower, then the target is under the restrained restriction. However, this effect cannot be cast again upon the same target as it is not cumulative. The duration of the affliction is until the end of the victim's sixth turn under the effect.

**Oversiphoned:** 4 Mind Points  
Two separate targets can be selected for a simultaneous spell birth.

### Snow Boots

Verbal, Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Touch	Duration:	8 hours
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This axiom creates pockets of light force around the legs and feet of oneself or a willing recipient that is Large size-category or smaller. The magical force allows one to hover slightly above snowy or muddy surfaces. For the duration, moving through difficult terrain made of ice, snow or mud will not cost you extra movement nor risk one's feet slipping. The magic can even allow walking over quicksand as if it were difficult terrain without the fear of sinking. However, this will offer not help on a liquid surface or falling from a height.

**Oversiphoned:** 2 Mind Points  
Two separate targets can be selected for a simultaneous spell birth.

## Sorcery

### Spark

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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The sorcerer selects a target within 30 feet who can be visibly seen, then hurls a bolt of electricity at that target as a d20 against its armor class. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurting* skill, then the total **Agility** score is added in lieu of the bonus. If successful, then d4 points of lightning damage is inflicted against **Body**.

**Oversiphoned:** 2 Mind Points      Victim blinded until the end of its next turn on failed Resilience save (DC:12).

### Sprint

Mind Point Cost: 3

Verbal, Gesture

Requirement: *Quick Step*

Time Required:	1 action	Range:	30 feet	Duration:	6 turns
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Upon selecting a single target, the caster increases the recipient's movement by 20 feet until the end of the recipient's sixth subsequent turn. In addition to this, the target is at advantage for any **Agility** save or feat. This is effective for reversing the effects of a ghoul or spells like *ghoul touch* and *slow*.

**Oversiphoned:** 5 Mind Points      Two separate targets can be selected for a simultaneous spell birth.

### Spry-foot

Mind Point Cost: 4

Verbal, Gesture

Requirement: *Sprint*

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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Upon touching a willing creature, the target's movement is unaffected by difficult terrain, and spells, illusions and other magical effects can neither reduce the target's speed nor cause the target to be paralyzed or restrained. The target can also spend 5 feet of movement to automatically escape from nonmagical restraints, such as manacles or a creature that has it grappled. Finally, being underwater imposes no penalties on the target's movement or attacks.

**Oversiphoned:** 7 Mind Points      Duration is 2 hours.

### Stature

Mind Point Cost: 2

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	30 feet	Duration:	Up to 6 turns
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Selecting a creature or an object seen within range, the sorcerer makes it grow larger or smaller until the end of the target's six subsequent turn; however, the results are restricted size categories between small and large. The creature or object must not be worn or carried by another. If the target is unwilling, it can make a **Resilience** preservation save against DC:13. On a success, the spell has no effect. If the target is a creature, everything it is wearing and carrying changes size with it. Any item dropped by the affected returns to normal size at once. This axiom can be cast in *silence*, but the duration requires concentration, meaning the caster may not use reactions or cast new spells while the effect is maintained. If enlarging is chosen, then the target doubles in all dimensions, increases in weight by eightfold, moves to one higher Size Category and gains advantage on all saves for body sub-attributes; additionally, all d20 attacks gain a +1 bonus if growing to the Large size category. If making the target smaller, then it is halved in all dimensions, and its weight is reduced to one-eighth of normal. This reduction decreases its size by one category — from Medium to Small, or from Large to Medium. Large and Huge creatures who are reduced suffer a -1 penalty to all d20 attacks. Until the axiom ends, a reduced target also has disadvantage on body sub-attribute saves.

**Oversiphoned:** 3 Mind Points      Range is 40 feet. Duration is up to 8 rounds.

## Sorcery

<b>Stature Exanimate</b>		<b>Mind Point Cost: 4</b>	
Verbal, Gesture		<b>Requirement: <i>Stature</i></b>	
Time Required:	1 minute	Range:	Touch
		Duration:	8 hours
<p>This effect is an enhancement of the <i>stature</i> spell; however, it can only target inanimate objects. There is no size restriction for this axiom, but like its predecessor, the object cannot be worn or carried by another when enchanting. If shrinking the object, it can be reduced to 25% of its original dimensions; however, its weight is not exactly proportional being only reduced to 10% of its original weight. Thus a three-foot barrel with a 20-inch diameter, weighing 200 lbs. would become 9 inches tall with a 5-inch diameter, weighing 20 lbs. If growing the object, it will triple in dimension and ten times in weight. Thus that same barrel would be 9 feet tall with a 5-foot diameter; plus, it would weigh 2000 lbs.</p>			
<b>Oversiphoned:</b>		7 Mind Points	
		Duration is 16 hours.	

<b>Stolen Breath</b>		<b>Mind Point Cost: 2</b>	
Verbal, Gesture			
Time Required:	1 action	Range:	30 feet
		Duration:	Up to 3 turns
<p>The axiom draws breath from a victim. The sorcerer chooses one target within range. That target must succeed on a <b>Resilience</b> save (DC:13) or spectral claws reach into its chest and rip the air out of its lungs. On a failure, it immediately begins <a href="#">asphyxiating</a> without the benefit of holding its breath. This means that the victim instantly suffers a degree of exhaustion. However, no more than one degree of exhaustion from asphyxiation can occur within a 24-hour period. Further, for a victim who failed its save, it makes another <b>Resilience</b> save against the original DC at the end of its next turn. If succeeding that save, the effects end and the victim can breath again. Otherwise, the victim adds an additional round of time of asphyxiation and is under the <a href="#">restriction</a> of the same name. These saves continue at the end of each turn until either the save is made or the third subsequent turn under the effect. If the victim exceeds the total number of rounds permitted while being in the state of asphyxiation, its <b>Body</b> score will immediately becomes zero, resulting in unconsciousness with the victim immediately breathing again. Thus, this axiom will not bring about death to the victim by itself. Obviously, creatures that don't need to breathe are unaffected by this axiom.</p>			
<b>Oversiphoned:</b>		3 Mind Points	
		Duration is 4 rounds. Resilience save (DC:14).	

<b>Stone Spiders</b>		<b>Mind Point Cost: 5</b>	
Verbal, Gesture, External		<b>Requirement: <i>Pebble to Boulder</i></b>	
Time Required:	1 action	Range:	30 feet
		Duration:	6 turns
<p>The sorcerer casts this axiom on three small stone pebbles in range, no two of which can be more than 30 feet apart. The pebbles grow and turn into constructs that look like stone spiders. The constructs grow to size-category: Huge. The constructs created with this axiom are friendly to the caster and his or her companions. They obey any verbal commands that the caster issues to them (not an action), using the rules of communication. If the sorcerer doesn't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. Each stone spider has 27 <b>Body</b> points (6s for sub-attributes); can move 60 feet; have AC 19; and have a savage form die pool with 3d20 (+6 to hit, +2 to damage above the dice). Each has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. The constructs have immunity to poison and <b>Mind</b> damage. Further, if their bite is successful, the victim must make a <b>Judgment</b> save (DC:16) or suffer d4 <b>Mind</b> points and fall under the poisoned restriction through the duration of the axiom. If not destroyed prior, the constructs revert back to pebbles at the end of the sixth subsequent turn of the sorcerer.</p>			
<b>Oversiphoned:</b>		8 Mind Points	
		Duration is 8 rounds.	



## Sorcery

<b>Strix Cloud</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture			<b>Requirement: <i>Connecronism</i></b>
Time Required: 1 action	Range: 60 feet	Duration: Instantaneous	
<p>When casting the <i>strix cloud</i> two shadowy clouds appear, swirling around and engulfing a single target within 60 feet. Effectively, this is a 2d20 attack against the victim's AC with no bonuses to hit and each die inflicting d4 points of necrotic damage. However, if any d20 does strike, then that glob of necrotic energy adheres itself to the victim's lifesong where upon the caster's next turn it will drain another point of blood. Since the force is not physical, removing it by hand is not an option. However, it is subject to <i>disrupt magic</i> and other similar means.</p> <p><b>Oversiphoned:</b> 3 Mind Points Three shadowy clouds appear.</p>			
<b>Strong Glamour</b>			<b>Mind Point Cost: 3</b>
Gesture, [Concentration]			<b>Requirement: <i>Petty Glamour</i></b>
Time Required: 1 action	Range: 90 feet	Duration: Up to 10 minutes	
<p>The sorcerer creates a glamour-illusion of an object, a creature, or some other visible phenomenon that is no larger than a 20-foot cube. The image appears at a visible spot within range and lasts for the duration. Of course the axiom requires concentration, meaning the caster cannot take reactions or cast new spells. The glamour seems completely real, including sounds, smells, and temperature appropriate to the thing depicted; however, sufficient heat or cold cannot be created to cause damage nor can sound be loud enough to deafen. As long as the sorcerer is within range of the illusion, he or she can use a turn to cause the image to move to any other spot within range. As the image changes location, it can be altered so its appearance and movements appear natural. Similarly, the caster can cause the illusion to make different sounds at different times, even making it carry on a conversation, for example. Physical interaction with the image reveals it to be an illusion, because things can pass through it. Otherwise, one would have to explicitly examine the illusion, finding flaws if making a <b>Logic</b> save against DC:15.</p> <p><b>Oversiphoned:</b> 5 Mind Points Logic save (DC:17)</p>			
<b>Stronger Slumber</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture			<b>Requirement: <i>Sleep</i></b>
Time Required: 1 action	Range: 20 feet	Duration: 2 turns	
<p>This is an improved version of the <i>sleep</i> axiom; however, this affects only a single target of the sorcerer's choosing within range. Any creature whose <u>current Mind</u> score is 13 or lower are subject to this charm. This means it is popular to attempt on other sorcerers who have been observed casting several axioms. Any creature whose <u>maximum Mind</u> score is 10 or lower will fall asleep with no save. Any other target must roll a <b>Judgment</b> preservation save (DC:13). On a successful save, the slumber is fought off and the axiom's duration ends. On a failed save, the victim falls unconscious and will remain in that state until the end of its second subsequent turn. However, the target can be wakened as under the asleep restriction. When waking, the victim is subject to being in a surprise round for assessing its surroundings. Creatures who do not sleep or are immune to charm cannot be affected by this axiom. Additionally, if one has resistance to charm, then a special <b>Judgment</b> save (DC:13) is permitted to avoid.</p> <p><b>Oversiphoned:</b> 4 Mind Points Creatures whose current Mind score is 15 or lower are subject to the charm. Judgment save (DC:15).</p>			
<b>Sudden Formation</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture			<b>Requirement: <i>Telekinesis</i></b>
Time Required: 1 action	Range: 30 feet	Duration: Instantaneous	
<p>The sorcerer observes up to four creatures, who must be willing to accept the relocation. After choosing these creatures, the sorcerer can immediately move those targets to a maximum of 15 feet each; however, the total movement used can only be half of the the sorcerer's normal movement. Once the caster ends these movement, each creatures chosen is permitted to use an available reaction to move an additional 10 feet without provoking a flee attack.</p> <p><b>Oversiphoned:</b> 5 Mind Points The total movement used is equal to the sorcerer's normal movement.</p>			

## Sorcery

Summon Equine Beings		Mind Point Cost: 2															
Verbal, Gesture																	
Time Required:	Up to 30 minutes	Range:	2 miles														
		Duration:	Up to 8 hours														
<p>The caster is able to summon one type of the following equine or quasi-equine beings to his location. Naturally, this spell works only outdoors. The caster begins humming and singing and continues uninterrupted until the called appear or thirty minutes has elapsed. First, the GM must determine what, in any, creatures are in range. If unknown, then the table below can be used for random response on a d20:</p> <table border="1"> <thead> <tr> <th>d20</th> <th>Result</th> </tr> </thead> <tbody> <tr> <td>1-5</td> <td>No response</td> </tr> <tr> <td>6-12</td> <td>3d4 ponies, burros, or donkeys</td> </tr> <tr> <td>13-16</td> <td>2d4 horses or mules</td> </tr> <tr> <td>17-18</td> <td>d6 centaurs</td> </tr> <tr> <td>19</td> <td>d4 pegasi/hippocampi</td> </tr> <tr> <td>20</td> <td>d2 unicorns</td> </tr> </tbody> </table> <p>The odds of any hippocampi appearing in a forest would be nil, but if cast near the ocean or shoreline, it might respond. If the summoner requests the beings to assist in combat, the respondents are considered free-willed but would consider the caster a friend. If asked to perform tasks and treated friendly, the called beings might remain with the sorcerer up to 8 hours. Conversely, if someone in the area cast this axiom and the party's horses feel the urge to respond, then such creatures would be allowed a <b>Mind</b> competition against the caster to resist.</p> <p><b>Oversiphoned:</b> No benefit.</p>				d20	Result	1-5	No response	6-12	3d4 ponies, burros, or donkeys	13-16	2d4 horses or mules	17-18	d6 centaurs	19	d4 pegasi/hippocampi	20	d2 unicorns
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19	d4 pegasi/hippocampi																
20	d2 unicorns																
Supreme Fortune		Mind Point Cost: 4															
Verbal, Gesture		Requirement: <i>Mishap</i>															
Time Required:	1 action	Range:	Touch														
		Duration:	Up to 3 turns														
<p>The recipient of this spell gains a unique "double-advantage" on three rolls, be they attribute checks, saves, or single die of an attack die pool it makes before the end of its third turn after receiving this probability-altering axiom. When using this benefit, the recipient rolls two extra d20s and uses the highest of the three for its roll, but it can only be applied to a single die. Once this benefit is used three times, the spell ends, or at the end of the recipient's third turn regardless if uses remain.</p> <p><b>Oversiphoned:</b> No benefit.</p>																	
Symbolize Lifesong		Mind Point Cost: 4															
Verbal, Gesture, External		Requirement: <i>Scry</i>															
Time Required:	2 rounds	Range:	Touch														
		Duration:	Instantaneous														
<p>This axiom is very similar to the invocation <i>hearken lifesong</i>; however, the process of casting and creation of the symbol require a longer casting time. Unlike the priestly ability, this axiom not only allows the sorcerer to hear and see the lifesong but the pattern is transcribed into a complex glyph. Also unlike <i>hearken lifesong</i>, the sorcerer does not rely on mnemonic recognition when comparing lifesong patterns but rather the sorcerer can use <i>glyph analysis</i> to compare different written patterns. The sorcerer does not gain direct knowledge of bestial-kingdom, gender, immunities or other details but merely transcribes the unique pattern on to paper. While unlikely to be cast during combat, the casting time would encompass two turns. The first action, which would require touching the subject until the start of the next turn. The second action would be for the sorcerer to hover his or her hand over a paper to form the magical symbol, which will have some visible aspects to it; however, much of the lifesong pattern will be invisible to anyone without reading it magically. Further, this written glyph can be used as a graven image with the power as if it were fresh blood for any magics that enhance the effects based on such thing; e.g. <i>scry</i>.</p> <p><b>Oversiphoned:</b> No benefit.</p>																	

## Sorcery

### Telekinesis

Mind Point Cost: 2

Gesture

Time Required:	1 action	Range:	20 feet	Duration:	2 minutes
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This spell allows the sorcerer to target a single non-living object weighing up to 100 pounds and move it in any direction, including defying gravity within a 20-foot radius of the caster. The speed of movement is 1 foot per second. Only one dimension can be traversed at one time. Therefore moving an object from one location 10 feet to near the caster, then raise it 20 feet in the air would require 30 seconds to complete, during which concentration would be needed; thus the sorcerer could not use any reactions or cast new spells during this time. Objects bundled together in a sack or tied up can be affected as a single object so long as nothing living is part of the mix. While this is rarely used as a combat spell, it is possible to levitate something heavy then drop it on an opponent. For every 100 pounds of a falling object, a d20 with no modifiers is rolled as a blunt attack against the opponent's AC. This axiom can be cast despite *silence* or *mute*. The maximum duration of *telekinesis* is two minutes, 120 seconds or until the start of the caster's twelfth subsequent turn.

**Oversiphoned:** No benefit.

### Teleport

Mind Point Cost: 6

Verbal, Gesture

Requirement: *Relocate*

Time Required:	1 action	Range:	10 feet	Duration:	Instantaneous
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This axiom teleports the sorcerer and up to 1500 pounds (persons or objects) from the current location to any other spot on the same plane of existence. The location must be known and visited previously by the caster or an exact distance and direction selected to successfully transport. Optionally, the caster could know the teleport sigil pattern to the precise coordinates. Objects brought along are limited only by the weight limit of what the caster can carry. Additional travelers must be within 5 feet of the sorcerer at the time of its casting. If overburdened or the arrival location is already occupied, the sorcerer and traveling companions each suffer 2d4 body points of blunt damage, and the spell fails the transportation. However, if the area has an active *teleport sigil*, then this will hold those teleporting in a pocket-dimension for up to one minute before failing in case the occupied space is cleared in that time.

**Oversiphoned:** 10 Mind Points  
Damage upon failure is 2 points.

### Teleport Sigil

Mind Point Cost: 5

Verbal, Gesture, External

Requirement: *Magomathematics Skill*

Time Required:	10 minutes	Range:	10 feet	Duration:	1 month
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This creates a magical glyph of teleport coordinates for the location. The sorcerer draws a 10-foot circle on the ground with chalk and ink, a consumed cost of 100 bits. When doing so, for the next month this location has an active sigil the circle acts as its own teleport coordinates. Due to the relativity of the ubiquiverse, coordinates are constantly changing even for locations that seem to be fixed locations. However, the circle defines its own static signature and is affixed to the physical position. Therefore, the teleport can be made to the circle rather than the actual location, meaning this pattern can be copied to a scroll or other image and given to a teleporter who is not familiar with the point. The glyph loses its potency after one month. Once it has expired, recasting it will produce a new pattern, making previously distributed scrolls and images moot and will fail. However, it can become permanent if this axiom is recast on an active sigil every day for one month. Lastly, a *teleport sigil* can be used for *blink*, *dimension door*, *relocation* and *teleport*. Further, this spell can be performed inside a *silence* effect.

**Oversiphoned:** No benefit.

## Sorcery

### Tentacle Guard

Mind Point Cost: 1

Verbal, Gesture, [Concentration]

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Two 10-foot long green tentacles sprout from the right and left sides of the sorcerer's body. These serve in two ways. First, these can grab heights and walled surfaces to permit the sorcerer to climb up vertical surfaces at the same movement speed as the caster's walking speed. The second option, which cannot be enacted unless standing on a flat surface, these long, additional arms can act to occupy or challenge three hexes in front of the sorcerer. Hostile creatures, however, can only occupy those guarded hexes by forcing a challenge. The hostile creature can use either **Strength** or **Agility** at their choice, but the tentacles will always use **Strength** as if having a value of 4. If challenging a space in front of the caster and the tentacles win, the caster may move through that space without requiring a second check for his torso to pass. Once cast, these tentacles remain until the end of the sorcerer's third subsequent turn.

**Oversiphoned:** 2 Mind Points      Tentacle Strength acts as if having a value of 5.

### Thanatos

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	Touch	Duration:	3 turns
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This necromantic axiom fills the wounds of a being with magical sphacelus, lasting for the recipient's next three turns. This could grant a bonus to the target's melee attacks. To calculate, determine the total points of damage. For each full 10 points, the target gains +1 necrotic damage to each individual melee attack. Thus, if a fighter with 24 **Body** max has only 4 points remaining, then he or she would gain +2 necrotic damage; this bonus would count towards each target, but not die pool if a "multi-strike" were made. If cast again before the duration is up, then the first enchantment is ruined and replaced by the second casting's values; the bonuses do not stack. Lastly, the recipient cannot be a construct or undead; however, all other categories of life can receive the necromancy.

**Oversiphoned:** No benefit.

### Thicken Damage

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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When casting any axiom that produces damage against a single opponent within 30 feet, then the sorcerer may use a reaction to add this axiom to the result. When rolling damage for the original spell, the sorcerer's player can choose to reroll as many of the damage dice as desired; however, the second result of the new die rolls must be used - for better or worse.

**Oversiphoned:** No benefit.

### Torus Of Destruction

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Upon casting, a visible, circular energy surrounds the sorcerer. This magical power can be either cold, fire or lightning at the choice of the caster but remains that energy type until the end of the sorcerer's third subsequent turn. The height of the torus is equal to the height of the caster but offers no obscuring effect. Any creature starting its turn in a hex adjacent to the caster or moving through an adjacent hex, be it friend, foe or neutral, will suffer 1 point of damage of the appropriate energy type. The caster may use this offensively, moving to a space that will make an opponent begin its turn in an adjacent hex. Or it may be used defensively, so that only those who approach the sorcerer suffer the incidental damage.

**Oversiphoned:** 3 Mind Points      Duration is 5 rounds.

## Sorcery

### Touch of the Pitohuis

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 reaction	Range:	Touch	Duration:	Special
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This axiom is a reaction when a successful touch-based attack has been successful. The attempt to touch can be known before choosing to expend the option to use the reaction. As a result, d4 points of poison damage are delivered, and the victim must make a **Resilience** save (DC:12). If successful, only half the damage is delivered (round down). However, if failing, then the victim also suffers being under the poisoned restriction until the end of its next turn.

**Oversiphoned:** 2 Mind Points      Damage is d6. Resilience save (DC:13).

### Transmogrify

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	Self	Duration:	30 minutes
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The axiom alters the form of the sorcerer from the options below. While the spell lasts, the caster may end one option as an action to gain the benefits of another option as a second action.

• **Appearance:** *The sorcerer chooses a new appearance by altering height, weight, facial features, voice, hair length, coloration and distinguishing characteristics. Gaining the appearance of a different race is possible; however, the limitations prevent the mage from becoming anything other than a bipedal creature of the same size category. No additional limbs can be grown either – not even a monkey tail. Lastly, no attributes are modified from this change.*

• **Aquatic Adaptation:** The caster sprouts gills and webbing, allowing him or her to breathe underwater and swim at the same rate as the normal movement. However, worn armor will still have the restrictions as before the change. Be sure to refer to the [underwater](#) rules for additional details.

• **Body Weapons:** One set of claws, fangs, horns or other natural body weapons can be grown; however, this axiom only permits a single “appendage” as defined in *savage form* to be created by the change. This means a lizardfolk or batfolk could have two appendages as a result of this axiom as they might have already had one. For the duration of this option of the axiom the sorcerer is proficient in the *savage form* fighting skill; thus, attacks from the “appendage” can be combined with martial arts and spinning moves only. Lastly, attacks from these weapons are considered to be “of quality” but not magical, which will still allow the striking of special creatures such as lycanthropes or others that require silver. Spell-casting that requires gestures cannot be used during this time, even if the body alteration did not involve one’s hands.

**Oversiphoned:** 3 Mind Points      Ending one option and gaining another requires only one action.

### True Sight

Mind Point Cost: 6

Gesture

Time Required:	1 action	Range:	Touch	Duration:	1 hour
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This axiom grants a willing creature touched by the sorcerer the ability to see things as they truly are. For the duration, the creature has darkvision, can see things invisible, can detect magic at will, will automatically detect hidden and secret doors, and becomes capable of seeing into the border Ethereal Plane. The range of vision extends 120 feet. This axiom can be cast despite *silence* or *mute*.

**Oversiphoned:** 10 Mind Points      Two separate targets can be selected for a simultaneous spell birth.

## Sorcery

### Twisted Throw

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	30 feet	Duration:	Instantaneous
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This axiom is used as a reaction to an attempt of a ranged attack with a thrown weapon. This means the **Mind** points are consumed before the attack is made, which may seem confusing since no attack rolls result from the use of this axiom. However, the target of the attack must have been previously hit successfully by some combat attack, but not necessarily by this hurling method. Further, the intended target must have been viewed by the sorcerer within the last three rounds but does not have to be currently in view. When hurling the weapon (not a spell that uses *hurling*), the weapon alters its path to move towards that creature, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within range and there is a path large enough for the weapon to travel to the target, the target must make an **Agility** save (DC:12). On a failed save, the target suffers damage as if the all the dice in the used die pool all struck successfully, and the sorcerer becomes aware of the target's current location. On a successful save, no damage is inflicted and the sorcerer cannot be sure of the victim's its location unless observed by some other means. This reaction axiom can be used within magical silence.

**Oversiphoned:** 2 Mind Points      Range is 40 feet.

### Undead Freedom

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
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This axiom breaks the bond between the controller and the servant undead. This does not steal control but rather breaks the existing control, reverting the undead creature to a "free-willed" creature with a hatred towards all living beings. When targeting an undead creature within range, the sorcerer enters a d12 competition against the controlling entity, even if the entity is not present or aware of the attempt to break control. The sorcerer will use his or her **Logic** sub-attribute for the roll, while the controlling entity will use either **Faith** or **Will**, whichever is more appropriate. However, because this is not a fight for control, the sorcerer gains a bonus +3 to the competition.

**Oversiphoned:** 5 Mind Points      the sorcerer gains a bonus +4 to the competition.

### Unpickable Lock

Mind Point Cost: 2

Verbal, Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	1 month
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The caster touches a lock, animating its interior workings and imbuing them with the will to fight attempts to open it without the proper key. Until the spell ends, all ability checks to pick the lock are made with disadvantage.

**Oversiphoned:** 4 Mind Points      Duration is 2 months.

### Upshot

Mind Point Cost: 1

Gesture

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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When rolling an **Agility**, **Logic**, or **Will** feat (not a save) and the player dislikes the result, then a reaction is used to reroll the d20 feat. Additionally a bonus 1d4 is rolled and added to the d20 roll; however, the sum of the two dice must be used, even if it is lower.

**Oversiphoned:** 2 Mind Points      Bonus d6 is rolled and added to the d20 reroll.

## Sorcery

### Valet

Mind Point Cost: 1

#### Gesture

Time Required:	1 action	Range:	60 feet	Duration:	1 hour
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This axiom creates an invisible, mindless, shapeless force that performs simple tasks at the command of the sorcerer until the spell ends. The *valet* springs into existence in an unoccupied space on the ground within range. While it is unlikely to be attacked, it can be destroyed by physical damage. It has AC 14 due to being amorphous and invisible. Further it acts as having only 1 **Body** point. For any calculation where **Strength** of the valet would need to be used in a calculation, it is considered to be a score of 1. However, the *valet* can only have a total encumbrance of 10 pounds and does not change speed based on weight. In response to verbal commands, the *valet* have a movement rate of 20 feet and can interact with an object. The *valet* can perform simple tasks that a human servant could do, such as fetching things, cleaning, mending, folding clothes, lighting fires, serving food, and pouring wine. The *valet* can manage only one command at a time, will perform the task to the best of its ability until it completes the task, then waits for the next command. If given a task that would move it more than 60 feet away from the sorcerer, the spell ends. Lastly, while likely to be unnecessary, this axiom can be cast in magical silence.

**Oversiphoned:** 2 Mind Points  
Duration is 90 minutes.

### Vapor

Mind Point Cost: 3

#### Gesture

Time Required:	1 action	Range:	Touch	Duration:	5 minutes
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Upon touch, the sorcerer transforms a willing creature, along with all of its possessions into a gaseous cloud for the axiom's duration. While in this form, the target has only a flying speed of 25 feet for movement. However, entering the space of other creatures does not incur a movement penalty. The recipient is also resistance to all non-magical damage, even those which are silver or "weapons of quality." It also has advantage for all body saves. The misty existence can maneuver through small holes and cracks, but liquids act as solid surfaces to a creature in this form. The cloud cannot fall and will hover, even if stunned or incapacitated. Further the gaseous being cannot talk, cannot manipulate objects, cannot attack, cannot drop anything it was previously carrying, and cannot cast magic. The recipient may end the spell at its will (not the caster's will) or if it reaches zero or fewer body points. This axiom can be cast despite *silence* or *mute*.

**Oversiphoned:** 6 Mind Points  
Duration is 10 minutes. Recipient is immune to all non-magical physical damage. Recipient is resistant to alchemical, fire, cold, lightning, necrosis and smite.

### Veil

Mind Point Cost: 1

#### Gesture

Time Required:	1 action	Range:	Touch	Duration:	Up to 1 hour
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A creature the caster touches, including self, becomes shrouded by an illusion until the spell ends. Anything the target is wearing or carrying is invisible if it is on the target's person. The spell ends for a target that attacks or casts a spell. This axiom can be cast despite *silence* or *mute*.

**Oversiphoned:** 2 Mind Points  
Two separate targets can be selected for simultaneous casting.

## Sorcery

<b>Veiled Deception</b>			<b>Mind Point Cost: 3</b>		
Gesture [Concentration]			<b>Requirement: Veil</b>		
Time Required:	1 action	Range:	90 feet	Duration:	Up to 1 hour
<p>The caster becomes invisible while simultaneously creating an illusory double which appears where standing within 90 feet when casting. The double lasts for the duration, but the invisibility ends if attacking or casting a spell. The double's illusory existence can definitely cause confusion for which image is real. However, attention can only be given to one, the real or illusory double, at a time. On subsequent turns, the caster can use an action to move the glamour up to twice the normal speed, make it gesture, speak, and behave in whatever way chosen. Additionally, the caster can see through its eyes and hear through its ears as if located where it exists. On each turn as a free action, the caster can switch from using the illusion's senses to using his or her own and vice versa (but only one switching). While using the senses of the glamour, the caster is blind and deaf regarding his or her own surroundings.</p> <p><b>Oversiphoned:</b> No benefit.</p>					
<b>Vengeance</b>			<b>Mind Point Cost: 1</b>		
Verbal					
Time Required:	1 reaction	Range:	60 feet	Duration:	Instantaneous
<p>When a sorcerer received body damage by a creature within 60 feet, then he or she may point his finger at the offender and curse one that inflicted damage, who becomes engulfed in black flames, inflicting 2 points of necrotic damage in vengeance.</p> <p><b>Oversiphoned:</b> No benefit.</p>					
<b>Venomfire</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>The sorcerer creates a long stream of flaming venom which is wielded like a whip. However, it is not tangible; thus, it cannot perform special maneuvers like <i>whip steal</i> or tripping an opponent. The sorcerer must have <i>melee fighting</i> to wield this stream of deadly energy; otherwise, the axiom will fail. Over the following three rounds, the sorcerer can make a melee attack with the energy whip against a creature within the weapon reach. On a successful hit, the target receives the normal effects of a whip but also 2 points of fire damage. Further, the victim must make a <b>Resilience</b> save (DC:13). On a failed save, the creature is also poisoned until the end of the axiom's duration.</p> <p><b>Oversiphoned:</b> 4 Mind Points                      Strength save (DC:15). Poison is potent up to four turns of failing saves.</p>					
<b>Venomous Spew</b>			<b>Mind Point Cost: 2</b>		
Verbal, Gesture					
Time Required:	1 action	Range:	30 feet	Duration:	Instantaneous
<p>The caster spits a glob of congealed venom at a foe. The sputum creates an attack of a d20 against the victim's armor class. If the caster has either <i>ranged fighting</i> or <i>foul-play</i>, then the <b>Agility</b> bonus can be added to the to-hit value. If the caster both skills, then the total <b>Agility</b> score is added in lieu of the bonus. On a successful hit, the target hit takes d4 <b>Body</b> points of poison damage, and the sticky venom forces the target to make a <b>Strength</b> save (DC:13) at the end of its next turn. In the interim, the victim is under the poisoned restriction. On a failure, it takes an additional d4 points from the poison. On a success, it scrapes the sticky poison off and the spell ends. For the duration, the target must repeat the <b>Strength</b> save at the end of each of its turns. A successful save will end the effect. However, up to three turns of failing saves can occur before the poisonous glob loses its potency.</p> <p><b>Oversiphoned:</b> 4 Mind Points                      Strength save (DC:15). Poison is potent up to four turns of failing saves.</p>					



## Sorcery

<b>Verbalize</b>			<b>Mind Point Cost: 1</b>
Gesture			
Time Required:	1 action	Range:	Self
		Duration:	3 turns
<p>Until the end of the sorcerer's third subsequent turn, the sorcerer is able to axioms without using the verbal component. This axiom has no effect on any other sound, but it allows casting silently or if under the effects of <i>mute</i>. To be clear, even this axiom can be called into effect during magical silence.</p> <p><b>Oversiphoned:</b> 2 Mind Points      Duration is 5 rounds.</p>			
<b>Verbotten</b>			<b>Mind Point Cost: 6</b>
Verbal, Gesture			
Time Required:	10 minutes	Range:	Touch
		Duration:	1 week
<p>The caster creates a ward against magical travel that protects up to 40,000 square feet of floor space to 30 feet above the floor. For the duration, creatures cannot teleport into the area or use portals, such as those created by the planar gates to enter the area. The axiom protects the area against planar travel, and therefore prevents creatures from accessing the area by way of the astral, ethereal, or any plane shift.</p> <p><b>Oversiphoned:</b> 10 Mind Points      Duration is 2 weeks.</p>			
<b>Viper Dart</b>			<b>Mind Point Cost: 1</b>
Verbal, Gesture			
Time Required:	1 action	Range:	30 feet
		Duration:	Instantaneous
<p>The sorcerer selects a target within range who can be visibly seen, then hurls a writhing bolt of energy at that target by an attack of a d20 against its armor class. If the caster has <i>ranged fighting</i>, then any <b>Agility</b> bonus can be added to the to-hit value. If the cast further has a <i>hurling</i> skill, then the total <b>Agility</b> score is added in lieu of the bonus. A successful strike inflicts d6 points of poison damage plus being under the poisoned restriction until the end of its next turn. However, the victim is permitted a <b>Resilience</b> save (DC:12) for half the damage and avoidance of the poisoned restriction.</p> <p><b>Oversiphoned:</b> 2 Mind Points      The 1d20 attack is at advantage to hit. Base damage remains d6. Resilience save (DC:13).</p>			
<b>Vocalink</b>			<b>Mind Point Cost: 2</b>
Verbal, Gesture			
Time Required:	1 action	Range:	Touch
		Duration:	24 hours
<p>The sorcerer touches one willing ally, which permits the caster and this ally to communicate verbally no matter how much distance is between them - as long as the two are on the same plane of existence. The caster will hear what the ally speaks, no matter the volume, and vice versa. The sorcerer does not hear any other sounds from the ally's location. This axiom works on any creature with a <b>Mind</b> score of 7 or greater, but the magic does not bestow any ability to comprehend an unknown language. Either the sorcerer or the ally can end the spell at any time.</p> <p><b>Oversiphoned:</b> 3 Mind Points      Duration is 36 hours.</p>			

## Sorcery

### Volcanic Rage

Verbal, Gesture

Mind Point Cost: 4

Time Required:	1 action	Range:	Self	Duration:	3 turns
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Using part of glamour and part a summoning from within the earth itself, the burning magma wraps around the sorcerer. Until the axiom ends which is the end of the caster's third subsequent turn, the sorcerer gains resistance to all fire damage and to non-magical bludgeoning, piercing, and slashing damage. Further, any melee weapons the sorcerer uses act as if they were empowered by an *infusion of fire*. for the duration, the caster can use a reaction whenever someone enters an adjacent hex to cause the volcanic rage to boil over, forcing creatures in all adjacent hexes to make a **Resilience** save. Victims take d4 fire damage and d4 bludgeoning damage if they fail the save; half as much on a success.

**Oversiphoned:** 5 Mind Points  
Duration is 5 rounds.

### Voltaic-Arc

Gesture

Mind Point Cost: 2

Requirement: *Spark*

Time Required:	1 action	Range:	30 feet or one weapon	Duration:	Varies
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The sorcerer creates a surge of lightning to fly from his or her hand to a target within 30 feet, requiring a d20 attack against its AC. If the caster has *ranged fighting*, then any **Agility** bonus can be added to the to-hit value. If the cast further has a *hurling* skill, then the total **Agility** score is added in lieu of the bonus. If striking, then d6+1 points of lightning damage is delivered. Optionally, the gesturing requirement of the axiom can be performed while maintaining grip on a weapon and delivering the arc from the weapon as well. When incorporating a weapon, it offers two choices for delivery. The first is an immediate hurling of an electrical arc through the weapon for the same values as if it had been thrown by hand. The second option is to maintain the charge in the weapon until the sorcerer's following turn. On that next action, the sorcerer can wield that weapon to strike with as a normal combat attack. If successfully hitting the target with the combat attack, the additional d6+1 points of damage is delivered as well. However, if the attack misses, then the magical lightning in the weapon dissipates. Lastly, this spell can be used in *silence* if (and only if) selecting the second option to charge a weapon.

**Oversiphoned:** 4 Mind Points  
Damage is 2d4+3.

### Wall of Force

Verbal, Gesture

Mind Point Cost: 4

Requirement: *Fortress or Instant Wall*

Time Required:	10 minutes	Range:	30 feet	Duration:	24 hours
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This axiom is a better form of the *instant wall*; however, it is designed to be a defensive measure with the possibility of becoming permanent. The *wall of force* has all the same size restrictions (100 square feet and 10-foot per dimension), positioning and what the force prevents. It also has a stronger resistance to the *disintegration* attack, as the *wall* is permitted a survival check (DC:13) to prevent destruction. Moreover, if it is cast 28 days consecutively in the same location, then there is an optional method to make it a permanent magical force. On the 28th day or after, if oversiphoning to create the *wall* again, its duration becomes permanent.

**Oversiphoned:** 10 Mind Points  
Only used when making wall permanent.

## Sorcery

### Waresense

Mind Point Cost: 3

Verbal, Gesture, External

Time Required:	1 minute	Range:	Touch	Duration:	Up to 1 year
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The sorcerer creates a mystical connection with a single inanimate object touched. When that object is damaged, moved, or touched at any later time, the sorcerer is instantly aware of this fact. If another creature physically touches the warded object, the sorcerer additionally receives a mental image of the creature. For purposes of divination spells (such as *scrying*), the image of the creature that disturbed the object grants "first-hand" knowledge as if the two had met. This effect activates when the object is disturbed for any reason, whether someone touches it or pokes it with a pole, a cat walks upon it, or an earthquake knocks it over. This spell ends as soon as the effect is activated. The casting requires sand and prepared reagents worth 500 bits. Because of its costly material components, most sorcerers reserve this axiom to protect valuable, out-of-the-way items. This spell is considered a magical trap. It can be as such with double the sorcerer's **Logic** acting as the DC, but it can only be disarmed by magical methods. Optionally, the sorcerer can designate a password that allows another creature to handle the object without sounding the mental alarm.

**Oversiphoned:** 5 Mind Points      When becoming aware of the object being disturbed, the sorcerer can perform

### Warning Shout

Mind Point Cost: 1

Verbal

Time Required:	1 action	Range:	½ mile	Duration:	Instantaneous
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The caster can speak 5 words which are magically amplified so that every creature within a half a mile can hear them. Deaf creatures cannot hear the words. Sleeping creatures are automatically awakened by the words. These words cannot be used to perform an attack based on sound nor can act as a separate action. While these words are incredibly loud, they do not damage nearby creatures.

**Oversiphoned:** 2 Mind Points      Eight words can be spoken.

### Watchdog

Mind Point Cost: 4

Verbal, Gesture

Time Required:	1 action	Range:	30 feet	Duration:	8 hours
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The axiom conjures a phantom hound in a seen and unoccupied space within range, where it remains for the duration, until it is dismissed as an action, or until the caster moves further than 150 feet away from it. The hound is invisible to all creatures except sorcerer (and those able to see invisible). Further, it is non-corporeal and cannot be harmed physically. When a size-2 category or larger creature comes within 30 feet of the *watchdog* without first speaking the secret word specified upon casting, then the hound starts barking loudly. The phantom has spirit sight, can see invisible creatures and even into the Ethereal Plane. As such, it ignores illusions. While the hound cannot move, at the start of each of the sorcerer's turns, it will try to bite one creature being hostile if that foe is within 5 feet of its position. The hound attacks on a d20 using the mage's **Judgment** score as a modifier. On a hit, it inflicts 2d4 point of piercing damage.

**Oversiphoned:** 7 Mind Points      Watchdog has movement rate of 30 feet after being triggered.

## Sorcery

<b>Web</b>		<b>Mind Point Cost: 2</b>	
<i>Gesture, [Concentration]</i>			
Time Required:	1 action	Range:	60 feet
		Duration:	Up to 15 minutes
<p>The caster conjures a mass of sticky webbing at a location within range. The web fills a plane 20 feet by 20 feet and 5 feet deep, which can reside wherever it can be anchored; otherwise it will occupy the lowest layer of the terrain. The sticky area is considered rough terrain for traversing. Further, the sorcerer must concentrate to maintain its existence, which prevents him or her from taking reactions or casting during that time. Any being which starts its turn in the web-area must make a <b>Strength</b> preservation save against DC:13. On a failed save, the creatures suffer the restrained restriction while in the webbing or until it breaks free. A restrained creature may use its action to make another <b>Strength</b> check against the original DC to free itself. The webbing is flammable and will burn at a rate of a 5-foot cube (1 hex) per combat round. However, any creature caught in a burning cube at the start of its turn will suffer d4 points of fire damage.</p>			
<b>Oversiphoned:</b>	4 Mind Points	Strength save (DC:15). Concentration is not required.	

<b>Weighty Chest</b>		<b>Mind Point Cost: 1</b>	
<i>Gesture</i>			
Time Required:	1 action	Range:	Touch
		Duration:	1 week
<p>This axiom enchants a chest, book, package or any non-living object no greater than 5 feet in any dimension. When the object is touched by anyone other than the caster, the effective weight of the object becomes two to five (d4+1) times the weight of the creature touching it, making it extremely difficult to move; however, the sorcerer can handle it as if it were its natural weight. The weight is only effective when the touch of the item is initiated by another. Thus, it could not be hurled by the caster to pin down a victim.</p>			
<b>Oversiphoned:</b>	2 Mind Points	Duration of the enchantment lasts for 2 weeks.	

<b>Whirlwind Blade</b>		<b>Mind Point Cost: 2</b>	
<i>Verbal, Gesture</i>			
Time Required:	1 reaction	Range:	30-foot beyond
		Duration:	Special
<p>In response to attempting an attack with a hurled weapon, this axiom is used as a reaction. This means the <b>Mind</b> points are expended before the dice pools for the attack are rolled. When throwing the weapon at the first target, the sorcerer's normal range attack is made and damage calculated, except the weight of the weapon is added as if it were worth 2 points, despite being a range attack. Furthermore, the magic of this axiom allows the weapon to continue on in a straight path up to an additional 30 feet beyond the first target. Assuming there are targets beyond that line up in a perfect line from the caster to the first target, then up to three additional opponents can be struck by the thrown weapon, so long as they are within the range of the first target. Each subsequent target is attacked at 1d20, using <b>Agility</b> as the attack modifier and weapon weight worth 1 point, again despite being a ranged attack. Finally, if the targets behind the first are not in line, then the additional attacks cannot strike them. Nonetheless, at the end of the possible targets, the weapon remains floating in mid-air in a space of choice which can be seen within 5 feet of the last target attempted to hit. It will remain spinning until the start of the sorcerer's next turn. For another creature to grab it requires an action and an <b>Agility</b> check (DC:14). On the sorcerer's next turn, assuming it is not in another's possession, he or she may use an action to recall the weapon instantly to hand. If choosing not to recall the weapon, it falls to the ground.</p>			
<b>Oversiphoned:</b>	3 Mind Points	Up to four additional opponents can be struck.	

## Sorcery

### Whispering Wind

Verbal, Gesture

Mind Point Cost: 2

Time Required:	1 action	Range:	200 miles	Duration:	Instantaneous
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With this axiom, the sorcerer can send messages to beings with whom he or she is familiar. The recipients hear the message in their minds, recognize the caster as the sender, assuming they know the caster, but answers in return are not permitted. The number of targets is based on the number of words in the message. The formula is the number of words times recipients cannot exceed 20. A twenty-word message could be sent to a single target. However, two recipients could only hear up to ten words. Further, five targets would be limited to four words. But even twenty people could receive one word. If a target is not known to the sorcerer, then that recipient must be in sight. Otherwise the range is 200 miles for those well known to the mage. However, the message is limited to the plane of existence where the sorcerer resides at the time of casting.

**Oversiphoned:** 3 Mind Points      Range is 350 miles. Maximum number of words formula is 30.

### Wind Compass

Gesture

Mind Point Cost: 1

Time Required:	1 action	Range:	Self	Duration:	24 hours
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While casting this spell the sorcerer chooses a compass direction ("north" or "southeast" for example). While walking in that direction a pleasant tune plays softly in the sorcerer's ear. The tune isn't distracting, and stops if walking in any other direction. A compass direction must be chosen rather than the direction towards a landmark or a specific individual. Until this axiom ends, the caster cannot become lost except by magical means. Not that it would likely be done, this axiom could be cast in silence.

**Oversiphoned:** No benefit.

### Windstorm

Verbal, Gesture, [Concentration]

Mind Point Cost: 2

Time Required:	1 action	Range:	Self (to 40 feet)	Duration:	Up to 6 turns
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A line of strong wind 40-feet long and 15-feet wide blasts from the caster in a direction chosen for the duration of the axiom. Each creature that starts its turn in the line must succeed on a **Strength** preservation save of DC:13 or be pushed 10 feet in a direction following the wind. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving against or through the blast. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It acts like an *arcane disruption* against magical mists and clouds, such as *fog of war*. The axiom requires concentration, meaning the sorcerer cannot use reactions or cast new spells; however, upon each of his or her turns before the spell ends, the direction in which the line blasts may be changed. This axiom has no verbal component; thus, it can be cast in *silence*. The wind lasts up to the sixth following turn after its casting.

**Oversiphoned:** 4 Mind Points      Duration is 9 rounds. Strength save (DC:15).

### Wing Gift

Verbal, Gesture

Mind Point Cost: 4

Time Required:	1 action	Range:	Touch	Duration:	Special
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The recipient of this axiom grows a pair of magnificent wings. The target gains a flight speed equal to 150% of the normal walking speed. The wings are often angelic-looking but may take any form the sorcerer chooses. Armor and clothing worn by the recipient will be destroyed if they interfere with the growth of the wings. If the armor is indestructible, then the spell fails. This spell only effects willing creatures and remains in effect until the recipient completes a long rest.

**Oversiphoned:** 7 Mind Points      Flight speed is double walking speed.

## Sorcery

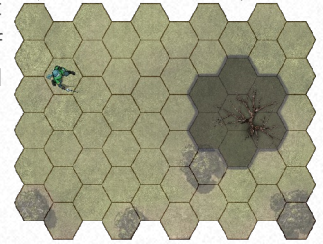
### Withering Circle

Mind Point Cost: 2

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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The caster summons necrotic energy to manifest in a 15-foot-diameter circle centered on a point within range. Each creature in that area must make a **Resilience** save (DC:13), taking d6 points of necrotic damage if failing the save. No damage is inflicted if it is successful. Nonmagical vegetation in that area withers and grass turns black.



**Oversiphoned:** 4 Mind Points Resilience save (DC:15).

### Word Stone

Mind Point Cost: 3

Verbal, Gesture, External

Time Required:	1 action	Range:	Touch	Duration:	Special
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The axiom requires a gemstone, valued like a ruby or better. It glows faintly in caster's hand, which allows the sorcerer to imprint a message of up to 25 words or a single image into the gem. A password or phrase is added. Until the password is spoken, the gem waits, but if used, the gem will recite the message or show the silent image. The message or vision may only be played from the stone once.

**Oversiphoned:** 5 Mind Points Either a message of up to 50 words or the image with two seconds of sound is imprinted.

### Wraithstrike

Mind Point Cost: 1

Verbal, Gesture

Time Required:	1 reaction	Range:	Self	Duration:	Instantaneous
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The hands of the sorcerer and any weapons held become skeletal and insubstantial and can easily pass through armor. By making an attempt with a melee weapon with no more than 5-foot reach, the sorcerer can use a reaction to add this effect onto the attempted attack. This means the **Mind** points are expended before rolling the attack dice. However, for the primary hand die pool, the sorcerer gains advantage on for a melee attack against creatures wearing armor or using shields.

**Oversiphoned:** No benefit.

### Wrecking

Mind Point Cost: 3

Verbal, Gesture

Time Required:	1 action	Range:	60 feet	Duration:	Instantaneous
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This attack can be used against living and non-living targets. It is often used to inflict battering damage against structures; however, it can target a creature as well. When selecting a target within range, the sorcerer creates a ball of force magic that strikes the target. This brunt can be small and target chains or be a larger force that attempts to break through a portcullis. If this a structure, then it is treated in brute force with advantage on the roll; thus, a d20 (rolled twice) against the DC of the object. For example, breaking a solid wooden door is a DC:17. Also, each roll gains the sorcerer's **Perception** score to the rolls. However, if the target is a living target or even a construct monster, as opposed to the default of thrown magical damage, it acts as a physical 2d20 bludgeoning attack (with **Perception** score as part of the to hit roll) against the opponent's AC, inflicting a point for each successful d20, +2 as if a heavy weapon, and the **Perception** modifier.

**Oversiphoned:** 5 Mind Points Two separate targets of either type can be selected simultaneously for a single casting.

## Economy

The GM always has things for the party to spend the money on. As a rule, standard equipment should be assumed, unless the world environment dictates otherwise. A simple solution is to have the players pay a “maintenance” fee for keeping equipped. Lump in a food budget and just “invoice” them monthly. A good rule of thumb would be 1 bit per day for food, another 3 bits monthly for basic equipment. Then weapons have a maintenance cost, as do armor and pets. However, starting characters will have a monthly maintenance fee of around 40 to 50 bits. Personalities who are frugal versus spend-thrift, drinks heavily or is from money, then the GM might add an extra monthly charge for his or her habits.

For the successful adventurer, the silver bit is going to be the simplest monetary form to use. Again, there is no need to have the characters count pennies. Adventurers, who are playable, typically are not destitute characters – or at least not for long. The exchange rate is something to consider, but not too deeply. Everything in this manual is listed in silver bits. Of course, there are lesser coin types: copper and iron bits. However, if the players are having to concern themselves with how many coppers go into a gold piece, then it really needs to make sense to the story - or they probably are not being successful enough to maintain their lifestyles and just need to go into ordinary living.

	Exchange Rate						
							
1 Silver Bit	1						
1 Gold Piece	20	1					
1 Platinum Rod	100	5	1				
1 Ruby	300	15	3	1			
1 Sapphire	800	40	8	2	1		
1 Emerald	2000	100	20	6	2	1	
1 Diamond	5000	250	50	16	6	2	1

At the upper end of the exchange table are silver, gold, platinum, and gems. In Enchanted Realms, the exchange is 20 silver bits trade for 1 gold piece. Then 5 gold pieces trade for a single platinum rod. Platinum is only minted in rods about the size of a roll of quarters. It is meant to be a high-end monetary token without needing to carry a lot of coins. Further rubies, sapphires, emeralds and diamonds are standard denominations and exchange easily. A GM may want to add more financial or lapidary flavor, citing that not all gems are the same. But this is a game. There are more events of excitement than spending half the value on the bureaucracy of pricing gemstones. Shortcut things and set a standard, then say on average this is what they all work out to be; there's the exchange rate. Also, when trading gems for other gems, assume fractions of an exchange will be lost and profit goes to the bank, merchant or lapidary.

While the exchange rate should just be kept simple, unless economy and trade-development are part of the theme of the campaign, collecting the spoils of war should not just be assumed to be top value as if buying new. Thus, the trade-in price is listed on most items. Additionally, the weapons and armors of most monsters will have virtually no value at the marketplace. That does not mean everything from monsters are worthless, but the GM should avoid the PCs becoming hoarders just to make a few bits. Shave a few bits from the monthly maintenance if they get picky, but the GM should keep the system of tracking money simple.

If things are normal items and not special, then the GM should factor upkeep into the maintenance; however, there will be times when restoring items or finding services will important and should be detailed out. The bartering skill is a fun way to role-play those exchanges if desired.

Lastly, when thinking of money, understand that a fantasy, adventurer world will have difference supply-and-demand pressures than our modern one. However, to get a feel for the economy, a guideline is to think about a silver bit equal to about \$10 in 2020 America: a hotel room for \$150 per night is a reasonable price; \$1000 for a quality, properly-bred dog; a low-end weapon for home protection around \$500.

## The Market

Merchants are always around, pushing goods, having connection that others do not. People, not just heroes, will need to purchase things. Whatever the market looks like, whether trading secretly in homes and back alleys or openly in a square, transactions are going to happen.

A few things to consider, some merchants will have brought goods from across the seas, while others may have collected things from local farmers. To quote from the book *Grain Into Gold*: “Just to complicate your life as a game master, things in a marketplace will never really have a price on them. Haggling isn't expected, it's required.”

However, as with much of the game economy, there is little reason (unless the players really like that role-playing) to worry about the actual pitching and bargaining. In the end, the prices work out to an average. Even though the out-of-game experience is browsing a price list, the in-game experience for the characters going to market might be an all-day endeavor just to buy a new scabbard.

## Economy

Nonetheless, for ease of the game, below is a standard price list. That list, however, includes price differences when items are locally available versus having to be acquired in a faraway location. This might represent supply and demand, as that is how rare something is; no one else has access to it and it is that far, risky and expensive to acquire it. Or this might also represent the specialty of a product's brand, such as when a master craftsman of functionally the same merchandise is in high popularity or demand. Why some of the more common items would ever be in short supply or highly popular will take a bit of story-telling, but the prices are listed nonetheless.

Usually a price paid will be from the local market; however, if special arrangements have to be made, the price will go up. Likewise, if one is able to buy from the source rather than from merchants, the markup will be removed. Also, if a region experiences a famine, this is a good guideline as to what will happen to food prices, as the supply will be short and if it can be procured it will be at the price as if coming from a distant city. Some might be permanent differences, such as whale oil prices on coastal cities versus landlocked cities.

Lastly, there is a "maintenance" column. As stated above about not tracking every transaction but instead use a monthly-maintenance cost for replacements and upkeep of the necessary equipment. That is what this column represents. Further, in this column there will be an occasional note to identify what is "standard equipment" which that three-silver-bit monthly cost covers. Should a PC want something a little nicer, then he or she will have to purchase it.

## Animals

Item	At Source	Local Market	Nearby City	Distant City	Trade-In	Maintenance
Borgaaz	300 ☉	n/a	n/a	n/a	None	20 ☉
Camel	125 ☉	175 ☉	350 ☉	700 ☉	50 ☉	18 ☉
Chicken, Broiler	5 ¢	7 ¢	1 ☉ 5 ¢	3 ☉	None	None
Canivox	90 ☉	150 ☉	n/a	n/a	30 ☉	5 ☉
Dog, Attack, trained	65 ☉	100 ☉	200 ☉	375 ☉	5 ☉	5 ☉
Dog, Hunting, trained	35 ☉	55 ☉	110 ☉	200 ☉	4 ☉	4 ☉
Elephant	2,000 ☉	3,000 ☉	5,000 ☉	10,000 ☉	850 ☉	50 ☉
Giant Eagles	2,000 ☉	4,000 ☉	6,000 ☉	7,500 ☉	1200 ☉	25 ☉
Goat	5 ☉	7 ☉ 5 ¢	15 ☉	30 ☉	None	None
Gryphon	5,000 ☉	7,500 ☉	10,000 ☉	15,000 ☉	2,000 ☉	100 ☉
Hog	15 ☉	23 ☉	45 ☉	90 ☉	None	None
Horse, Draft	150 ☉	210 ☉	420 ☉	850 ☉	15 ☉	None
Horse, Riding	100 ☉	150 ☉	300 ☉	600 ☉	12 ☉	None
Horse, War	250 ☉	375 ☉	750 ☉	1,500 ☉	25 ☉	None
Lamb	12 ☉	18 ☉	36 ☉	72 ☉	None	None
Lepuus	240 ☉	n/a	n/a	n/a	None	8 ☉
Lizard Steed	110 ☉	160 ☉	320 ☉	700 ☉	35 ☉	6 ☉
Llama	90 ☉	130 ☉	300 ☉	450 ☉	45 ☉	3 ☉
Mule	90 ☉	135 ☉	270 ☉	400 ☉	40 ☉	8 ☉
Osprider	250 ☉	375 ☉	750 ☉	1,500 ☉	35 ☉	175 ☉
Ox	120 ☉	180 ☉	360 ☉	750 ☉	50 ☉	6 ☉
Pony	75 ☉	105 ☉	200 ☉	375 ☉	30 ☉	4 ☉
Rabbit	1 ☉	2 ☉	4 ☉	None	8 ☉	None
Shocker Lizard	85 ☉	125 ☉	n/a ☉	n/a ☉	None	1 ☉
Steer	60 ☉	85 ☉	170 ☉	350 ☉	30 ☉	1 ☉
Stog	25 ☉	35 ☉	70 ☉	100 ☉	None	None
Terrac Riding Goat	85 ☉	130 ☉	250 ☉	400 ☉	40 ☉	3 ☉

**Borgaaz:** Only bred in orkane cultures and rarely sold outside of the bloodline.

**Camel:** These animals are only available in climates which do not have freezing temperatures in the winter.

**Elephant:** Breeders only operate where climates do not have freezing winters. Even then, demand among these are high and the gestation is long, causing backlog requests of up to two years.

**Goat:** If a goat is slaughtered, it will produce roughly 40 pounds of meat, but butchering costs run around 8 bits.

**Gryphon:** Breeders are very rare, and when they are available, often there is a backlog of requests from one to three years. At least half down will be required for purchasing one.

**Hog:** If a hog is slaughtered, it will produce roughly 200 pounds of meat, but the expense for the butcher will be 20 bits or about 1 copper per pound.

**Lamb:** If a lamb is slaughtered, it will produce roughly 50 pounds of meat, but will costs around 10 bits to butcher.

**Lepuus:** These creatures breed in the wild, but to date, only wood elves have been successful at domesticating them.

**Shocker Lizard:** Sold in a small wooden box and only on the black market. These are viewed socially as an assassin's tool to render victims helpless.



## Economy

Steer: At the cost of 80 bits for butchering, a steer will produce about 600 pounds of beef.

Stog: These weird amphibians will live only about 3 months in a captive environment. They are not common in open markets, but can be found among thieves guilds and other black markets.

### Apothecary

Most major cities will have an apothecary for medical supplies and potions; however, these businesses rely heavily on local resources. It is possible to get semi-common items from a nearby city, but if something is unavailable in the area, then it is rare for such things to be shipped from afar. Further, supplies on hand are not guaranteed and may take some time to fill. There are many other potions and alchemical solutions available in the world. The ones listed here are known well enough to have a chance of being in a local store.

## Economy

Item	Quality	Store	Nearby City	On-Hand	Days to Fill	Potency
Acid Splash (1 use)	Fine	75	150	2d6-3	2d4-5	3 months
Anointing Spirits (1 dose)	High	50	75	2d4-3	2d6-5	3 months
Bardwear (1 use)	Fine	30	60	2d6-3	2d4-5	1 month
Belladonna (1 tablespoon)	Common	1	2	2d4-3	d6-2	6 months
Bonfire Blend (1 use)	Fine	50	75	2d6-3	2d4-5	1 month
Chakra Dram (1 dose)	Fine	75	125	2d4-3	d4-2	2 months
Chromis Slime (1 dose)	High	400	650	d8-7	6d10	3 months
Coma Draught (1 dose)	Fine	75	125	2d6-3	2d4-5	3 months
Concealer Salve (1 dose)	Fine	200	450	d6-3	3d12-5	3 months
Drakus Flower (1 dose)	High	400	650	d8-7	6d10	3 months
Dried Ephedra (1 dose)	High	150	250	d4-2	3d10	3 months
Emetic Sap (1 drachm)	Fine	3 ¢	6 ¢	3d10-5	d6-2	1 month
Ent-Draught (1 oz)	Fine	25	40	d8-3	2d8-4	1 year
Ethyl Alcohol (1 pint)	Fine	1	2	2d6-4	d12-5	1 year
Explosive Oil (1 flask)	Fine	25	50	3d4-3	d6	6 months
Fennel Silk (1 dose)	High	150	250	d4-2	3d10	3 months
Firebreather's Oil (1 use)	High	5	10	2d8-2	d3	1 year
Frankincense (1 tablespoon)	Common	2	3	2d4-3	d6-2	6 months
Healing Salve (1 dose)	High	100	175	1d4-3	2d6-5	6 months
Hemlock (1 tablespoon)	Fine	12	25	d4-2	2d6-5	6 months
Holy Water (1 dose)	High	50	75	1d4-3	2d6-5	3 months
Iocane Powder (1 tablespoon)	Common	8	16	2d4-3	d6-2	6 months
Iodine solution (1 pint)	Fine	7 ¢	1 5 ¢	2d4-3	d6-2	6 months
Invigoration Potion (1 dose)	High	50	75	2d4-3	2d6-5	3 months
Jaffray (1 tablespoon)	Common	4	7	2d4-3	d6-2	6 months
Lady-Luck Fungus (1 tablespoon)	Common	5	10	2d4-3	d6-2	6 months
Laishaberries (1 tablespoon)	Fine	12	25	1d4-2	2d6-5	6 months
Laumspur (1 tablespoon)	Common	4	7	2d4-3	d6-2	6 months
Lekhan Oil (1 dose)	High	150	275	1d4-3	3d6-5	1 month
Lungwort (1 tablespoon)	Fine	10	20	1d4-2	2d6-5	6 months
Maiden's Heart (1 tablespoon)	Common	4	7	2d4-3	d6-2	6 months
Mana Cake (1 dose)	High	150	275	1d4-3	3d6-5	1 month
Mandrake Berry (1 dose)	High	75	125	d6-4	3d6	2 weeks
Maruera (1 tablespoon)	Fine	12	25	1d4-2	2d6-5	6 months
Moly (1 tablespoon)	Common	5	10	2d4-3	d6-2	6 months
Myrrh (1 oz)	Fine	3	6	4d4-6	3d6-5	6 months
Olive Oil (1 gallon)	Common	1	2	6d10-9	d6-2	6 months
Oil of Flame Suppression	High	20	45	6d10-9	d6-2	3 months
Panacea (1 dose)	High	400	750	d4-3	d6-4	6 months
Pattran (1 tablespoon)	Common	3	5	2d4-3	d6-2	6 months
Poison, deathbane (1 dose)	High	125	200	1d4-3	2d6-4	1 year
Poison, nightvine (1 dose)	High	100	175	1d4-3	2d6-4	1 year
Poison, tears of doubt (1 dose)	High	160	250	1d6-5	3d6-7	1 year
Poison, venomooze (1 dose)	High	150	225	1d4-3	2d6-4	1 year
Potion of Flowering (1 dose)	Fine	60	100	2d4-3	d4-2	1 month
Preservation Powder (1 dose)	Fine	400	750	d4-3	3d4-3	5 years
Quicksilver (1 oz)	Fine	2	3	d8-4	2d6-4	1 year
Realgar (1 oz)	Fine	10	15	d8-3	2d6-4	1 year
Red Mercury (1 oz)	Fine	30	50	d8-4	3d6-5	1 year
Rose Oil (1 pint)	Common	2	4	4d10-7	d6-2	6 months
Slow-fall Draught (1 dose)	Fine	90	150	d6-4	d4-2	2 weeks
Smelling Salts (1 use)	Fine	25	30	d8-4	2d6-4	1 year
Somantox (1 use)	High	175	250	d4-3	2d6-8	2 months
Sorcerer's Oil (1 use)	High	250	500	d4-3	2d6-8	2 months
Sternopowder (1 bulb)	High	100	200	d8-5	3d4+5	1 year
Subsistence Cube (1 use)	High	75	125	2d6-3	2d4-5	1 month
Sun Oil (1 use)	Fine	30	60	d8-4	2d6-4	3 months
Thick Smoke (1 globe)	Fine	90	150	d6-3	3d4-4	3 months
Venus Flora (1 tablespoon)	Common	3	5	2d4-3	d6-2	6 months
Wyrmtongue (1 dose)	High	1,000	2,000	d12-11	8d10	3 months
Urea, Dried (1 oz)	Fine	3	5	2d4-3	d4-2	1 year
Wizard Glue (1 use)	High	75	150	d6-3	3d4-5	20 years
Ylang-ylang Oil (1 pint)	Common	2	4	4d10-7	d6-2	6 months

**On-Hand:** This is a calculation to know how many are currently available. If the die-formula is zero or negative, it will take time to get more. Most likely, this will be priced as a nearby-city expense.

## Economy

**Days to Fill:** When more are ordered than are locally available, then this is a formula to determine the number of days for the apothecary to acquire. If the time is zero or negative, then it is in a local storehouse but not immediately available in the store.

**Potency:** Potions and medicinal items will not last forever. This is a time that the ingredient or item is potent. After this time, it will expire and may not work.

**Acid Splash:** This is a glass globe filled with an acidic solution. It can be thrown at a target from up to 20 feet to inflict d4 point of corrosive (alchemical) damage to the Body. To strike it must hit the opponent's AC or it can be smashed like a touch-attack; however, in the latter case it will also splash upon the wielder. If thrown, then standard "throwing an item" rules apply for applicable skills. The globe will remain potent for 3 months after its creation.

**Anointing Spirits:** This blessed concoction is designed to be splashed on a target and allows the recipient to choose to be at advantage (or neutralize disadvantage) on any one roll for one instance of the recipient's choice within the next hour. Its viability is about one month.

**Bardwear:** This is a gelatin bead about two inches in diameter. When someone breaks the bead, places his or her face and upper body in the resulting colored smoke, and thinks about the kind of cosmetic treatment he or she desires, it will be instantly accomplished. One person per bead, cosmetic effect only (not an actual disguise).

**Bonfire Blend:** This mixture can be poured on a bundle of leaves and sticks, prepared for a campfire to start a small fire within 4d10 seconds. If it is poured or impacts something not combustible, it will ignite only 10% of the time. Therefore, it can technically be thrown to inflict a point of fire damage, but it must strike the target's AC and still will not take effect for the 4d10 seconds after impact - and then only 10% of the time. Thus, it is an ineffective weapon but a possible one. The shelf life for this liquid is only one month.

**Chakra Dram:** Unlike the more popular salves, this potion is imbibed. However, it has a bit of a gamble and randomness to it, which accounts for its popularity and price being lower. It will heal any type of damage, including necrotic, poison and smite. It may also heal Mind and Spirit, but it could be detrimental to those scores as well. The recipient rolls straight 2d20 against DC:8; for each successful roll, 2 Body points are restored for a potential of four points. Then a d20 roll (DC:8) is rolled for Mind, as is a d20 (DC:8) for Spirit. For Mind and Spirit, if the rolls are successful, then those scores are also healed by d2 points; however, if failing for Mind or Spirit, then a point is lost. Further, this amber liquid only lasts for around 2 months.

**Chromis Slime:** An emulgent used by alchemists.

**Coma Draught:** This potion remains potent for three months. When imbibed, one sleeps twice as effectively for four hours, heals and recovers as if eight hours had passed. It effectively allows for a long rest in only four hours. However, it is very difficult to wake someone under its effects and requires inflicting a point of Body damage to do so during the sleep. There is a psychological component to this, requiring the imbiber to know and understand what will happen for the effects to manifest; therefore, it cannot be used on unwilling or unsuspecting victims.

**Concealer Salve:** A thick, creamy-oily concoction, which may be in virtually any type of container. If a quantity is used to cover a scar, within a few days the scar will slough off and the skin will appear to be exactly like the skin around it.

**Drakus Flower:** An emulgent used by alchemists.

**Dried Ephedra:** An emulgent used by alchemists.

**Ent-Draught:** The sap from a duskwood tree.

**Explosive Oil:** This is combustible mixture of oil and alcohol which has a flash point that results in a fiery explosion. Molotov cocktails are the method of deliver for this oil when used as a weapon. If holding an open flame, such as a torch or candle, and also prepared with wicks, then one can light and hurl in the same action. To attack, one rolls a d20 as range, hurling the 8oz flask at the target successfully striking the target based on their AC. If missing the target, the use the rules of friendly fire to determine if anyone else was struck. Even if missing everyone, consider the terrain for combustibility. If successfully striking the target, the victim suffers d4 points of fire damage, plus must make an Agility preservation save using a DC at 20 minus the AC. If failing, the oil continues to burn over the victim, which will inflict d2 additional points of fire damage at the end of each of the victim's turns. An inflamed victim can use a full action to stop, drop and roll to extinguish the flames; however, it requires an Agility feat save (DC:6) to be successful. Moreover, to throw a Molotov cocktail of explosive oil, only three can be carried on one's person safely; however, a pile could be placed at one's feet, causing a loss of 2 points of initiative to reach down to get one for the action. Keeping them in a metal box at one's feet and closing the lid between throws is also possible; however, that comes at the sacrifice being able to throw every other round, with the action in between being used for closing and securing the box. All of that said, if the attacker suffers any fire damage or is exposed to a fiery effect while being in possession of these cocktails, then each explodes upon the owner.

**Fennel Silk:** An emulgent used by alchemists.

**Firebreather Oil:** This is a form of paraffin, similar to kerosene, that is used by performers, held in their mouths and spit into a flame for a pyrotechnic effect. It is stronger than lamp oil with a lower flash point. This means it could be used as a weapon in some cases, although it is not very reliable. If one uses it to attack, spitting a mouthful past an open flame (such as a candle, tindertwig, or torch) to ignite it, then it could harm a target 5 feet away (or in an adjacent hex). This is different than standard rules for "throwing an item." One rolls a d20 as range and must strike an AC10, regardless of the target's actual AC. If rolling a natural 1, then the attacker accidentally inhales or swallows some of the fuel, leaving the attacker nauseated (as the restriction) until the start of his or her next turn. If successfully striking the target, the victim then makes a Resilience preservation save with the DC being 20 minus the true AC value. If the DC becomes less than 2, remember than a natural 1 always fails. If failing the save, the target suffers d3 points of Body damage due to fire.

**Healing Salve:** This pasty mud is applied to wounds and instantly restores 2d4 Body points, even if the recipient is in negative values. However, it can only heal physical wounds, not those caused by necrotic, poison or smite. The muddy substance only stays usable for about six months.

**Holy Water:** The blessed waters become a holy weapon against undead and some fiends. The vial is thrown and allows d20s to be rolled for successful striking with *ranged fighting* and *hurling*; however, the smiting damage is limited to a d4 regardless of the number of dice used; those are only for determining success. The shelf-life of Holy Water is approximately a month.

**Invigoration Potion:** Similar to a healing salve, when drinking this holy mixture, the imbiber gains d4 points of Spirit without exceeding the maximum score. This cannot be used cumulatively on the same target in the same day. The potion will become unusable after one month of its creation.

## Economy

**Lekhan Oil:** When rubbing this oil on an object or creature, the sounds emanating from the subject are greatly dissipated. While not perfect silence, a person shouting would be at the volume of a whisper. If used in conjunction with a sneak attack or perhaps *backstab*, this would cause a -2 to the target's Perception roll. Rubbing the oil requires an action during combat. The oil remains viable for about 2 months.

**Mana Cake:** This thin bread flake is placed on the tongue and absorbed into the system. It restores 1 point of Mind, which cannot exceed the maximum score. However, another cake cannot be consumed again by the same recipient before a long rest; if doing so, the cake is useless.

**Mandrake Berry:** An emulgent used by alchemists.

**Oil of Flame Suppression:** This is the oil used to treat a Bishop Robe to add the bonus to Fire AC. It must be used during the fashioning of a leather armor. However, it can also be used with an action to extinguish a combusted person or item.

**Panacea:** An imbibed solution more potent than a healing salve. When consumed, Panacea instantly heals from 3d4 Body points, 3d4 Mind points, and 3d4 Spirit points. Further, if 9 points or higher for all three attributes occur, then the panacea will also remove any disease infecting the guzzler. Panacea has a long shelf-life compared to other potions, remaining usable for around 6 months.

**Poisons:** Use of poison against members of society is illegal; however, as there are legitimate uses for ranchers and big game hunters, these can be found at times on the open market. For more details, see the [Poisons](#) section.

**Potion of Flowering:** This simple green solution causes a flower grow, blossom, a seed pod open, or a leaf bud bloom at a magically fast rate. A small shoot can become a full flower in only 24 hours. However, it will only work on non-monstrous plants. It will remain potent for 30 days after the mixture is created.

**Preservation Powder:** While this could be used as a very expensive salt to preserve food, its more useful purpose is to drop into liquid potions and mix with cream salves to ensure that the mixed concoction will remain unchanged and protected from exposure of time. Doing this will allow the shelf-life of an alchemical substance to become triple its normal time. However, it is ineffective on the same potion twice. It could also be used to preserve exotic ingredients so that they will not deteriorate, such as the heart of a cyclops or moon-spider eye.

**Slow-Fall Draught:** This potion is consumed, allowing a slow and safe fall up to 50 feet to occur during the next ten minutes. When falling, it is too late to imbibe; however, it can be used as a safe transport for jumping from heights or short-term protection for climbing something specific. While in the vial and unused, this potion will remain practical for two weeks.

**Smelling Salts:** This mixture is created and dried out into a sealed package. When used on an unconscious creature (by restriction or Body score zero), it will instantly revive the being. This does not affect health, merely causes the recipient to awaken. Further, it will not work on a creature with negative Body points. Smelling salts have a nice longevity, lasting up to a year.

**Somantox:** This acts as an anti-venom procedure when applied directly to the wound sight, requiring an action to use. It will only neutralize poisons that required a body save and only those that are delivered by injury.

**Sorcerer's Oil:** This solution can be combined with the casting of several sorcery axioms for greater effect. If it is at the ready, such as on the belt, it can be used in the same action as casting the spell. The various adjustments occur as follow:

- *Burning Hands:* This delivers d4+2 points of fire damage
- *Fire Dart:* Gains +3 on the "to hit" attack roll.
- *Fire Blast:* Increases the blast from 15-ft to 20-ft radius (37 hexes).

**Stemopowder:** Sometimes referred to as a sneeze-slug. This is a power, wrapped in a tissue paper. It can be thrown using the standard "throwing an item" rules, or it can be launched from a sling or similar mechanical device. If striking an opponent's AC, the victim must make a Resilience save (DC:14) or suffer a sneezing fit. The sneezing will last until the victim's next turn. This will not hamper physical melee attacks; however, ranged attacks will be made at disadvantage. Further, if concentration for magic use was being performed, it is instantly disrupted. Additionally, fey magickery and sorcery are unavailable for use during the stemutation. Divine incantations can be performed; however, they must be cast as if using the "silent prayers" method. Lastly, anything requiring precise speaking will require a Muse save (DC:9). **Subsistence Cube:** This is a small sugar cube. When consumed, it allows recipient to go without food, water, and sleep for 48 hours. However, the body must safely recover from the subsistence effect before consuming another one. If a person consumes a second one within a week's span, the effect lasts for half the time, but immediately inflicts one degree of exhaustion. If taken yet again, the time continues to halve and exhaustion degrees increase. A full week per cube consumed must pass before the recursion stops and it the cube can be safely used again. That said, this is also known as a potion drug of abuse for recreation in social circles that can afford it.

**Sun Oil:** When poured on an object or person, the item or recipient will radiate bright light for 30 feet and another 10 feet of dim light beyond that. The brilliance lasts for ten hours. When applying the oil, if the employer does not have *foul-play* or another skill that allows poison-use, then there might be a spill beneath the application. To see, an Agility save (DC:6) is made. If failing, then beneath where it was applied will also glow for the next ten hours. Attempts to split this to two separate objects by "accidental spill" will result in an automatic spillage to the ground (or inert object) and the duration of the intended application will only last for four hours.

**Thick Smoke:** Encased in a glass globe is this navy-colored liquid can be thrown with "close-enough" accuracy up to 20 feet, where upon the sphere will burst and release the smoke in a 10-ft diameter (or one hex surrounded by six adjacent ones). This is an area of effect and does not use standard "throwing an item" rules. The smoke will linger in that area for 1 minute (6 combat rounds). All creatures relying on sight, including darkvision, cannot see into, out of, or within that area. The mixture stays potent for 3 months.

**Wizard Glue:** this is creation of a bond that will hold one relatively flat substance to another: a picture to a wall, a mirror to a door, a rug to the floor, a light fixture to a ceiling, etc. The glue is quite strong but it can only support 20 pounds per vial up to a maximum of 5 vials (or 100 lbs). Brittle items, like a mirror, would break if they were forced from the wall when held by this glue. Body weight converts to support weight if a living thing is held in/by the glue. *Disrupt magic* can neutralize the bond. The area to be closed/held cannot exceed 20 square feet per dose. Doors can be glued shut, as well as chests, etc. But once the bond is broken the glue no longer adheres. A brute force action can break the bond but it will act as DC:21, but each additional application used to the same surface will add +1.

**Wymtongue:** An emulgent used by alchemists.

## Economy

### Armor

In the previous section were the standard leather and iron armors with listed armor class values. However, there are better forging materials and higher skilled creators who can offer better than standard wares. Anything superior will unlikely be in the market and will be arranged directly with the smith. It is also possible that no products of such high-quality are even available, but if they are, the list below gives an idea of the economy for such things.

## Economy

Item	Quality	AC	At Smith	Local Market	Trade-In	Maintenance
Padded Armor	Good	11	25 ☉	35 ☉	10 ☉	None
Leather Armor	Good	11	50 ☉	65 ☉	15 ☉	2 ☉
Bishop Robe	Good	11*	75 ☉	† 250 ☉	None	3 ☉
Goluka Armor	Superior	11*	400 ☉	500 ☉	200 ☉	None
Archbishop Robe	Superior	11*	300 ☉	† 750 ☉	None	2 ☉
Studded Leather	Good	12	100 ☉	150 ☉	40 ☉	3 ☉
Brigandine Armor	Good	12*	155 ☉	205 ☉	60 ☉	5 ☉
Brigandine Armor, Steel Plates	Superior	13*	675 ☉	805 ☉	130 ☉	7 ☉
Heavy-Padded	Good	13*	130 ☉	150 ☉	90 ☉	1 ☉
Iron-skin Leather	Superior	13	1,000 ☉	1,200 ☉	700 ☉	15 ☉
Elfin Hauberk	Superior	13*	n/a	† 3,900 ☉	† 2,200 ☉	5 ☉
Jack of Plates	Common	13	n/a	30 ☉	None	4 ☉
Chain Shirt	Fine	14	170 ☉	225 ☉	80 ☉	6 ☉
Chain Shirt, Steel	Superior	15	870 ☉	1,030 ☉	195 ☉	8 ☉
Chain Shirt, Electrum	Extraordinary	15	Unprofitable	6,600 ☉	4,100 ☉	12 ☉
Chain Shirt, Orichalcum	Extraordinary	15	Unprofitable	8,700 ☉	5,600 ☉	10 ☉
Lamellar Armor	Fine	14*	305 ☉	380 ☉	145 ☉	8 ☉
Lamellar Armor, Steel	Superior	15*	1,375 ☉	1,610 ☉	325 ☉	10 ☉
Ring Mail	Fine	15	234 ☉	300 ☉	120 ☉	6 ☉
Ring Mail, Steel	Superior	16	1,320 ☉	1,545 ☉	325 ☉	10 ☉
Dark Ring	Superior	15*	800 ☉	1,200 ☉	500 ☉	8 ☉
Breastplate	Fine	15	310 ☉	385 ☉	155 ☉	5 ☉
Breastplate, Steel	Fine	16	1,760 ☉	2,050 ☉	435 ☉	12 ☉
Breastplate, Meteore	Extraordinary	17	38,100 ☉	44,000 ☉	30,300 ☉	60 ☉
Dwarven Scale	Fine	15*	475 ☉	575 ☉	245 ☉	10 ☉
Dwarven Scale, Steel	Superior	16*	2,150 ☉	2,500 ☉	540 ☉	12 ☉
Brigantine Chain	Fine	16	400 ☉	485 ☉	190 ☉	15 ☉
Chain Mail	Fine	16	340 ☉	420 ☉	185 ☉	5 ☉
Chain Mail, Steel	Superior	17	2,025 ☉	2,355 ☉	520 ☉	15 ☉
Splint Mail	Fine	17	425 ☉	515 ☉	225 ☉	10 ☉
Splint Mail, Steel	Superior	18	2,535 ☉	2,945 ☉	650 ☉	20 ☉
Plate Mail	Fine	18	500 ☉	600 ☉	200 ☉	12 ☉
Plate Mail, Steel	Superior	19	3,000 ☉	3,500 ☉	865 ☉	25 ☉
<b>Shield</b>						
Shield	Fine	+2	95 ☉	135 ☉	70 ☉	3 ☉
Shield, Stonewood	Superior	+3	500 ☉	600 ☉	300 ☉	None
Shield, Orichalcum	Extraordinary	+3	6,600 ☉	7,700 ☉	5,300 ☉	15 ☉
<b>Helmet</b>						
Leather Cap	Good	n/a	8 ☉	15 ☉	n/a	1 ☉
Bronze Galea	Fine	n/a	30 ☉	50 ☉	10 ☉	2 ☉
Bascinet	Fine	n/a	50 ☉	100 ☉	20 ☉	3 ☉
<b>Barding</b>						
Leather	Dog	12	60 ☉	75 ☉	15 ☉	1 ☉
	Goat, Terrac	12	80 ☉	100 ☉	20 ☉	1 ☉
	Horse	12	125 ☉	180 ☉	45 ☉	2 ☉
	Lepuus	12	100 ☉	120 ☉	25 ☉	1 ☉
	Llama	12	90 ☉	115 ☉	20 ☉	1 ☉
	Mule	12	80 ☉	100 ☉	20 ☉	1 ☉
	Oxen	12	150 ☉	200 ☉	50 ☉	2 ☉
	Timber Elk	12	100 ☉	140 ☉	35 ☉	2 ☉
Chain	Elephant	15	800 ☉	1200 ☉	225 ☉	8 ☉
	Horse	15	350 ☉	500 ☉	90 ☉	5 ☉
	Lizard Steed	15	450 ☉	700 ☉	100 ☉	5 ☉
	Oxen	15	450 ☉	700 ☉	80 ☉	5 ☉
	Timber Elk	15	250 ☉	400 ☉	65 ☉	5 ☉
Plate	Elephant	18	2000 ☉	3000 ☉	500 ☉	20 ☉
	Horse, Draft	18	800 ☉	1200 ☉	200 ☉	10 ☉

\* Better armor class against certain types of damage

† Almost never sold in the open market; this is a black market price.

## Arms & Weapons

## Economy

Item	Quality	At Smith	Local Market	Trade-In	Maintenance	Note
Axe	Fine	45 ☉	75 ☉	35 ☉	2 ☉	
Axe, Electrum	Extraordinary	2,100 ☉	2,500 ☉	1,700 ☉	5 ☉	+1 to hit silver weapon
Axe, Silvered	Enhanced	190 ☉	250 ☉	185 ☉	4 ☉	silver weapon
Axe, Steel	Superior	400 ☉	485 ☉	180 ☉	2 ☉	+1 to hit normal weapon
Bastard Sword	Fine	95 ☉	135 ☉	75 ☉	6 ☉	
Bastard Sword, Electrum	Extraordinary	5,400 ☉	6,300 ☉	4,300 ☉	12 ☉	+1 to hit silver weapon
Bastard Sword, Silvered	Enhanced	235 ☉	300 ☉	225 ☉	8 ☉	silver weapon
Bastard Sword, Steel	Superior	975 ☉	1,150 ☉	470 ☉	8 ☉	+1 to hit normal weapon
Battle Axe	Fine	65 ☉	100 ☉	50 ☉	4 ☉	
Battle Axe, Electrum	Extraordinary	3,400 ☉	4,000 ☉	2,600 ☉	8 ☉	+1 to hit silver weapon;
Battle Axe, Silvered	Enhanced	205 ☉	270 ☉	200 ☉	5 ☉	silver weapon
Battle Axe, Steel	Superior	620 ☉	740 ☉	290 ☉	4 ☉	+1 to hit normal weapon
Blackjack	Good	8 ☉	n/a	n/a	None	potential stun attack
Bolas	Good	n/a	25 ☉	8 ☉	1 ☉	chance to restrain
Chalikar	Good	n/a	75 ☉	15 ☉	1 ☉	neck protection
Crossbow	Fine	125 ☉	175 ☉	75 ☉	8 ☉	
Bolts (12)	Fine	5 ☉	8 ☉	None	1 ☉	
Bolts, Silvered (12)	Enhanced	155 ☉	180 ☉	None	15 ☉	silver weapon
Bolts, Steel (12)	Superior	54 ☉	65 ☉	None	5 ☉	+1 to hit normal weapon
Dagger	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Dagger, Electrum	Extraordinary	1,300 ☉	1,600 ☉	1,000 ☉	3 ☉	+1 to hit silver weapon;
Dagger, Silvered	Enhanced	175 ☉	230 ☉	175 ☉	3 ☉	silver weapon
Dagger, Steel	Superior	250 ☉	315 ☉	110 ☉	3 ☉	+1 to hit normal weapon
Flail	Fine	60 ☉	95 ☉	45 ☉	3 ☉	
Flail, Electrum	Extraordinary	3,000 ☉	3,500 ☉	2,300 ☉	8 ☉	+1 to hit silver weapon;
Flail, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	silver weapon
Flail, Steel	Superior	545 ☉	655 ☉	255 ☉	5 ☉	+1 to hit normal weapon
Garrote	Superior	25 ☉	n/a	n/a	None	
Gladius	Fine	55 ☉	90 ☉	45 ☉	2 ☉	
Gladius, Electrum	Extraordinary	2,900 ☉	3,400 ☉	2,300 ☉	8 ☉	+1 to hit silver weapon;
Gladius, Silver	Enhanced	200 ☉	260 ☉	195 ☉	6 ☉	silver weapon
Gladius, Steel	Superior	530 ☉	635 ☉	255 ☉	6 ☉	+1 to hit normal weapon
Glaive	Fine	55 ☉	90 ☉	45 ☉	4 ☉	
Glaive, Electrum	Extraordinary	2,600 ☉	3,100 ☉	2,000 ☉	6 ☉	+1 to hit silver weapon
Glaive, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	6 ☉	silver weapon
Glaive, Steel	Superior	475 ☉	575 ☉	220 ☉	6 ☉	+1 to hit normal weapon
Gnomish Slinger	Fine	120 ☉	200 ☉	100 ☉	8 ☉	
Great Axe	Fine	85 ☉	125 ☉	70 ☉	6 ☉	
Great Axe, Electrum	Quality	4,800 ☉	5,600 ☉	3,800 ☉	12 ☉	+1 to hit silver weapon
Great Axe, Silvered	Enhanced	225 ☉	290 ☉	220 ☉	8 ☉	silver weapon
Great Axe, Steel	Superior	865 ☉	1,020 ☉	415 ☉	8 ☉	+1 to hit normal weapon
Halberd	Fine	70 ☉	105 ☉	55 ☉	6 ☉	
Halberd, Silvered	Enhanced	215 ☉	280 ☉	205 ☉	7 ☉	silver weapon
Halberd, Steel	Superior	695 ☉	825 ☉	325 ☉	7 ☉	+1 to hit normal weapon
Hammer	Fine	45 ☉	75 ☉	35 ☉	1 ☉	
Hammer, Meteor	Extraordinary	7,100 ☉	8,200 ☉	5,700 ☉	25 ☉	
Hammer, Orichalcum	Extraordinary	3,000 ☉	3,500 ☉	2,400 ☉	20 ☉	
Hammer, Silvered	Enhanced	190 ☉	250 ☉	185 ☉	4 ☉	silver weapon
Hammer, Steel	Superior	415 ☉	505 ☉	190 ☉	4 ☉	+1 to hit normal weapon
Hand Crossbow	Fine	150 ☉	200 ☉	75 ☉	8 ☉	
Jossal	Fine	120 ☉	175 ☉	50 ☉	12 ☉	Unique hurling weapon
Long Bow	Fine	100 ☉	125 ☉	50 ☉	6 ☉	
Arrows (12)	Fine	4 ☉	7 ☉	None	1 ☉	
Arrows, Daintwood (12)	Superior	9 ☉	16 ☉	None	2 ☉	20% greater distances
Arrows, Silvered (12)	Enhanced	150 ☉	180 ☉	None	15 ☉	silver weapon
Arrows, Steel (12)	Superior	44 ☉	54 ☉	None	4 ☉	+1 to hit normal weapon
Long Spear	Fine	40 ☉	75 ☉	35 ☉	1 ☉	
Long Spear, Silvered	Enhanced	215 ☉	275 ☉	185 ☉	3 ☉	silver weapon
Long Spear, Steel	Superior	375 ☉	460 ☉	75 ☉	3 ☉	+1 to hit normal weapon
Longsword	Fine	75 ☉	110 ☉	60 ☉	3 ☉	
Longsword, Electrum	Extraordinary	3,700 ☉	4,300 ☉	3,500 ☉	10 ☉	+1 to hit silver weapon
Longsword, Meteor	Extraordinary	12,150 ☉	14,000 ☉	10,000 ☉	20 ☉	+2 to hit magic weapon
Longsword, Silvered	Enhanced	220 ☉	280 ☉	210 ☉	8 ☉	silver weapon
Longsword, Steel	Superior	760 ☉	900 ☉	360 ☉	8 ☉	+1 to hit normal weapon
Mace	Fine	40 ☉	70 ☉	32 ☉	1 ☉	
Mace, Electrum	Extraordinary	1,900 ☉	2,300 ☉	1,500 ☉	4 ☉	+1 to hit silver weapon

## Economy

Mace, Silvered	Enhanced	185 ☉	240 ☉	180 ☉	3 ☉	<i>silver weapon</i>
Mace, Steel	Superior	365 ☉	445 ☉	165 ☉	3 ☉	+1 to hit normal weapon
Net	Common	n/a	15 ☉	None	None	
Ranseur	Fine	60 ☉	95 ☉	45 ☉	3 ☉	
Ranseur, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	<i>silver weapon</i>
Ranseur, Steel	Superior	555 ☉	665 ☉	255 ☉	5 ☉	+1 to hit normal weapon
Sai	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Sai, Silvered	Enhanced	180 ☉	240 ☉	175 ☉	3 ☉	<i>silver weapon</i>
Sai, Steel	Superior	270 ☉	340 ☉	120 ☉	3 ☉	+1 to hit normal weapon
Short Spear	Fine	30 ☉	60 ☉	25 ☉	1 ☉	
Short Spear, Electrum	Extraordinary	1,300 ☉	1,600 ☉	1,000 ☉	8 ☉	+1 to hit silver weapon
Short Spear, Silvered	Enhanced	205 ☉	265 ☉	175 ☉	3 ☉	<i>silver weapon</i>
Short Spear, Steel	Superior	240 ☉	305 ☉	45 ☉	3 ☉	+1 to hit normal weapon
Shuriken (1)	Fine	5 ☉	10 ☉	4 ☉	None	
Shuriken, Silvered (1)	Enhanced	40 ☉	60 ☉	40 ☉	2 ☉	<i>silver weapon</i>
Shuriken, Steel (1)	Superior	53 ☉	68 ☉	27 ☉	2 ☉	+1 to hit normal weapon
Sling	Fine	n/a	8 ☉	None	None	
Spiked Chain	Good	20 ☉	30 ☉	8 ☉	2 ☉	
Staff	Fine	15 ☉	20 ☉	None	None	
Strength Bow	Superior	1,000 ☉	1,500 ☉	500 ☉	10 ☉	
Trident	Fine	55 ☉	90 ☉	45 ☉	1 ☉	
Trident, Silvered	Enhanced	200 ☉	260 ☉	195 ☉	5 ☉	<i>silver weapon</i>
Trident, Steel	Superior	540 ☉	650 ☉	255 ☉	6 ☉	+1 to hit normal weapon
Ula	Fine	15 ☉	25 ☉	5 ☉	1 ☉	
War Maul	Fine	90 ☉	125 ☉	70 ☉	4 ☉	
War Maul, Electrum	Quality	5,000 ☉	5,800 ☉	3,900 ☉	10 ☉	+1 to hit silver weapon
War Maul, Meteore	Extraordinary	14,500 ☉	16,750 ☉	12,000 ☉	25 ☉	+2 to hit magic weapon
War Maul, Silvered	Enhanced	230 ☉	290 ☉	220 ☉	6 ☉	<i>silver weapon</i>
War Maul, Steel	Superior	905 ☉	1,070 ☉	435 ☉	8 ☉	+1 to hit normal weapon
Whip, Leather	Fine	n/a	10 ☉	None	None	

## Church

Imbued and infused items can be sold via the church. Not all churches and temples will sell to the public. Some other allow their wares to be available for the faithful. The GM can give more details as to which allow things to become available; however, if the church down regulate sales, then occasionally the same items may be found in black markets at higher prices; also the days remaining for black market items are usually fewer than 15 (3d6 days rolled by GM).



## Economy

Item	Quality	At Church	Black Market
Acclimate Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Anti-venom Trinket	Superior	2,000 ☉ + 20 ☉ per day remaining	5,000 ☉ + 50 ☉ per day remaining
Banner Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Bless Meal Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Blood Lust Trinket	Superior	2,000 ☉ + 20 ☉ per day remaining	5,000 ☉ + 50 ☉ per day remaining
Bolt Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Branding Smite Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Bread Crumbs Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Burden Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Chain of Eyes Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Create Flame Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Damage Ward Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Darkvision Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Decompose Ward Trinket	High	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Detect Magic Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Discern Language Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Downpour Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Favor Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Fog of War Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Gentle Repose Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Grace Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Guard Spirit Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Infusion of (Fire/Ice/Lightning) Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Lift Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Mask Spirit Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Mystic Prayer Beads (per bead)	Superior	250 ☉	300 ☉
Perceive Insanity Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Poison Ward Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Protective Tattoos Service	High	3,000 ☉	Unknown
Re-preserve Trinket	High	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Resist (Fire/Ice/Lightning) Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Reveal Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
River Eyes Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Showers Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Spineless Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Spirit Sight Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Sustenance Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Thick Air Trinket	Superior	1,800 ☉ + 20 ☉ per day remaining	4,000 ☉ + 50 ☉ per day remaining
Thicket Trinket	Superior	700 ☉ + 5 ☉ per day remaining	1,800 ☉ + 10 ☉ per day remaining
Torch Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Water Breathing Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Weapon of Doubt Trinket	Superior	1,600 ☉ + 15 ☉ per day remaining	4,000 ☉ + 40 ☉ per day remaining
Sustenance Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining
Weapon of Nonsense Trinket	High	600 ☉ + 5 ☉ per day remaining	1,500 ☉ + 10 ☉ per day remaining

## Clothing

## Economy

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Belt, leather iron buckle	Common	1 ☉	1 ☉ 5 ¢	3 ☉	6 ☉	With Standard
Boots, leather	Common	10 ☉	15 ☉	30 ☉	60 ☉	With Standard
Boots, Dress, leather	Fine	45 ☉	60 ☉	120 ☉	250 ☉	5 ¢
Breeches, linen	Common	1 ☉	2 ☉	4 ☉	8 ☉	
Breeches, silk	Fine	25 ☉	40 ☉	80 ☉	150 ☉	1 ☉
Breeches, thick cotton	Fine	3 ☉	5 ☉	10 ☉	20 ☉	
Breeches, thin cotton	Fine	2 ☉	4 ☉	8 ☉	15 ☉	
Breeches, wool	Good	6 ☉	10 ☉	20 ☉	40 ☉	
Button, ivory	Fine	6 ☉	9 ☉	18 ☉	36 ☉	
Button, wood	Common	3 ¢	5 ¢	1 ☉	1 ☉ 5 ¢	
Cape, linen	Good	10 ☉	15 ☉	30 ☉	60 ☉	
Cape, thick cotton	Good	11 ☉	16 ☉	30 ☉	60 ☉	
Cape, thin cotton	Common	8 ☉	12 ☉	25 ☉	50 ☉	
Cloak, heavy wool	Fine	20 ☉	30 ☉	60 ☉	120 ☉	
Cloak, wool	Good	11 ☉	16 ☉	30 ☉	60 ☉	
Coat, beaver fur	Fine	90 ☉	135 ☉	270 ☉	540 ☉	5 ¢
Coat, goose-down	Common	12 ☉	18 ☉	35 ☉	70 ☉	
Coat, leather	Good	35 ☉	50 ☉	100 ☉	200 ☉	5 ¢
Coat, leather	Fine	50 ☉	70 ☉	130 ☉	250 ☉	5 ¢
Coat, fox fur	Fine	150 ☉	225 ☉	450 ☉	900 ☉	1 ☉
Coat, lynx fur	Fine	180 ☉	270 ☉	550 ☉	1000 ☉	2 ☉
Coat, rabbit fur	Good	55 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Collar, leather	Good	8 ¢	1 ☉ 2 ¢	2 ☉ 5 ¢	4 ☉ 5 ¢	
Dress, linen	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Dress, linen	Good	7 ☉	10 ☉	20 ☉	40 ☉	
Dress, Fancy, linen	Good	60 ☉	90 ☉	180 ☉	350 ☉	1 ☉
Dress, Fancy, silk	Fine	150 ☉	225 ☉	450 ☉	900 ☉	2 ☉
Dress, thick cotton	Good	9 ☉	15 ☉	30 ☉	60 ☉	
Dress, thin cotton	Common	6 ☉	8 ☉	15 ☉	30 ☉	
Dress, wool	Good	2 ☉	4 ☉	8 ☉	15 ☉	
Gloves, leather	Common	4 ☉	7 ☉	15 ☉	30 ☉	
Gloves, wool	Common	1 ☉	2 ☉ 5 ¢	4 ☉	10 ☉	With Standard
Handkerchief, linen per sq-inch	Common	6 ¢	9 ¢	1 ☉ 6 ¢	4 ☉	
Handkerchief, linen per sq-inch	Good	9 ¢	1 ☉ 5 ¢	3 ☉	6 ☉	
Hat, beaver fur	Fine	9 ☉	15 ☉	30 ☉	60 ☉	
Hat, rabbit fur	Good	6 ☉	9 ☉	18 ☉	35 ☉	
Hat, Fancy, beaver fur	Fine	18 ☉	30 ☉	60 ☉	125 ☉	
Hat, wool	Common	1 ☉	2 ☉	3 ☉	5 ☉	
Jacket, leather (formalwear)	Fine	90 ☉	135 ☉	260 ☉	525 ☉	
Jacket, linen (formalwear)	Good	38 ☉	55 ☉	110 ☉	200 ☉	
Jacket, silk (formalwear)	Fine	150 ☉	250 ☉	500 ☉	1000 ☉	1 ☉
Jacket, thick cotton (formalwear)	Fine	70 ☉	110 ☉	200 ☉	350 ☉	5 ¢
Jacket, thin cotton (formalwear)	Fine	50 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Jacket, wool (formalwear)	Good	32 ☉	48 ☉	95 ☉	180 ☉	
Mittens, wool	Common	5 ¢	8 ¢	2 ☉	4 ☉	
Sandals, leather	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Sandals, wool	Common	2 ☉	3 ☉	6 ☉	12 ☉	
Scarf, silk	Fine	18 ☉	30 ☉	60 ☉	120 ☉	
Scarf, wool	Common	2 ☉ 5 ¢	4 ☉ 3 ¢	8 ☉	15 ☉	With Standard
Shirt, linen	Common	6 ☉	8 ☉	16 ☉	32 ☉	
Shirt, silk	Fine	40 ☉	60 ☉	120 ☉	240 ☉	1 ☉
Shirt, Gamboised, thick cotton	Fine	10 ☉	15 ☉	30 ☉	60 ☉	
Shirt, thin cotton	Good	7 ☉	11 ☉	22 ☉	45 ☉	
Shirt, wool	Common	5 ☉	8 ☉	16 ☉	32 ☉	With Standard
Shirt, Gamboised, wool	Good	8 ☉	12 ☉	24 ☉	48 ☉	
Shoes, leather	Good	7 ☉	11 ☉	20 ☉	40 ☉	
Shoes, Dress, leather	Fine	30 ☉	45 ☉	90 ☉	180 ☉	
“Soft Shoes”	Fine	40 ☉	60 ☉	125 ☉	250 ☉	

“Soft Shoes”: Specially made shoes of gnomish invention, having a wider outline and cushioned-padding for a sole. These look a bit like small snow shoes. Because of their design, anyone wearing them suffer -10 feet from base movement; however, they grant a special bonus on stealthy movement. Of the dice used to set the DC, any “natural 1” rolled become a value as if a “2” had been rolled.

## Crime

## Economy

While not exactly things to purchase, there are fines for certain crimes. Below is an average expense if convicted.

Crime	Fine	Jail Time
Assault, Minor	250 ☉	or 6 months
Assault, Major	1,000 ☉	and 3 years
Disturbing the Peace	50 ☉	
Drunk and Disorderly	25 ☉	and 1 day (Drunk Tank)
Murder		Death
Theft, Armed/Mugging	2,500 ☉	or 5 years
Theft, By Confidence	500 ☉	
Theft, Petty (under 50 bits)	250 ☉	or 6 months
Theft, Grand	500 ☉	and 2 years
Vandalism, Minor	100 ☉	or 3 months
Vandalism, Major	2,000 ☉	and 1 year

**Assault:** This is an attack upon a reasonably defenseless person. Challenged and accepted duels are not considered legal assault.

## Exotic

Often adventurers find “strange” treasures. They return to metropolitan areas to see for what they can sell things. This often requires a merchant or a fence depending on the nature of the item. Therefore, if the roles are reversed and the adventurers wish to buy something they’ve heard has made its way into the market, then the mark-up is typically 20% for the merchant’s efforts in the arrangement. Depending on the item, a GM might spin up an adventure around the sale as different parties might be interested in acquiring, stealing or killing for it. On the flip side, some are esoteric, meaning there might not be any interest for the object.

Item	Selling	Buying
Acid Ant Gland	25 ☉	30 ☉
Anzû Feather	50 ☉	60 ☉
Basilisk Egg	25 ☉	30 ☉
Bugbear Skull	8 ☉	10 ☉
Center Eye of Eye Horror	1,600 ☉	2000 ☉
Cyclops Heart	75 ☉	100 ☉
Doppelganger Hide	4 ☉	5 ☉
Harpy Feather	40 ☉	50 ☉
Hippogryph Egg	200 ☉	250 ☉
Hydra Liver	170 ☉	200 ☉
Moon-spider Eye	75 ☉	100 ☉
Octopus Ink Sack	2 ☉	3 ☉
Popobawa Eyeball	75 ☉	100 ☉
Pseudodragon Stinger	4 ☉	5 ☉
Rakshasa Blood	1,250 ☉	1,500 ☉
Strix Egg	15 ☉	20 ☉
Unicorn Horn	15 ☉	20 ☉

**Cyclops Heart:** The mystical quality only lasts four hours after removal unless magically preserved.

**Moon-spider Eye:** The eye will rot after three days.

## Food

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Ale (1 gal)	Good	8 ¢	1 ☉ 1 ¢	2 ☉ 1 ¢	3 ☉ 9 ¢	
Almonds (1 lb)	Good	5 ¢	8 ¢	1 ☉ 5 ¢	2 ☉ 8 ¢	
Applejack (1 pint)	Good	2 ☉	3 ☉	6 ☉	12 ☉	
Apples (1 bushel)	Common	3 ☉ 6 ¢	4 ☉ 4 ¢	8 ☉ 6 ¢	15 ☉	
Apples (1 lb)	Common	¾ ¢	1 ¢	2 ¢	4 ¢	
Beef (1 lb)	Good	5 ¢	7 ¢	1 ☉ 3 ¢	2 ☉ 6 ¢	
Beef, Corned (1 lb)	Good	1 ☉ 2 ¢	1 ☉ 6 ¢	3 ☉ 1 ¢	6 ☉	
Beef, Salted (1 lb)	Good	2 ☉	3 ☉	6 ☉	12 ☉	
Beef, Sausage (1 lb)	Good	5 ¢	7 ¢	1 ☉ 3 ¢	2 ☉ 6 ¢	
Beer (1 gal)	Good	1 ☉ 4 ¢	2 ☉ 1 ¢	4 ☉ 1 ¢	8 ☉	
Beets, Pickled (1 lb)	Good	2 ☉	3 ☉	6 ☉	12 ☉	
Bread, Rye (8 oz)	Common	4 ¢	5 ¢	1 ☉	2 ☉	
Bread, Wheat (8 oz)	Good	5 ¢	6 ¢	1 ☉ 1 ¢	2 ☉ 2 ¢	

## Economy

Butter, Salted (1 lb)	Good	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 5 ¢	7 Ⓞ
Caviar (1 oz)	Good	5 Ⓞ	8 Ⓞ	15 Ⓞ	30 Ⓞ
Cheese (1 lb)	Good	1 Ⓞ 2 ¢	1 Ⓞ 5 ¢	2 Ⓞ 8 ¢	5 Ⓞ 3 ¢
Chevon (1 lb)	Good	4 ¢	7 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢
Chicken (1 lb)	Common	2 ¢	3 ¢	6 ¢	1 Ⓞ
Cider, Hard (1 gal)	Good	3 Ⓞ 2 ¢	4 Ⓞ 2 ¢	8 Ⓞ 5 ¢	17 Ⓞ
Cider, Sweet (1 gal)	Good	2 Ⓞ	2 Ⓞ 6 ¢	5 Ⓞ	9 Ⓞ
Clams, In Shell (8 lbs)	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢
Clams, In Shell (1 lb)	Good	½ ¢	1 ¢	2 ¢	4 ¢
Cockles (dozen)	Good	4 ¢	7 ¢	1 Ⓞ 1 ¢	3 Ⓞ
Cloves (1 lb)	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Corn Meal (1 lb)	Common	2 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢
Corn, Feed (1 bushel)	Common	4 Ⓞ 2 ¢	5 Ⓞ 2 ¢	10 Ⓞ 3 ¢	20 Ⓞ
Corn, Feed (1 lb)	Common	¾ ¢	1 ¢	2 ¢	4 ¢
Crab Legs	Good	3 ¢	5 ¢	7 ¢	1 Ⓞ 3 ¢
Duck (1 lb)	Good	3 ¢	5 ¢	7 ¢	1 Ⓞ 3 ¢
Eggs, Chicken (1 dozen)	Common	6 ¢	8 ¢	1 Ⓞ 4 ¢	Spoiled
Eel, Fresh (1 lb)	Good	3 ¢	5 ¢	9 ¢	Spoiled
Figs, Dried (1 lb)	Common	8 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Fish, Fresh (5 lbs)	Good	1 Ⓞ	1 Ⓞ 3 ¢	2 Ⓞ 8 ¢	Spoiled
Fish, Fresh (1 lb)	Good	2 ¢	3 ¢	7 ¢	Spoiled
Fish, Salted (1 lb)	Good	8 ¢	1 Ⓞ 1 ¢	2 Ⓞ	4 Ⓞ
Flour, Rye (1 lb)	Common	3 ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Flour, Wheat (1 lb)	Common	5 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ 1 ¢
Ginger (1 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 3 ¢	4 Ⓞ 5 ¢	9 Ⓞ
Grain, Barley (10 lbs)	Good	2 Ⓞ 7 ¢	3 Ⓞ 4 ¢	6 Ⓞ 7 ¢	14 Ⓞ
Grain, Wheat (1 lb)	Common	3 ¢	4 ¢	7 ¢	1 Ⓞ 5 ¢
Grapes (1 bushel)	Good	7 Ⓞ 2 ¢	9 Ⓞ 5 ¢	19 Ⓞ	40 Ⓞ
Grapes (1 lb)	Good	2 ¢	3 ¢	4 ¢	9 ¢
Ham, Sugar Cured (12 lbs)	Good	12 Ⓞ 5 ¢	18 Ⓞ 9 ¢	37 Ⓞ 5 ¢	75 Ⓞ
Hay (1 ton)	Common	25 Ⓞ	30 Ⓞ	60 Ⓞ	Spoiled
Honey (8 oz)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Lobster	Good	5 ¢	8 ¢	1 Ⓞ	2 Ⓞ
Milk, In-Season (1 gal)	Common	¾ ¢	1 ¢	2 ¢	Spoiled
Milk, Out-of-Season (1 gal)	Good	3 ¢	4 ¢	8 ¢	Spoiled
Molasses, black strap (1 gal)	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	36 Ⓞ
Molasses, sweet (1 gal)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Mustard, seed (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Mutton (1 lb)	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢
Oatmeal (1 lb)	Common	3 ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Olive Oil (1 gal)	Good	7 Ⓞ	10 Ⓞ 3 ¢	21 Ⓞ	40 Ⓞ
Olives, Pickled (1 lb)	Good	6 Ⓞ	9 Ⓞ	16 Ⓞ	32 Ⓞ
Pepper, black (1 lb)	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	36 Ⓞ
Pickles, Malt Vinegar (1 lb)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Pickles, Wine Vinegar (1 lb)	Good	5 Ⓞ	8 Ⓞ	1 Ⓞ 5 ¢	30 Ⓞ
Pork (1 lb)	Common	2½ ¢	3 Ⓞ	6 Ⓞ	13 Ⓞ
Port, Salted (1 lb)	Common	1 Ⓞ	1 Ⓞ 3 ¢	2 Ⓞ 5 ¢	5 Ⓞ
Raisins (1 lb)	Good	7 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Ration, Dairy Cow (1 day, 18 lbs)	Hay	2½ ¢	3 ¢	5 ¢	1 Ⓞ
Ration, Horse (1 day, 20 lbs)	Oats	1¼ Ⓞ	2 Ⓞ	5 Ⓞ	10 Ⓞ
Ration, Ox (1 day, 36 lbs)	Hay	4 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ
Ration, Sow (1 day, 6 lbs)	Corn	4 ¢	6 ¢	1 Ⓞ 1 ¢	2 Ⓞ
Ration, Warhorse (1 day, 25 lbs)	Oats and Hay	3 Ⓞ	5 Ⓞ	10 Ⓞ	20 Ⓞ
Rations, Military Person (1 day)	Hardtack, Pork	1 Ⓞ	1 Ⓞ 3 ¢	3 Ⓞ	5 Ⓞ
Rum (1 gal)	Common	4 Ⓞ	7 Ⓞ	15 Ⓞ	30 Ⓞ
Rum (1 gal)	Fine	6 Ⓞ	10 Ⓞ	18 Ⓞ	35 Ⓞ
Salt, Rock (1 lb)	Good	3 ¢	4 ¢	7 ¢	1 Ⓞ 3 ¢
Salt, Rock, refined (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Salt, Sea, raw (1 lb)	Good	2 ¢	3 ¢	6 ¢	1 Ⓞ 2 ¢
Salt, Sea, refined (1 lb)	Good	4½ ¢	7 ¢	1 Ⓞ 4 ¢	2 Ⓞ 8 ¢
Salt, Spring, raw (1 lb)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Shrimp, Whole, raw (1 lb)	Good	4 ¢	7 ¢	1 Ⓞ 5 ¢	3 Ⓞ
Strawberry jam (1 lb)	Common	1½ ¢	2 ¢	4 ¢	8 ¢
Sugar (1 lb)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Sugar, refined (1 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 3 ¢	4 Ⓞ 5 ¢	9 Ⓞ
Turkey (1 lb)	Good	2½ ¢	4 ¢	8 ¢	1 Ⓞ 5 ¢
Venison (1 lb)	Good	3 ¢	5 ¢	1 Ⓞ	2 Ⓞ

## Economy

Item	Quality	6 Ⓞ	9 Ⓞ	2 Ⓞ	4 Ⓞ
Venison, Dried (1 lb)	Good	6 Ⓞ	9 Ⓞ	2 Ⓞ	4 Ⓞ
Vinegar, Cider (1 gal)	Good	3 Ⓞ 5 ¢	5 Ⓞ 2 ¢	10 Ⓞ 5 ¢	21 Ⓞ
Vinegar, Malt (1 gal)	Common	9 ¢	1 Ⓞ 3 ¢	2 Ⓞ 6 ¢	5 Ⓞ
Vinegar, Wine (1 gal)	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Wine (1 gal)	Good	5 Ⓞ 4 ¢	7 Ⓞ 1 ¢	14 Ⓞ 3 ¢	30 Ⓞ
Wine (1 gal)	Fine	9 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ

## Furnishings

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Bed, Child	Common	10 Ⓞ	16 Ⓞ	30 Ⓞ	60 Ⓞ	
Bed, Full	Common	20 Ⓞ	30 Ⓞ	50 Ⓞ	100 Ⓞ	
Bed, Queen-Sized	Good	60 Ⓞ	70 Ⓞ	180 Ⓞ	350 Ⓞ	
Blanket, Wool	Good	3 Ⓞ	5 Ⓞ	9 Ⓞ	16 Ⓞ	With Standard
Bookshelf (7ft x 3ft x 1ft)	Good	40 Ⓞ	50 Ⓞ	100 Ⓞ	180 Ⓞ	
Caldron, Iron (2 gal)	Good	8 Ⓞ	12 Ⓞ	15 Ⓞ	25 Ⓞ	
Caldron, Iron (4 gal)	Good	11 Ⓞ	17 Ⓞ	30 Ⓞ	50 Ⓞ	
Hour glass, clear	Fine	15 Ⓞ	22 Ⓞ 5 ¢	45 Ⓞ	90 Ⓞ	
Desk, Writing, mahogany	Fine	225 Ⓞ	340 Ⓞ	680 Ⓞ	1360 Ⓞ	
Dice, lead (pair)	Good	5 ¢	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ	
Hunting Horn, brass	Good	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Hunting Horn, ram's horn	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	20 Ⓞ	
Ink, Black (1 oz)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Lamp, Oil, brass	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ	
Lock, Standard, iron	Good	6 Ⓞ	9 Ⓞ	18 Ⓞ	35 Ⓞ	
Lock, Advanced, steel	Good	15 Ⓞ	22 Ⓞ 5 ¢	45 Ⓞ	90 Ⓞ	
Mirror, polished brass (3in-diam)	Good	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢	7 Ⓞ 2 ¢	
Mirror, silvered (4in-diam, handle)	Fine	20 Ⓞ	25 Ⓞ	50 Ⓞ	100 Ⓞ	
Pillow, linen, goose-down	Good	1 Ⓞ 2 ¢	2 Ⓞ	4 Ⓞ	8 Ⓞ	
Razor, Straight, steel	Fine	22 Ⓞ	35 Ⓞ	50 Ⓞ	70 Ⓞ	
Rug, bearskin	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Table, wood (15in x 40in, 18in tall)	Good	25 Ⓞ	40 Ⓞ	75 Ⓞ	150 Ⓞ	
Table, Dining, oak (8ft x 3ft)	Good	50 Ⓞ	75 Ⓞ	150 Ⓞ	300 Ⓞ	
Table, Pedestal, wood (1ft-diam)	Good	6 Ⓞ	10 Ⓞ	20 Ⓞ	35 Ⓞ	
Tent, 1-Person, canvas	Good	5 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	2 ¢
Wardrobe (8ft x 3ft x 2ft)	Fine	60 Ⓞ	90 Ⓞ	150 Ⓞ	300 Ⓞ	

## Magic

The items listed here are by no means considered to be in stock or available. However, these are items that might be found in a local market and the price of what one might expect to pay to acquire such pieces. Typically, these will be sold on unofficial markets or even by a thieves' guild.

## Economy

Item	Quality	Local Market
Antibug Carving	High	500 ☉
Axiom Purchase, 1 Mind Point	n/a	200 ☉
Axiom Purchase, 2 Mind Point	n/a	500 ☉
Axiom Purchase, 3 Mind Point	n/a	1,000 ☉
Axiom Purchase, 4 Mind Point	n/a	2,000 ☉
Axiom Purchase, 5 Mind Point	n/a	3,000 ☉
Axiom Purchase, 6 Mind Point	n/a	4,000 ☉
Baking Stone	High	1,500 ☉
Belt of Vigor	High	4,000 ☉
Bird Chain	High	750 ☉
Black Cigar	High	200 ☉
Black Scarab	High	500 ☉
Blindfold of Etherealness	High	10,000 ☉
Boots of Freedom	High	7,000 ☉
Cheater's Coin	High	8,000 ☉
Dose of Dispatch	High	250 ☉
Eclipsed Fire	High	2,000 ☉
Elixir of Bravery	High	200 ☉
Equestrian Saddle	High	1,250 ☉
Everbreath	High	175 ☉
Everburning Lamp	High	1,500 ☉
Flat Canvas	High	3,500 ☉
Fork of Alarm	High	500 ☉
Grapple of Climbing	High	2,000 ☉
Hotpan	High	500 ☉
Ink Pin	High	12,500 ☉
Insulated Bottle	High	500 ☉
Invisible Paint	High	300 ☉
Junk Drawer	High	8,000 ☉
Lady's Fan	High	500 ☉
Mirror of Light	High	4,000 ☉
Portable Seat	High	600 ☉
Potion of Gallantry	High	300 ☉
Powder of No-Frosting	High	200 ☉
Purse of Silence	High	1,500 ☉
Quenchthimble	High	1,200 ☉
Quill of Truth	High	4,000 ☉
Runebrush	High	500 ☉
Shield from Hate	High	Varies ☉
Sleep Smoke	High	175 ☉
Smoke of Restraint	High	350 ☉
Solution of Shock	High	150 ☉
Sternopowder (1 bulb)	High	100 ☉
Strength Snuff	High	150 ☉
Stitch Needle	High	500 ☉
Sweeper	High	500 ☉
Tepid Blanket	High	750 ☉
Thick Smoke	High	100 ☉
Twig of Animals	High	200 ☉
Valet Figurine	High	1,000 ☉
Webbed Gloves of Dew	High	4,000 ☉
Wolfsbane Solution	High	500 ☉
Zombie Key	High	1,500 ☉

**Antibug Carving:** An intricately carved mahogany miniature bed in a bag of woven string. When placed underneath a bed, it drives away all bedbugs and mosquitoes.

**Axiom Purchase:** When acquiring a new axiom, it must be purchased in karma to have the ability to birth the spell. However, the economic factor of buying it from someone is still a component. These are the standard market prices to learn a spell from a neutral party.

**Baking Stone:** A flat oval stone, about half an inch thick and four inches long. When placed against the skin of a living being, the stone becomes very warm. Moreover, this stone is able to remove the frozenness of a *cone-of-cold* victim. Using an action to hold it against the victim, the thawing will become complete by the start of the user's next turn.

**Belt of Vigor:** A mystic belt, when worn, permits its possessor to roll any body feat save with advantage.

**Bird Chain:** This is a very small flexible strip of metal. When placed around the leg of a bird, its magic prevents the bird from getting out of the building it occupies, except when carried out by someone. The band is too small to fit any bird larger than a hawk or a macaw.

## Economy

**Black Cigar:** This smoke requires a specific action to light if performed in a circumstance tracking time specifically. However, this is often done inconspicuously as part of a normal social behavior. Twenty seconds after beginning to smoke the cigar (or on the smoker's turn 2 rounds after lighting), the cigar creates a 15-foot radius cloud of smoke, spreading from the smoker. Yet, most importantly, the chemicals of the cigar allow the smoker to see through visual blockage while all others in the cloud act as though blinded. It will even block darkvision. The duration of the smoke will remain for 3 combat-rounds. This rolled product can remain unsmoked for a year and remain effective. After one lighting once, it can still be smoked, but will not produce the same effect.

**Black Scarab:** Anyone with this person on his or her person will not be bitten or stung by common insects.

**Blindfold of Etherealness:** When worn, one can strike non-corporeal creatures as if they had physical form; the downside is that the wearer cannot see.

**Boots of Freedom:** These bestow immunity from claustrophobia to the wearer. Further, they allow free movement, meaning the wearer cannot be affected by spells such as *windstorm* or *immobilize*.

**Cheater's Coin:** This token will give whatever result the owner wishes. Although it is usually a coin, some forms come in the shape of dice.

**Dose of Dispatch:** This liquid is swallowed on an action and allows the guzzler to increase in speed. His or her base movement increases by 6 hexes. Additionally, attack speed increases, allowing an additional d20 attack, whether melee or range, but items, spells and divine abilities are not increased. Also, the 5d20 rule cannot be overcome. However, this increased speed does not come with an increased perception to operate with the enhanced velocity, and thus, takes on a penalty of -3 per strike. While sitting in the vial, waiting to be consumed, this mixture remains potent for about 2 months.

**Eclipsed Fire:** This small onyx carving can be thrown down to become a campfire; however, its flames are black and translucent, meaning that it cannot be seen in visible light. Those with darkvision will be able to note the blaze, however. Things that are combusted from magical fire are ignited by normal, visible fire.

**Elixir of Bravery:** This powerful potion grants the imbiber +4 on all spirit preservation, feat and competition saves against fear effects. This bonus lasts 12 combat rounds. The shelf life for this lilac liquid lasts for around 3 months.

**Equestrian Saddle:** This magic saddle enables a novice rider to use a horse at top speed with no movement penalty. Of course, this assumes the rider is in control of his own faculties.

**Everburning Lamp:** This appears as an ordinary oil lamp. This lamp, however, needs no oil in order to burn indefinitely; however, it must be manually lit and snuffed.

**Everbreath:** This gas is contained in a corked vial, but when inhaled, the breather can hold his or her breath for 20 minutes. This protects him from alchemical and magical gases as if he were a creature that does not breathe, and further the chemical permits travel underwater. The viability of the gas in the vial lasts for 4 months.

**Flat Canvas:** This is a canvas stretched on an ordinary artist's frame. The canvas can magically take on the dimensional space which allows up to 30 cubic feet of material to be placed in it, provided that no single object is more than five feet long. This container offers no reduction in the weight of the materials carried, however. It can be removed from the frame for easier carrying, but that effort requires rough two minutes. Nothing can be entered or removed unless the canvas is stretched over a frame. Should the canvas become cut or torn, then all the contents spill out and the item is ruined.

**Fork of Alarm:** These are two metal tuning forks four inches long each. When one fork is struck, the sound is reproduced from the other fork, provided they are no more than three miles apart.

**Grapple of Climbing:** This hook grants +4 to roll against any Climbing Difficulty.

**Hotpan:** A round, iron 9-inch pan which will automatically heat anything placed therein to frying temperature.

**Ink Pin:** This item looks very much like a standard quill with the exception that it has a needle at the end of it. When piercing any single instrument of writing: a scroll, a book, etc., the quill will steal and hold all the words from it. This can later be transferred to another blank page or book. This will work against both magical and non-magical writings. To transfer a magical writing, the time of transference is equivalent to the duration of the original work. For non-magical works, one hour per page is required to reconstruct it. Either way, the transference requires the hand of the one who stole the writing.

**Insulated Bottle:** A dark green glass bottle, about the size of a half-gallon milk carton, with a screw top. Any liquid placed in the bottle will maintain its current temperature indefinitely while inside.

**Invisible Paint:** This topical solution can be splashed or poured on a subject. Performed as an action, it will spread and completely cover a medium-sized being at the start of the pourer's next turn. This makes the target completely invisible for the next 2 minutes (12 rounds). Moreover, as this is a chemical process, the affected being can attack and remain invisible; thus attacks from and against the target acts as if under the "invisibility" restriction for the duration. The effectiveness of the paint remains valid for 2 months after its creation.

**Junk Drawer:** A wooden drawer, about 12 by 18 by 9 inches high, which may be inserted into a suitable desk, wall, etc. When anyone who opens the drawer speaks the name of an object inside it, the object pops up at the front of the drawer, within easy reach. If several similar objects, such as sheets of paper, are placed in the drawer, the person placing them may speak a word which becomes the code word for one particular object in the group. The drawer's magic works only when it is in a proper receptacle of the correct size. This kind of item has obvious uses in a kitchen or closet, but could also be useful to a thief. It will not work in extremes of heat or cold, however.

**Lady's Fan:** With a command word, the fan will continue to move in the same pattern it was moving in just before the word was spoken; typically, to continue to fan the user while one attends to other things.

**Mirror of Light:** This covered mirror comes with a small chain attached. When swung overhead as an action the mirror absorbs ambient light, resulting in a 20 sphere of darkness, lasting 30 seconds, which slowly becomes equalized by the ambient light over following next 30 seconds. Later, the mirror can be uncovered to allow the light back out again. It can hold up to 1 minute (or 6 rounds) of light. Further, special properties of light are preserved, such

## Economy

as moonlight can induce lycanthropy.

**Portable Seat:** A carved miniature wooden chair, which upon command will expand to a full-size chair.

**Potion of Gallantry:** This potion, when consumed, will add a d20 to combat, including martial arts and pole-arms. It works with any style of fighting; however, it cannot exceed 5d10 rule. The duration of the effect is only 1 minute (6 rounds).

**Powder of No-Frosting:** Sprinkling this blue powder over a recipient, the target receives the power of resistance to cold. A person gains 50° Fahrenheit to cold temperatures that would inflict harm or exhaustion. The shelf-life of this powder is longer than most, persisting for nearly one year.

**Purse of Silence:** A leather drawstring purse about the size of a small fist. Whether it is full of coins or holds only a few, no noise emanates from the purse.

**Quenchthimble:** This is a bronze miniature bucket. If the thimble is brandished at a fire, as though water were being thrown from it, the fire acts as though a normal bucket of water had been thrown on it. It will also extinguish Greek fire. The bucket can be used repeatedly on the fire; however, it will only produce an effect as an action.

**Quill of Truth:** This is a gold-colored metal pen with a replaceable quill tip. Only statements believed to be true by the writer can be written with this pen.

**Runebrush:** A rune-covered brush of dragon-bone and animal bristles. The brush will begin to groom the hair of the speaker.

**Shield from Hate:** This is a quality of enchantment added to peculiar shield or armor, forged from orichalcum or more valuable metal. This enchantment provides a special protection from a particular type of creature; sometimes it is orcs; other times it is undead; and in some cases, it protects from very specific types such as female minotaur born in the Black Badlands. Whatever the specific, when it attacks the enchantment causes grants +1 to the AC against this type.

**Sleep Smoke:** This is a small gray nugget enclosed in a glass globe. It can be thrown with “close-enough” accuracy up to 20 feet, where upon the globe will burst and release the smoke in a 5-ft diameter or one hex. The smoke will linger in that area for 30 seconds (or 3 combat rounds). A creature in that location, capable of being affected by sleep, will roll a mind preservation save (DC:8). Failing the save, the being will have its mind score reduced by 1 point as well as becoming unconscious for 1 round. Remaining in the smoke does not create a cumulative effect for those failing the save, but those making the save and remaining in it must continue to roll preservation saves while remaining in the area. The globed smoke will remain potent for about 2 months after creation.

**Smoke of Restraint:** This greenish fluid is encased in a glass globe, which can be hurled with “close-enough” accuracy up to 20 feet, where upon the sphere will burst and release a green smoke in a 5-ft diameter (or one hex), which typically indicates a single target, but the GM may allow exceptions. Within an instant of the impact, the smoke will attack creature(s) in the area by solidifying around them in a greenish goop. This acts as a grappling attack as if the smoke has a body score of 6 (d12+3) and is immune to any environmental conditions for size; however, rain (normal or magical) does present a -2 penalty against the smoke's roll. The alchemical hold will last for 3 rounds if the victim is not able to escape. The mixture stays potent for 3 months.

**Solution of Shock:** When consumed, the imbiber gains an electrical shock to his or her touch passing through any weaponry used as if under the effects of an infusion of lightning invocation. It is also possible to merely touch someone ([touch-based attack](#)), forcing the target to make a body preservation save (DC:10) or suffer 1 point of lightning damage. With this potion, no reaction is required to deliver the shock after the successful touch. The potency of this liquid lasts for around 3 months.

**Stemopowder:** Sometimes referred to as a sneeze-slug. This is a power, wrapped in a tissue paper. It can be thrown using the standard “throwing an item” rules, or it can be launched from a sling or similar mechanical device. If striking an opponent's AC, the victim must make a Resilience save (DC:14) or suffer a sneezing fit. The sneezing will last until the victim's next turn. This will not hamper physical melee attacks; however, ranged attacks will be made at disadvantage. Further, if concentration for magic use was being performed, it is instantly disrupted. Additionally, fey magickery and sorcery are unavailable for use during the stemutation. Divine incantations can be performed; however, they must be cast as if using the “silent prayers” method. Lastly, anything requiring precise speaking will require a Muse save (DC:9). **Strength Snuff:** Snorting this powder will grant the consumer great strength. All body preservations, feats, competitions and bonuses to hit act as if one had a body modifier of +3. On the character sheet if the actual mod is lower than 3 then make up the difference in the extra-mod box. This is above and beyond any values gained in that box from protections, etc. However, any strength or body buffs from other magical devices will not combine. If that character has +3 or greater as a body modifier, then the snuff does not do anything.

**Stitch Needle:** An ordinary-looking needle, but it will continue to sew a stitch on a straight line until ordered to stop.

**Sweeper:** This is a normal-looking straw broom. Upon the utterance of the proper command word, it will sweep out the room it occupies. It does not operate outdoors. It will attempt to sweep out all unprocessed organic material such as dirt, leaves, and living and dead animals and insects, even humans. The broom can be commanded to stop.

**Tepid Blanket:** This blanket automatically maintains a comfortable temperature for anyone sleeping under it. It cannot maintain a temperature difference of more than 30 degrees, however, from the ambient atmosphere. Moreover, it cannot preserve the controlled temperature if it is moving or wrapped around a being who is moving.

**Thick Smoke:** Encased in a glass globe is this navy-colored liquid can be thrown with “close-enough” accuracy up to 20 feet, where upon the sphere will burst and release the smoke in a 10-ft diameter (or one hex surrounded by six adjacent ones). The smoke will linger in that area for 1 minute (6 combat rounds). All creatures relying on sight, including darkvision, cannot see into, out of, or within that area. The mixture stays potent for 3 months.

**Twig of Animals:** Soaking sticks in this solution for two weeks results in this unappetizing treat that when chewed up and eaten grants the consumer the ability to speak with animals. Animals are not typically very smart and have their own perspective which is often limited to food and survival; however, information about recent passersby, weather or even the location of certain general places can be learned. Communication is possible for ten minutes. An uneaten twig will remain viable for 3 months.

**Valet Figurine:** A small totem which can cast a *valet* cantrip spell once per hour.



## Economy

**Webbed Gloves of Dew:** The wearer of these gloves ring can treat air as if it had the consistency of water. The effected can “fly” by swimming through the air; however, under the effects air is too thick to breath. Even water-breathing spells will not overcome this; thus, asphyxiation rules apply when worn too long. Further, other water penalties apply for combat while these are worn.

**Wolfsbane Solution:** This concoction can be consumed by someone cursed by lycanthropy in hopes of preventing transformation. It can be imbibed, but also, it can be weaponized as an injury poison to use against werewolves to reverse their transformation. If striking a changed lycanthrope, the beast makes a body preservation-save (DC: 14) or reverts back to a normal form. The solution is difficult to make, expensive and lasts only 1 month after its creation.

**Zombie Key:** This mystical item can unlock any mechanical lock, but it cannot be removed until the mechanism is returned to its original state and relocked.

## Musical

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Bagpipes	Good	28 ☉	42 ☉	84 ☉	168 ☉	2 ¢
Cello	Fine	55 ☉	75 ☉	150 ☉	300 ☉	5 ¢
Cittern (Lute Family)	Good	30 ☉	60 ☉	100 ☉	200 ☉	3 ¢
Clarinet (Woodwind)	Good	40 ☉	65 ☉	125 ☉	250 ☉	4 ¢
Cornet, brass	Good	35 ☉	55 ☉	115 ☉	225 ☉	4 ¢
Drum, wood and skin (10in-diam)	Good	18 ☉	27 ☉	54 ☉	108 ☉	1 ¢
Flute, brass	Good	32 ☉	48 ☉	96 ☉	192 ☉	3 ¢
Gittern (Lute Family)	Fine	65 ☉	100 ☉	200 ☉	375 ☉	8 ¢
Harp	Fine	75 ☉	135 ☉	275 ☉	500 ☉	8 ¢
Harpsichord	Fine	90 ☉	135 ☉	270 ☉	600 ☉	1 ☉
Hurdy-Gurdy	Fine	65 ☉	110 ☉	200 ☉	350 ☉	8 ¢
Lute	Fine	60 ☉	90 ☉	180 ☉	360 ☉	6 ¢
Lyre, wood (8-string)	Fine	45 ☉	70 ☉	135 ☉	270 ☉	5 ¢
Oboe (Woodwind)	Good	45 ☉	70 ☉	140 ☉	275 ☉	4 ¢
Pan Flute, wooden	Good	16 ☉	24 ☉	48 ☉	96 ☉	
Pipe Organ	Fine	160 ☉	225 ☉	450 ☉	900 ☉	1 ☉ 5 ¢
Slide Trumpet	Good	50 ☉	80 ☉	150 ☉	300 ☉	6 ¢
Trumpet, brass	Good	40 ☉	60 ☉	120 ☉	250 ☉	4 ¢
Viola	Fine	45 ☉	65 ☉	130 ☉	275 ☉	5 ¢
Xylophone	Fine	60 ☉	100 ☉	200 ☉	350 ☉	1 ☉

## Real Estate

Item	Quality	At Source	Local Market	Money Down	50-yr Month	Maintenance
Bungalow, 300 sq-ft	Common	2400 ☉	2640 ☉	500 ☉	24 ☉	9 ☉
Casita, 500 sq-ft	Good	4200 ☉	4620 ☉	1200 ☉	56 ☉	10 ☉
Cottage, 1000 sq-ft	Good	9000 ☉	9900 ☉	3000 ☉	100 ☉	12 ☉
Townhome, 1500 sq-ft	Fine	14,000 ☉	15,400 ☉	4500 ☉	175 ☉	15 ☉
Villa, 2000 sq-ft	Fine	19,200 ☉	21,120 ☉	8000 ☉	225 ☉	18 ☉
Chateau, 2500 sq-ft	Fine	25,000 ☉	27,500 ☉	12,000 ☉	250 ☉	24 ☉
Mansion, 3000 sq-ft	Fine	30,000 ☉	33,000 ☉	15,000 ☉	300 ☉	30 ☉
Manor, 5000 sq-ft	Fine	55,000 ☉	60,500 ☉	30,000 ☉	500 ☉	60 ☉
Land, Farming (1 acre)	Good	300 ☉	330 ☉	n/a	n/a	
Land, Estate (1 acre)	Fine	500 ☉	550 ☉	n/a	n/a	
Rental, Bungalow 300 sq-ft	Common	20 ☉	30 ☉	n/a	n/a	
Rental, Casita, 500 sq-ft	Good	30 ☉	45 ☉	n/a	n/a	
Rental, Cottage, 1000 sq-ft	Good	60 ☉	75 ☉	n/a	n/a	
Rental, Townhome, 1500 sq-ft	Fine	90 ☉	120 ☉	n/a	n/a	
Boarding Room (1 month)	Common	35 ☉	n/a	n/a	n/a	2-occ
Boarding Room Private (1 month)	Good	60 ☉	n/a	n/a	n/a	Single occ

Purchasing property is a difficult thing. Interest rates are around 2% monthly with a third to half collateral for loans. Even then, mortgages rarely run under 50 years. Even when someone is willing to buy an entire lot or home in cash, the seller will typically add a 5-year mortgage for the final 10% to ensure it is being used for the purpose stated in the contract. More than one legal battle has ensued over breach of contract, not because of failure of payment, but failure of declared intent, whereby damages often reach close to the amount paid to date, sometimes more.

While there are no real estate agents per se, it is not uncommon to have a pitchman or bank representative for the owner, as owners are often away and unable to manage the sale. Further, one quick note on the sale of a manor: if purchasing one, a minimum of 5 acres will be included.

## Economy

Also, concerning boarding rooms. There are basically two forms. The first is a double occupancy where each pay around 35 bits per month. The other is a single room, which obviously costs more. Traveling priests, when no temple is available, and other types often use boarding when having business in a location for a few weeks or even perhaps a few years. However, this is a considered short-term rental agreement. Most other agreements are for long-term or life rental of a homestead.

## Services

Item	At Source	Local Market	Shortage	Strike
Anti-Venom (incantation)	250 ☉	n/a	n/a	n/a
Banquet (per person)	10 ☉	12 ☉	24 ☉	48 ☉
Burial, Ceremony	10 ☉	n/a	n/a	n/a
Burial, Headstone	15 ☉	n/a	50 ☉	n/a
Burial, Unmarked Grave	2 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (1-point)	50 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (2-point)	125 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (3-point)	250 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (4-point)	400 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (5-point)	600 ☉	n/a	n/a	n/a
Casting, Sorcery, One-Time (6-point)	1,000 ☉	n/a	n/a	n/a
Cartage, Land (per barrel per day)	2 ☉	3 ☉	6 ☉	12 ☉
Court Lawyer (per day)	5 ☉	n/a	n/a	n/a
Fortune-Telling, (1 reading)	2 ☉	3 ☉	6 ☉	12 ☉
Carriage Service (per mile)	5 ¢	7 ¢	2 ☉	4 ☉
Discern Language (per page)	25 ☉	n/a	60 ☉	120 ☉
Exorcism	1,000 ☉	n/a	n/a	n/a
Free Curse	500 ☉	n/a	n/a	n/a
Gentle Repose (per corpse)	100 ☉	n/a	n/a	n/a
Invocation, Generic, One-Time (per Spirit Point)	50 ☉	<i>Use for divine power casting if not listed by specific spell</i>		
Labor, General (per day)	2 ☉	n/a	n/a	n/a
Labor, Brick Layer (per day)	2 ☉ 5 ¢	n/a	n/a	n/a
Labor, Masonry (per day)	3 ☉ 8 ¢	n/a	n/a	n/a
Legal Contract	6 ☉	n/a	n/a	n/a
Legal Deed	8 ☉	n/a	n/a	n/a
Lodging, Common (each)	1 ☉	1 ☉ 5 ¢	4 ☉	8 ☉
Lodging, Double Occupancy (each)	2 ☉ 8 ¢	4 ☉ 2 ¢	9 ☉	18 ☉
Lodging, Quad Occupancy (each)	2 ☉ 2 ¢	3 ☉ 3 ¢	7 ☉	14 ☉
Lodging, Religious Hostel (single)	2 ☉	3 ☉	6 ☉	12 ☉
Magical Detection (per item)	100 ☉	n/a	250 ☉	500 ☉
Marriage, Ceremony (Simple)	20 ☉	n/a	n/a	n/a
Messenger (per mile)	1 ¢	2 ¢	3 ¢	6 ¢
Metalworking, Iron (per day)	5 ☉	n/a	n/a	n/a
Metalworking, Steel/Silver (per day)	8 ☉	n/a	n/a	n/a
Metalworking, Enchanted Ore (per day)	35 ☉	n/a	n/a	n/a
Necrosayance (per question)	100 ☉	n/a	n/a	n/a
Remove Disease (incantation)	300 ☉	n/a	n/a	n/a
Scribe (per hour)	2 ☉	3 ☉	6 ☉	12 ☉
Sculpt Incantation (per 10 cu ft)	100 ☉	n/a	n/a	n/a
Shipping, Sea (per barrel per day)	1 ☉ 5 ¢	2 ☉ 3 ¢	5 ☉	10 ☉
Shoeing, Horse (4 shoes)	18 ☉	30 ☉	60 ☉	120 ☉
Stabling, with feed (per day)	8 ¢	1 ☉	2 ☉	4 ☉
Street Prostitute	n/a	5 ☉	20 ☉	50 ☉
Translator (per day)	2 ☉	4 ☉	10 ☉	20 ☉
Travel, By Coach (per day)	10 ☉	15 ☉	30 ☉	60 ☉
Travel, By Ship (per day)	12 ☉	18 ☉	36 ☉	75 ☉
Treat Body (per casting)	50 ☉	n/a	n/a	n/a
Valet (per day)	7 ¢	1 ☉	2 ☉	4 ☉

Services should rarely be acquired outside the local market, unless managed under special circumstances controlled by the GM. Perhaps one of the player's characters is a fortune-teller. However, churches and lawyers would likely be treated as "at source".

Moreover, it simply makes no sense to go to another city to get services for a different location. However, there may be a worker shortage, which would force up the price. It is also possible there could be a great fear to perform the service from a perceived curse or perhaps some sort of organized strike where those performing the service might be endangered by threat of reputation or even physical harm.

Further, the difference between purchasing through the local market and hiring someone directly is exactly that description. Quite

## Economy

often, if a resident of the area, payments will be directly to the source. However, if a visitor to another city, using an agent to plan for services is not uncommon.

**Lodging:** Various businesses and taverns offer lodging to travelers. Many will have a common room where every sleeps. Typically, there is not a bed for anyone bur rather various furnishings and floor space. To acquire a private room, a double occupancy or four-person room can be provided; however, these are less common and not all inns will have them. If not paying for all occupancy slots, there is a high probability, the inn will lodge a stranger to fill the extra bed and collect funds.

**Religious Hostel:** These are private rooms offered by churches and temples. These have limited availability and are typically offered to those of the faith first. Often a traveling priest or monk will be staying in an area for a few weeks but will require privacy. This can be found at the hostel of his or her faith. Occasionally, a mission will require months of extended stay. In these cases, the expense might be offset by bartering some simple services in exchange. This would usually include acting as a desk agent for part of the time or perhaps cleaning and cooking at the church.

**Shoeing, Horse:** When shoeing a horse, it permits the beast of burden to carry an additional 100 pounds of burden. However, there are also small risks of damaging the beast. These are explained under the *farrier* skill.

## Storage

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Backpack, leather (1¼ cu feet)	Good	5 Ⓞ	8 Ⓞ	15 Ⓞ	30 Ⓞ	With Standard
Backpack, leather (3½ cu feet)	Good	7 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	
Backpack, oiled leather (1¼ cu feet)	Fine	8 Ⓞ	12 Ⓞ	24 Ⓞ	45 Ⓞ	
Backpack, suede (2¾ cu feet)	Fine	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Bag, buckskin (1½ cu feet)	Good	3 Ⓞ	5 Ⓞ 7 ¢	10 Ⓞ	15 Ⓞ	
Bag, hemp canvas (1½ cu feet)	Common	2 Ⓞ	3 Ⓞ 5 ¢	5 Ⓞ	8 Ⓞ	
Barrel, cedar (15 gal)	Good	4 Ⓞ	8 Ⓞ	15 Ⓞ	20 Ⓞ	
Barrel, oak (15 gal)	Good	5 Ⓞ	10 Ⓞ	20 Ⓞ	30 Ⓞ	
Barrel, pine (15 gal)	Common	4 Ⓞ	6 Ⓞ	12 Ⓞ	20 Ⓞ	
Barrel, oak (20 gal)	Good	7 Ⓞ	12 Ⓞ	24 Ⓞ	40 Ⓞ	
Barrel, oak (40 gal)	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	50 Ⓞ	
Basket, ash-wicker (½ cu foot)	Good	2 Ⓞ	3 Ⓞ	5 Ⓞ	10 Ⓞ	
Basket, bamboo-plaited (1 cu foot)	Good	5 Ⓞ	7 Ⓞ	15 Ⓞ	30 Ⓞ	
Basket, oak-plaited (1¼ cu foot)	Good	3 Ⓞ □ □	5 Ⓞ 5 ¢	10 Ⓞ	20 Ⓞ	
Basket, straw-plaited (200 cu in)	Common	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ	
Basket, willow-wicker (¼ cu foot)	Common	2 Ⓞ 4 ¢	4 Ⓞ	7 Ⓞ	12 Ⓞ	
Basket, wool-coiled (3 quarts dry)	Good	5 Ⓞ	7 Ⓞ	12 Ⓞ	20 Ⓞ	
Basket, wool-coiled (6 gal. dry)	Good	15 Ⓞ	20 Ⓞ	40 Ⓞ	75 Ⓞ	
Bottle, clear glass, quart	Fine	8 ¢	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Bottle, green glass, quart	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 4 ¢	With Standard
Canteen, wood cork-stopper (quart)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Coin purse, canvas	Common	3 ¢	5 ¢	1 Ⓞ	2 Ⓞ	With Standard
Coin purse, suede	Good	4 ¢	6 ¢	1 Ⓞ 2 ¢	1 Ⓞ 4 ¢	
Coin purse, felt-covered	Fine	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ	
Jug, stoneware (1 gal)	Good	1 Ⓞ	3 Ⓞ	5 Ⓞ	8 Ⓞ	
Pot, earthenware (1 gal)	Common	5 ¢	9 ¢	2 Ⓞ	3 Ⓞ 5 ¢	
Pot, porcelain (1 gal)	Fine	1 Ⓞ 5 ¢	2 Ⓞ 2 ¢	4 Ⓞ	7 Ⓞ	
Pot, stoneware (1 gal)	Good	1 Ⓞ	1 Ⓞ 8 ¢	3 Ⓞ 5 ¢	6 Ⓞ	
Quiver, leather	Good	2 Ⓞ 5 ¢	3 Ⓞ 8 ¢	7 Ⓞ 5 ¢	15 Ⓞ	
Saddlebags, leather (6 gal dry)	Good	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ	
Scabbard, Longsword, leather	Good	5 Ⓞ	7 Ⓞ 8 ¢	15 Ⓞ	30 Ⓞ	
Sheathe, Dagger, leather	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ	
Waterskin (1 gal)	Common	2 Ⓞ	3 Ⓞ	5 Ⓞ	8 Ⓞ	With Standard

## Substance

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Adamantine, Ore (1 lb)	Ore	5,000 Ⓞ 250 gold	n/a	n/a	n/a	
Algidum (1 lb)	Ore	4,000 Ⓞ 200 gold	n/a	n/a	n/a	
Ambergris (1 oz)	Good	45 Ⓞ	65 Ⓞ	125 Ⓞ	250 Ⓞ	
Amethyst (1 carat)	Fine	25 Ⓞ	40 Ⓞ	60 Ⓞ	80 Ⓞ	
Beeswax (5 lb)	Good	1 Ⓞ 5 ¢	2 Ⓞ 5 ¢	4 Ⓞ	6 Ⓞ	
Brass (1 lb)	Alloy	n/a	25 Ⓞ	n/a	n/a	
Brick (9in x 5in x 3 in)	Good	½ ¢	¾ ¢	1½ ¢	3 ¢	
Brimstone, Powder (1 oz)	Good	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ	

## Economy

Bronze (1 lb)	Alloy	n/a	20 Ⓞ	n/a	n/a
Buckskin (1 sq yard)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Coal, Heating (1 ton)	Common	15 Ⓞ	23 Ⓞ	38 Ⓞ	60 Ⓞ
Coal, Smithing (500 lbs)	Good	7 Ⓞ	11 Ⓞ	18 Ⓞ	30 Ⓞ
Copper, Ore (1 lb)	Ore	30 Ⓞ	50 Ⓞ	n/a	n/a
Down, Goose (1 lb)	Common	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	5 Ⓞ
Electrum (1 lb)	Ore	400 Ⓞ	500 Ⓞ	n/a	n/a
Explosive Oil (1 flask)	High	6 Ⓞ	10 Ⓞ	20	40
Firebreather's Oil (1 flask)	High	3 Ⓞ	5 Ⓞ	10	20
Firewood (cord)	Common	10 Ⓞ	12 Ⓞ 3 ¢	22 Ⓞ	33 Ⓞ
Firewood (per day)	Common	1½ ¢	2 ¢	5 ¢	9 ¢
Fleece (1 lb)	Common	2 Ⓞ	2 Ⓞ 4 ¢	5 Ⓞ	10 Ⓞ
Gold, Ore (1 lb)	Ore	1,800 Ⓞ 90 gold	2000 Ⓞ 100 gold	n/a	n/a
Hide, Cow (1 sq yard)	Common	¾ Ⓞ	1 Ⓞ	2 Ⓞ	4 Ⓞ
Hide, Lamb (1 sq yard)	Common	1 Ⓞ 2 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢	7 Ⓞ 2 ¢
Hide, Horse (1 sq yard)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Iron, Ore (1 lb)	Ore	5 Ⓞ	n/a	n/a	n/a
Ivory, Elephant (1 pound)	Good	90 Ⓞ	150 Ⓞ	300 Ⓞ	600 Ⓞ
Lambskin (1 sq yard)	Good	7 Ⓞ	11 Ⓞ	21 Ⓞ	42 Ⓞ
Lead, Ore (1 lb)	Ore	3 Ⓞ	n/a	n/a	n/a
Leather, Cow (1 sq yard)	Good	4 Ⓞ 8 ¢	6 Ⓞ 6 ¢	13 Ⓞ	26 Ⓞ
Leather, Cow (full hide)	Good	20 Ⓞ	26 Ⓞ 6 ¢	54 Ⓞ	110 Ⓞ
Lumber (200 board ft)	Good	15 Ⓞ	23 Ⓞ	45 Ⓞ	90 Ⓞ
Magnesium, (1 oz)	Good	8 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ
Meteore, Ore (1 lb)	Ore	800 Ⓞ 40 gold	n/a	n/a	n/a
Mythril, Ore (1 lb)	Ore	4,500 Ⓞ 225 gold	n/a	n/a	n/a
Oil, hemp seed (1 gal)	Fine	3 Ⓞ	5 Ⓞ	8 Ⓞ	15 Ⓞ
Oil, linseed (1 gal)	Fine	2 Ⓞ	4 Ⓞ	6 Ⓞ	10 Ⓞ
Oil, whale (1 gal)	Good	1 Ⓞ	2 Ⓞ	4 Ⓞ	8 Ⓞ
Oil, whale (1 gal)	Fine	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Papyrus (1 ft x 1 ft)	Good	6 ¢	9 ¢	1 Ⓞ 8 ¢	3 Ⓞ 6 ¢
Parchment, lambskin (1 ft x 1 ft)	Good	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	6 Ⓞ
Pearl, Baroque	Good	22 Ⓞ	33 Ⓞ	66 Ⓞ	140 Ⓞ
Pearl, Button (6mm)	Fine	190 Ⓞ	285 Ⓞ	570 Ⓞ	1,140 Ⓞ
Pearl, Round (6mm)	Fine	500 Ⓞ	750 Ⓞ	n/a	n/a
Pearlash (1 lb)	Good	4 Ⓞ	6 Ⓞ	12 Ⓞ	24 Ⓞ
Pelt, Beaver	Good	4 Ⓞ 5 ¢	6 Ⓞ	12 Ⓞ	24 Ⓞ
Pelt, Fox	Good	5 Ⓞ	7 Ⓞ 5 ¢	15 Ⓞ	30 Ⓞ
Pelt, Mink	Good	8 ¢	1 Ⓞ	2 Ⓞ	4 Ⓞ
Pelt, Rabbit	Good	5 ¢	6 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢
Phosphorus, Powder (1 oz)	Good	2 Ⓞ	3 Ⓞ	6 Ⓞ	12 Ⓞ
Pigskin (1 sq yard)	Good	3 Ⓞ	4 Ⓞ	8 Ⓞ	16 Ⓞ
Platinum, Ore	Ore	320 Ⓞ	400 Ⓞ	n/a	n/a
Quicksilver (1 oz)	Fine	2 Ⓞ	3 Ⓞ	6 Ⓞ	10 Ⓞ
Rope, Cotton (50 ft)	150lb-Rating	6 Ⓞ	10 Ⓞ	20 Ⓞ	40 Ⓞ
Rope, Hemp (50 ft)	250lb-Rating	12 Ⓞ	18 Ⓞ	35 Ⓞ	70 Ⓞ
Rope, Hemp Double-Thick (50 ft)	900lb-Rating	35 Ⓞ	50 Ⓞ	100 Ⓞ	200 Ⓞ
Rope, Silk (50 ft)	500lb-Rating	15 Ⓞ	25 Ⓞ	50 Ⓞ	90 Ⓞ
Rope Ladder, Cotton (20 ft)	225lb-Rating	7 Ⓞ	12 Ⓞ	24 Ⓞ	28 Ⓞ
Rope Ladder, Hemp (20 ft)	375lb-Rating	10 Ⓞ	15 Ⓞ	30 Ⓞ	60 Ⓞ
Rope Ladder, Silk (20 ft)	750lb-Rating	12 Ⓞ	18 Ⓞ	35 Ⓞ	70 Ⓞ
Seed, Tobacco (oz per 4 acres)	Good	60 Ⓞ	90 Ⓞ	180 Ⓞ	360 Ⓞ
Silver, Ore (1 lb)	Ore	300 Ⓞ 15 gold	400 Ⓞ 20 gold	n/a	n/a
Soap, Hard (1 lb)	Good	8 ¢	1 Ⓞ 2 ¢	2 Ⓞ 5 ¢	5 Ⓞ
Steel, Alloy (1 lb)	Alloy	n/a	20 Ⓞ	n/a	n/a
Tin, Ore (1 lb)	Ore	10 Ⓞ	n/a	n/a	n/a
Tobacco, Chewing	Common	1 Ⓞ	1 Ⓞ 5 ¢	3 Ⓞ	5 Ⓞ
Tobacco, Smoking	Good	1 Ⓞ 3 ¢	1 Ⓞ 9 ¢	4 Ⓞ	8 Ⓞ
Zinc, Ore (1 lb)	Ore	15 Ⓞ	n/a	n/a	n/a

**Adamantine:** The sparse pitch-black ore is very heavy and offers amazing protection in armors. Some consider this a metal while others a stone. The truth is it is a little of each. Adamantine can only be smelted with special tools and skills. Further, one cannot use standard forging methods to work with this particular substance, as it also grows in a crystalline structure which has to be controlled properly during any forging using *cold metallurgy*. This obsidian-colored mineral is found deep in the earth, often close to volcanic sources. When raw adamantine is mined, usually only small deposits are found.

## Economy

**Algidum:** This is a very peculiar metal that cannot be forged in fire, but rather requires the rare skill of *cold-metallurgy* to fashion.

**Brass:** Adding zinc to the smelting process of copper will produce brass. This alloy is used in decorative finishing, locking mechanisms, even the mechanics of crossbows. There have been applications for brass in plumbing and plating for musical instruments. In agriculture, brass has been used for gears and bearings in some of the more sophisticated engineering.

**Bronze:** This is an alloy, but not naturally occurring. It is created by the melting copper and tin together. It is highly resistant to corrosion, especially that of water and sea salt. Further, bronze may offer a shielding to psionic and other mental attacks. It is not mined by manufactured.

**Copper:** This metal has several purposes. It can be mixed with zinc to create brass. It can also be combined with tin to produce bronze. One of the most common uses for copper is to press it into coins. By weight, 500 coins equal one pound of copper.

**Gold:** While silver may set the currency standard, gold is probably the most recognized of all the previous metals. Gold coins are the heaviest of all coins, due to both their size and density. Stacking 100 gold coins on a scale will equate to one pound. It is sold from mines 3.5 million bits per ton or around 1800 per pound. The exchange rate is 1 gold coin equals 20 silver bits equals 200 coppers. However, by weight one pound of gold equals about 5 pounds of silver equals nearly 40 pounds of copper.

**Electrum:** This naturally occurring greenish metal is not uncommon to find; however, it exists in less abundance than platinum. In Enchanted Realms, it should not be confused with the real-world alloy of gold and silver. It is rare and thus occasionally people have used it as a coin because it tends to smelt well with other metals.

**Iron:** This is the core metal of most weapon-making. However, iron offers much more than the art of war. Many tools, such as sickles and ploys are made from iron, which allow for growing food in tougher soils. Further, picks and drills make use of iron, permitted salts and other minerals to be extracted from the earth in ways not possible with bronze or stone. Combined with charcoal and quenched by various cooling techniques, iron can be forged into a steel alloy. Mined in bulk, iron sells for around 10,000 bits per ton.

**Lead:** This soft and heavy metal is sometimes used in armors and shields, but it is the least effective of the metals for this purpose. However, lead has a fairly low melting point, making it a wonderful ore to use a welding joints. Its value is a little less than iron, fetching 6000 bits per ton. Also, remember that *plumbum* is denser than iron. A cubic inch of lead will weigh just under half a pound, but a cubic inch of iron only 4 ounces.

**Meteorite:** A very rare metal with limited uses. Primarily weapons and armors are its chief purpose, which still makes it a rather coveted ore to have. It is a natural alloy arriving in chunks of metal fallen from the skies, which may be why it has been called by other names, such as Thunder-Metal and Sky-Ore. Of course, not every meteorite contains the special ore. In fact, only around 1 in 20 that do reach the ground consist of this special metal. The average rock contains between 3 and 30 pounds; however, major craters of several tons have been discovered. Its rarity both increases and decreases its value, as there really is not enough to establish a solid trade commodity. Combined with its limited use, a generally agreed value has been placed around 800 silver bits per pound.

**Mythril:** This is a quite unusual ore, in all sorts of environments – sometimes when a geological formation of ore would not seem to make sense. Mythril deposits have been discovered in other mines, but also in swamps and arctic terrains. Its properties make it very durable, but also very light. In fact, a cubic foot of mythril weight around 150 pounds, compared to about 500 pounds of iron occupying the same volume. As such, it often requires less material; however, it will take up around three times the physical space by weight. The current exchange for this ore is 4500 bits per pound.

**Platinum:** A platinum rod weighs one-fourth of a pound. This means that by weight, platinum is not much more valuable than silver. This fact confuses a lot of people considering how the exchange rate works. Perhaps money-crafters of the past made a mistake by offering the rod of platinum. However, the mining price of platinum is set about 320 silver bits per pound.

**Silver:** This is the metal used as the standard for currency exchange. When minted into coins, they are flat discs with a hole in the center. A silver bit's outer circumference is close to that of a US Dime. However, due to its missing center, it requires around 400 bits to make a pound of silver.

**Tin:** As a light metal, tin is an excellent addition to other metals to create alloy variants in the smelting process.

**Zinc:** A less-often-considered metal in the fantasy world, but a very important one for many of the productions of the world. It is also a quiet profit-maker, as it is sold for more than iron and can rival copper from time to time in some markets. Zinc is priced at 30,000 silver bits per ton.

As final note on substances, there are several not listed here which have additional properties and a hyper-normal nature. Among these are duskwood, orichalcum, scarletite, stonewood, and others. Further details about these materials can be found in the Game Master section.

## Tools

## Economy

Item	Quality	At Source	Local Market	Nearby City	Distant City	Maintenance
Abacus	Fine	6 ☉	9 ☉	18 ☉	36 ☉	
Auger Drill, manual	Good	15 ☉	23 ☉	45 ☉	90 ☉	1 ☉
Book, Parchment, leather (24-pg)	Good	30 ☉	45 ☉	90 ☉	180 ☉	
Cage, Rabbit Trap	Good	16 ☉	24 ☉	48 ☉	96 ☉	
Calligraphy Pens	Fine	8 ☉	12 ☉	24 ☉	48 ☉	
Chisel, wood and iron	Good	2 ☉	3 ☉	6 ☉	12 ☉	
Fishing Pole, with line	Good	1 ☉ 2 ¢	1 ☉ 8 ¢	3 ☉ 5 ¢	7 ☉	
Grappling Hook, iron	Good	4 ☉	6 ☉	12 ☉	24 ☉	
Grappling Hook, steel	Superior	56 ☉	75 ☉	150 ☉	300 ☉	
Hoe, wood and iron	Common	1 ☉	1 ☉ 5 ¢	3 ☉	6 ☉	
Jewelers Tools	Fine	30 ☉	45 ☉	90 ☉	180 ☉	2 ☉
Lawn Mower, manual	Fine	60 ☉	90 ☉	180 ☉	360 ☉	1 ☉
Lock Picks, steel	Fine	18 ☉	30 ☉	60 ☉	120 ☉	1 ☉
Magnifying glass (3in-diam)	Fine	12 ☉	18 ☉	36 ☉	72 ☉	
Manacles (Iron)	Good	15 ☉	20 ☉	40 ☉	80 ☉	
Medical Kit	Superior	40 ☉	65 ☉	100 ☉	150 ☉	8 ☉
Pick, Mining, steel	Good	20 ☉	30 ☉	60 ☉	120 ☉	
Pitchfork, iron	Common	3 ☉	5 ☉	10 ☉	20 ☉	
Plow, Iron/Wood	Good	18 ☉	27 ☉	52 ☉	90 ☉	
Plow, Steel	Fine	190 ☉	240 ☉	450 ☉	750 ☉	1 ☉
Quill (qty 3)	Good	¾ ¢	1 ¢	2 ¢	4 ¢	
Scale, Balance, bronze, 3in-disks	Fine	30 ☉	45 ☉	90 ☉	180 ☉	1 ☉
Scissors, iron	Good	6 ☉	9 ☉	18 ☉	36 ☉	
Shears, iron	Good	7 ☉	11 ☉	22 ☉	44 ☉	
Shears, steel	Fine	45 ☉	60 ☉	120 ☉	240 ☉	
Shovel, wood and iron	Good	4 ☉	6 ☉	12 ☉	20 ☉	
Sickle, iron	Good	5 ☉	9 ☉	15 ☉	30 ☉	
Signet Ring, brass	Fine	10 ☉	15 ☉	30 ☉	60 ☉	
Spyglass, brass	Fine	22 ☉	35 ☉	70 ☉	140 ☉	
Torch, wood tallow	Common	2 ¢	3 ¢	5 ¢	1 ☉	With Standard
Torch, wood wax	Good	4 ¢	6 ¢	1 ☉	2 ☉	
Whetstone	Good	8 ¢	1 ☉	2 ☉	4 ☉	
Wound Kit	Fine	20 ☉	30 ☉	50 ☉	100 ☉	1 ☉

**Lawnmower:** This is a simple mechanical device, taking advantage of brass bearings, engineering, and other advancements in machinery to spin rotating blades as a person pushes it from behind. It will effectively cut a clear path in grass and other flora.

**Medical Kit:** This is a leather pouch containing cautery tools, cupping vessels, herbs, forceps, mild narcotics, stitching and tubes. While maintenance keeps this fully stocked, if spending significant time away from civilization, no more than 14 treatments can be performed.

**Plows:** In both iron and steel varieties, the plow is hooked up to horses or oxen, used to cut furrows in the soil. The steel plow will work terrains that are rougher and have more difficult soil.

**Wound Kit:** This is a canvas bag containing bandages, ointment syringes and splints.

## Transportation

## Economy

Item	Quality	At Source	Local Market	Maintenance	Capacity
Carriage, 2-axle	Fine	300 ☉	500 ☉	8 ☉	4,000 lbs up to 4 humans
Cart, Mule, wooden 1-axle	Common	30 ☉	45 ☉	4 ☉ annually	800 lbs
Cart, Mule, wooden, 2-axles	Good	40 ☉	60 ☉	6 ☉ annually	1,500 lbs
Cart, Push, wooden, 1-axle	Common	25 ☉	38 ☉	2 ☉ annually	300 lbs
Chariot, 1-axle	Fine	500 ☉	800 ☉	8 ☉	2,000 lbs 1 - 2 humans
Clockwork Vehicle	Superior	Custom	n/a	Special	Custom
Dog Sled	Good	40 ☉	60 ☉	1 ☉	600 lbs
Necro-Tank	Fine	Custom	n/a	Special	Custom
Keelboat	Good	2,000 ☉	3,000 ☉	20 ☉	5 tons up to 6 passengers
Rowboat	Good	30 ☉	50 ☉	8 ☉	250 lbs 1 - 3 humans
Sail, Brigantine	Superior	15,000 ☉	22,500 ☉	110 ☉	100 tons
Sail, Caravel	Fine	7,500 ☉	10,000 ☉	65 ☉	30 tons
Sail, Clipper	Superior	25,000 ☉	35,000 ☉	140 ☉	150 tons
Sail, Cog	Fine	3,000 ☉	4,000 ☉	25 ☉	10 tons
Sail, Galleon	Superior	50,000 ☉	75,000 ☉	180 ☉	250 tons
Wagon, Cargo, wooden, canvas	Good	500 ☉	750 ☉	5 ☉	8,000 lbs up to 10 humans

**Clockworks:** These are gnomish engineering with various designs; perhaps one-person "insect walkers" or tread-based delicate wagons. They are as scarce as magic carpets and such magical transports. However, with *engineering* or a specially-trained skill, anyone can operate one.

**Keelboat:** This is basically a 40-foot rowboat, manned by 8 to 16 oarsmen. These can carry up to six passengers beyond the crew. One travels an average of 1 MPH.

**Necro-Tank:** This is vehicle which uses undead to power it. Perhaps it is a keelboat with skeletal oarsman or it could be a large carriage with zombies enclosed in the wheels that push it forward, slowly but without the need for fuel. This is all good until the undead has to be replaced.

**Rowboat:** This vehicle can move at an average speed of 1½ MPH. Rowing can occur for a number of hours equal to one's Strength score.

**Sailing ships:** Such vessels average speed of 2½ MPH; however, with a proper crew and favorable conditions speed up to 3 MPH can be maintained.

## Adventuring

Exploring the ancient tomb of horrors, slipping through the back alleyways of an urban setting, carving one's way through the savage jungles of the Ape King – these are the stories which drive the game. The PCs will embark on many tales, face challenges and hopefully reap reward. This section will cover many additional details, not covered elsewhere to manage those stories.

## Metagaming

### Miscalculations

There are many who believe that story-telling, defining tone and narrative to the game are more important elements than the numbers of stats, attributes or whatever the game system chooses to call them. Yes, the metrics of the numbers determine the odds of success or the amount of incoming trauma that one's character can withstand. Having those measurements allow for equal application to all players. That balances the fairness of the game by the mechanics of its system. All of that is good.

However, when players crunch those numbers, find the statistical advantages to maximize success and minimize threat all in the name of having a powerful character, this is when game designers and game masters begin to use the phrase “metagaming.” Now, to be fair, that is an oversimplified explanation. Players should pick skills and place attribute values to give themselves the best chances, but all that should be in the context of the character, not the player. Selecting skills at random or without choosing those that help a character reach his or her goals is just silly and would ruin the enjoyment of the game. On the other extreme of the silliness and destroyed fun are the players who pick skills for the sole purpose of padding the systemic numbers used in the system without regard to why a character would make that choice.

Strong GMs have many methods to handle metagaming. If in the story a player's character joins a guild, church, or perhaps a cult to gain access to learning specific skills, there is often an agreement and expectation of behavior that goes along with the benefit of being able to train in those skills. Often GMs know the loopholes of the system and create cultural and in-story protections to prevent min-maxers from exploiting the imperfect set of rules. When a member of that organization starts becoming a problem by drawing attention, misusing his or her power, not paying dues or whatever the reason, often the guild itself will mark that member for discipline, punishment, expulsion and perhaps even assassination. This is why having meaning beyond just the numbers is critical to the game. That said, there is no need to discuss metagaming here. The point is players should avoid doing it.

## Metaphysics

### Beyond the numbers

What is worth discussing instead is metaphysics. Perhaps one has noted that the game makes three distinct segregations: Body, Mind and Spirit. These things are not just numbers but rather things that exist within every form of life. This includes those entities where it appears one might be missing. For example, an undead skeleton is basically mindless when we read the description and look at its numbers on the monster stat sheet. However, a skeleton can follow instructions. It can sense and perceive the world around it, albeit limited and different than humans do. All of that indicates that there is a mind present; however, it is infinitesimally small, registering as a zero as a metric. This is true about its spirit or soul as well.

Why does that matter? The answer is because many aspects of Enchanted Realms has been built upon the fantasy world physics of these aspects being the building blocks of life – even if life has a little different meaning in the game. I know, it's a bit difficult to think of the undead as a form of life, but in a fantascientific category, the undead have “life.” Further, how things work, world interactions, rules outside the numbers, explanations of cosmology, metaphysics and even epistemology – the building blocks of fantasy-world physics are based on the concepts of Body, Mind and Spirit and other rules of three. These explanations behind how things work are very different than how they do on Earth, even if observably there is virtually no difference. More on this spread through out the rulebook, but as a player, the thing to remember is this is a fantasy world where dragons and fairies roam, where fire is evoked into existence by command, where spirits warn warriors on their journeys. Don't expect earthly explanations to mean the same, and the numbers used in the game are merely representations of something greater, the balance of many variables, not just a math problem to be solved.

## Fantasy Physics

What fantasy writers tend to do by default is take a realistic-physics world and add magic. Let's be clear: that is not Enchanted Realms. This is a world where gods grant powers to mortals to do their bidding, and strands of magical energy can be captured by thought, word and motion. This is not a world with earth-based physics, and it should not assumed to be one.

To be fair, the GM is the ultimate arbiter of how his or her world works; however, it is strongly recommended not to get trapped into chemistry, aerodynamics, fluid-dynamics, fossil records and all those sciences of our world. While Enchanted Realms absolutely has sciences and physics, players should not make assumptions they work the same way as ours; further, players should avoid arguing rules based on that premise.



## Adventuring

That said, it is the GM's duty to ensure that the physics of the fantasy world works consistently – or if they don't, understand why. Therefore, here are some suggestions of fantasy lore.

First, understand the triangular relationship of fire, lightning and ice. Fire is an effective defense against ice. Ice protects hinders lightning; and lightning blocks fire.

Another important feature of the fantasy world is weather and crop-cycles. Forget photosynthesis and seasons based on orbital revolution of the planet. No, weather is controlled by greater air spirits, who can be angered. While these spirits, called “emas” by scholars, prefer routine and normalcy, which explains the seasons, these beings ultimately command the winds, rains, temperature, etc. It is not that elves are really good at meteorology that allows them *weather omen* but rather their fey-blood that creates a connection to empathically sense the will of the emas in the region.

Diseases are not a collection of bacteria and viruses. Instead these are malevolent energies that spawn from an origin closer to miasma theory. Plants and animals do not have a cellular structure. Rather living organisms are structures of the four humours: blood, bile, phlegm and acid. Moreover, the chemical structure is constructed from the four elements: earth, water, air and fire – with quasi-elements assisting in everything's nature.

However, perhaps most importantly to grasp is that everything living thing, even undead, has a lifesong. This is an energy shell that surrounds and passes through the being. Perhaps some call it an aura or a bio-field. However, its energies are like a fingerprint, unique to every being. At the same time, patterns of a lifesong can identify the creature as a particular race, gender, temperament or even memory and intention. The lifesong is a very basic and essential concept of fantasy-world physics in Enchanted Realms.

Players and GMs should understand that when playing Enchanted Realms, it is not a Medieval Europe simulation.



## Senses

### How one perceives the world

Different races, monsters and species use different methods of sensation. The most universally referenced sense is vision. In fantasy world, there are several types of vision. The three most common are normal vision, darkvision and spirit sight. There is also night vision, which Jzaka, cats and owls have. Many other senses are used by different creatures. Here will be a brief summary of what each type is.

Normal vision is exactly what is sounds like; it is what you are using now, viewing the normal visual spectrum. What this means is in darkness, normal or magical, it is more difficult to operate and fight. Anyone using normal vision suffers a -2 to attack penalty for attack rolls in the night and disadvantage on attack rolls in total darkness. Also, movement is half of normal for traveling in darkness, including dim light.

Darkvision is unique eyesight adapted by subterranean and nocturnal creatures. It allows them to operate in darkness as if it were normal. Therefore, no penalties for fighting in the dark. Because most creatures with darkvision operate in the normal spectrum as well, there are no penalties for regular lighting. However, different species have different ranges they can see in the darkness. Half-orcs can only see 15 feet, while the svirfneblin can see out to 120 feet. When using darkvision, most of what is seen is a grayscale rather than color; however, there are a few exceptions to this rule when explicitly stated. Moreover, magical *darkness* thwarts darkvision.

Night vision is an above-ground sight relying on the absorption of light waves in materials from sunlight. Even though the material is no longer reflecting current light, there is a shedding of the radiation, partly based on heat and partly based on the subtle glow of the planet's ring. Creatures with night vision have a special sensitivity to be able to see in the dim light of a double-moonless night; however, if being hidden from the atmosphere, either by going subterranean or inside a windowless mansion, those with night vision become as blind as normal vision.

Spirit sight is a special sensation for creatures that do not rely on vision. Most of the walking dead and “unliving” creatures, known as feratu, find their prey like this because many feratu do not have functioning eyes. Spirit sight is the detection of a living creature's aura, biofield or life song. For those without it, it can be best thought of as the radar sense used by the comic-book hero Daredevil. Of course, this means those with spirit sight are not affected by light conditions; however, if one can mask himself from life-detection, then the spirit sight could not know he was there. Of course, this will not work for all feratu, for example vampires, as they make use of normal vision as well (or possibly darkvision for a dwarven vampire).

Devil sight is a power form of seeing. This allows not only vision in any darkness as if normal, but also a being with devil sight can see through magical darkness as well. This method is used often by imps and lesser fiends of the devil phylum to endanger their victims.

Blindsight is a general term for being aware of the surrounding even without vision. In some cases this is due to hearing, air pressure or even magnetism from the ground. In other cases it is a bit more mystical. Most everyone has a minuscule amount of this sensation, but unless an entity is explicitly stated to have it, there are no modifiers to adjust. For example, zombies use primarily spirit sight; however, this is based on feeling presence of life forces around them. But one might ask, how then do zombies not walk into walls, know to use doors, not fall into pits? The explanation is a very low-grade use of blindsight – not enough to identify the types of rocks, but enough to avoid tripping over them. Other creatures, constructs for example, have a high degree of blindsight. They cannot be *blinded* nor can *deafness* alter their perception of things around them. Beings using blindsight as a primary sense cannot see through walls, but they are typically unaffected by glamour type illusions.

## Adventuring

Many subterranean creatures have sunlight sensitivity. Batfolk have echolocation. Lizardfolk have vibrational awareness called tremorsense. Some of these have details listed with the race and how members use the sensation; others merely translate to a bonus on Perception. However, it is important to knowledgeable of how these unusual impressions work. It allows a GM to rule for exceptions. For example, echolocation will not work for batfolk who are caught inside a *silence* spell. A method of mental anguish for a lizardfolk could be placing one in a deprivation chamber to block vibrations; it does no real harm but would become very stressful over time.

Psionics, telepathy and magical means can detect things normally undetectable. The specifics should be detailed in the skill, incantation or axiom. This brings up illusions and how they are perceived. Read the [Illusions](#) section for a better understanding. But in that vein, know that something can be invisible (to one type of sensation) and still be seen by others.

The long and short of this is that based on one's senses and awareness of what they mean, everyone should have a better understanding of how characters and monsters can sense and identify others. It also allows one to know when their character is at disadvantage, figuratively and literally. Finally, the table below defines how different sensations work under different circumstances. Whenever there are more than one sensation in play below, then the best of the scenarios applies, except for blind and deaf -- in which case, the worst on the chart is used.

Being Aware	In Direct Sunlight	Bright Light	Dim Light	Darkness	Magical Darkness	Veiled/ Invisible	Suddenly Teleported
<b>Normal Vision</b>	Normal	Normal	-2 Perception	-4 Perception	Perception Disadvantage	Perception Disadvantage	Perception Required
<b>Deafness</b>	-2 Perception	-2 Perception	-4 Perception	Perception Disadvantage	Perception Disadvantage	Perception Disadvantage	Perception Required
<b>Sunlight Sensitivity</b>	Perception Disadvantage	Normal	Normal	n/a	n/a	n/a	n/a
<b>†Night Vision</b>	Normal	Normal	Normal	-2 Perception	Perception Disadvantage	Perception Disadvantage	Perception Required
<b>Darkvision</b>	Normal	Normal	Normal	Normal	Perception Disadvantage	Perception Disadvantage	Perception Required
<b>Spirit Sight</b>	Normal	Normal	Normal	Normal	Perception Disadvantage	Perception Disadvantage	Normal
<b>Devil Sight</b>	Normal	Normal	Normal	Normal	Normal	Perception Disadvantage	Perception Required
<b>Blindsight</b>	Normal	Normal	Normal	Normal	Normal	Normal	Normal
<b>‡Echolocation</b>	Perception Advantage	Perception Advantage	Normal	Normal	Normal	Normal	Perception Required
<b>Tremorsense</b>	-2 Perception against Flying	-2 Perception against Flying	-3 Perception against Flying	Perception Disadvantage against Flying	Perception Disadvantage against Flying	Perception Disadvantage against Flying	-2 Perception against Flying
<b>True Sight</b>	+3 on Perception	+3 on Perception	+3 on Perception	+3 on Perception	+3 on Perception	Normal	Normal
<b>*Movement</b>	Normal	Normal	Half	Half	Half	Half	Half

†Night vision becomes “normal vision” when indoors or underground

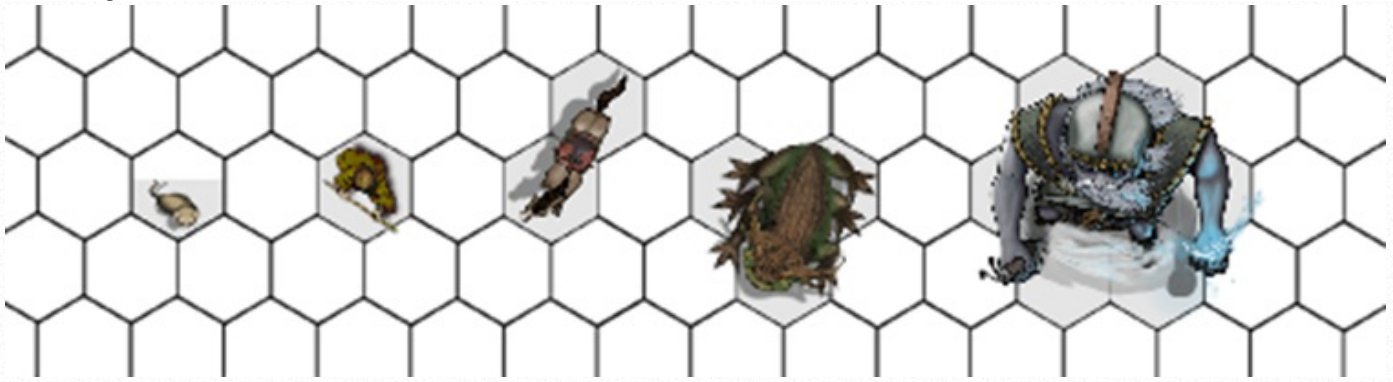
‡Echolocation must be actively being used

\*Movement adjustment occurs when awareness/sight is worse than normal

## Size Categories

Every creature has a size category. Many descriptions reference size categories to describe limitations or rules of contests should opponents be different in size. To intuitively understand what the numbers or words mean, note the descriptions below as well as understanding how a creature of a particular size fits on a hex map.

Size Category	Classification	Dimensions	Controlled Space On Map
1	Tiny	Up to 15 inches; up to 20 pounds	½ hex
2	Small	From 15 to 42 inches; from 20 to 75 pounds	1 hex
3	Medium	From 42 inches to 7 feet; from 75 to 275 pounds	1 hex
4	Large	From 7 to 10 feet; from 275 to 2400 pounds	2 hexes
5	Huge	From 10 to 14 feet; from 2400 to 6000 pounds	3 hexes
6	Giant	From 14 to 20 feet; from 6000 to 15,000 pounds	7 hexes
7	Colossal	Special	Special



### Brute Force

When trying to use brute force to break or bend something, such as a door, chains or a barred window, then a Strength feat save on a d20 is used. Being successful against the DC of the various objects and materials means the door is opened or the manacles broken. However, if failing, then the object remains unmoved and another attempt cannot be made for another 6 hours. However, if it is mathematically impossible, a raw 20 will work, but the duration between attempts increases to 24 hours in such cases. Timing is a bit of a variable as well. When busting down a door, rarely is the first strike perfectly successful. It is more of a series of blows and attempts that combine to make the success. If the adjusted roll is 3 points or higher above the DC, then it happens on the first try. If one or two points above, then two actions (or a total of 10 seconds) are used. If making it exactly (or necessary raw 20), then three actions are needed. In many cases, the timing will not matter; however, if there is someone on the other side, who opens the door in the meantime, that could be significant. However, success is success - meaning that actions on the other side to reinforce the door (or whatever) will not be significant to overturn the original feat roll. That said, adding additional barriers beyond the first, such as adding some sort of magical wall of force would be fair game.

If leverage for size is applicable or magical assistance is given, the bonuses may apply. Magical assistance will be detailed by the spell, item or potion used. Size, however, allows +1 per category above medium is typically permitted. However, if chained in a prone position, a being's size would not offer much assistance and the bonus would not be permitted. When this is in question, the GM will make the decision.

Obstacle	DC
Break Simple Wooden Door	13
Break Solid Wooden Door	17
Burst Ropes	20
Break Stone Door	22
Bend Iron Bars	23
Burst Iron Chains ¼-inch	23
Break Reinforced/Barred Door	24
Burst Iron Chains ½-inch	24
Burst Steel Chains ¼-inch	24
Bend Steel Bars	25
Burst Steel Chains ½-inch	25
Burst Iron Chains 1-inch	26
Burst Steel Chains 1-inch	27

### Social Interactions

Simple DC 5 10 points Easy DC 8 20 points Challenging DC 14 40 points Difficult DC 20 70 points Extreme DC 25 100 points Impossible DC 30 150 points

Completing quests and slaying monsters is part of the game; however, no less important are the social interactions with other inhabitants of the world. Interaction takes on many forms, but it breaks down to primarily two aspects: role-playing and skill-use.

The GM assumes the roles of any characters in an interaction that are not controlled by another player at the table. Any such character is called a nonplayer character (NPC). When encountering an NPC, the GM will give a brief description and a general attitude perceived about the NPC, such as friendly, indifferent, or hostile. Role-playing opens a dialog where information can be learned - or possible misinformation, depending on the goals and motivations of the other persona.

Roleplaying is, literally, the act of playing out a role. In this case, it is the player determining how a character thinks, acts, and talks, interacting with the GM, who plays the role of the NPC. There are two styles you can use when roleplaying a character: the descriptive approach and the active approach. Most players use a combination. With the descriptive approach the player describes the character's words and actions to the GM and the other players. Drawing on mental images, the player tells what the character does and how it is done. For an active approach, the player speaks with the character's voice, like an actor taking on a role. Perhaps even movements and body language of the character become imitated. This approach is more immersive than descriptive roleplaying, though you still need to describe things that cannot be reasonably acted out.

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The GM uses the character's actions and attitudes to determine how an NPC reacts. A cowardly goblin buckles under interrogation, while a short-tempered dwarf may challenge the players to a fight. Interactions in the game are much like interactions in real life. If NPCs are offered something they want, threaten with something they fear, or have their sympathies played upon, then often the interaction can get almost the players what they want. On the other hand, if insulted, some NPCs may grow resistant to helping the players.

When the role-playing has not played out to a clear conclusion, this is when dice get involved. To be clear, if an NPC has no intention or ability to help the players, then there is no reason to roll anything, just finish things by role-playing. However, when as a GM, it is uncertain which decision the NPC will choose, then die-rolling and player skills will make the determination.

Using the chart below, a GM can make the final call. The attitude of the NPC must be determined. In general, this falls into three areas: leaning towards helping, impartial, and tending toward not getting involved. A d20 is rolled against the NPC's attitude and the difficulty or depth of the request/encounter, using those conditions (and any adjustments the GM sees fit) to be the DC to overcome. Further, players' skills applicable to the situation can add to the die roll. In any scenario, if the roll equals or overcomes the DC, then the choice is to acquiesce to the general request of the players. Further, it is important to note that "natural 20" does not mean automatic score for social interaction rolls. However, a "natural 1" could result in an impartial or disagreeable NPC giving false information just to get rid of the group.

NPC Attitude	Difficulty				
	Simple	Easy	Challenging	Oppositional	Suicidal
Agreeable	Automatic	4	10	14	Fail
Impartial	6	9	16	22	Fail
Not agreeable	12	17	23	30	Fail

Below are a few examples (needs editing):

The group captures an enemy orc. One of the players has *interrogation* as a skill. Information about the orc encampment is attempted to be learned by the players. The orc is hostile but fearful it may be killed. The orc might give up the information; thus, the base DC is 7. However, the *interrogation* skill adds +4 to that, making it an 11. The GM rolls for the orc, who scores a 9 - so, the orc give the details of the location as best it can. The players press for more information, wanting to know the number of troops there. The DC is still 11, but the GM lowers it by 1 point as the orc starts to fear his own commanders more than the player characters. The roll for this second piece of information is a 14, and the orc tells them to kiss off.

A sorcerer has cast the *friends* cantrip on someone outside a burning library. Normally, the request "Would you get me the book on the counter?" would be automatic under the cantrip effect; however, since the building is burning, the "friend" wants to help, but is fearful of the flames. The caster might suggest, "You can dart right in and out in under a few seconds" and with the bonus of the cantrip, the DC which would normally be 16 raises up to a 21. Remember, the bystander could still roll a natural 20 to avoid, but most likely he will attempt to retrieve the book.

*Bartering* could be a social interaction, but the skill places the check on the player rather than the NPC, as the player is using the skill to find a deal more so that haggle down a specific merchant. However, if that interaction were to come to an impasse, then this would become spirit competition save on d12. Anyone with a bartering skill would gain +3 on the roll.

## Daily Time Usage

While there are twenty-four hours in the day, a good portion is used sleeping and resting. Another part is used for packing, preparing, eating and other routine chores. From the point of the game, this averages out that a character has effectively eight hours of usable time. This is for travel, research, training, projects or whatever. However, because elves do not sleep, they can function more hours of the day than other races. To achieve a long rest, they only need four hours of meditation; however, two further hours of light activity must also occur. In the end, an elf can perform a ten-hour day rather than eight.

To calculate the efficiency of an elf, calculate the total number of hours of the activity, then divide by ten rather than 8. If the activity is listed in days, it is assumed to be eight-hour days; therefore, multiply 8 times days to determine the total number of hours. For example, if an architecture project cost 100 labor-days, then this would be an 800-hour project. If this were performed by a single elf, it would take 80 days rather than 100. In general, 0.8 times normal give the time needed for an elf; however, in projects when working with other races, a more complicated formula may be needed. Project calculations are detailed in the GM Aide.

However, one should realize that an elf, while being more active, cannot speed up time itself. For projects like *brewing* where the batch requires n-number of days to fertilize, then an elf performing such tasks cannot create them any faster than any other race.

Finally, more time can be used than eight (or ten) hours; however, when forcing to gain additional time beyond a normal day is requested by a player, for many possible reasons, then the forced-march guideline is used (although the extended activity may not actually be a march). For each additional hour of activity, the character must perform a Resilience feat based on DC:16. However, for each consecutive hour of extra activity increases the DC by 2 points. If failing that feat, one degree of exhaustion sets in. Also, a free-willed character will stop for the day when failing - although if being forced to march by slave-drivers, then another hour could occur. These odds of health concerns apply to mounts as well. A mount that is not *charmed* or *possessed* is considered a free-will creature who will stop upon failure.

Therefore, if a person works for nine hours (eleven for an elf), he or should must save using Resilience against DC:16. If saving and working another hour, the next save is against DC:18. And so on.

Finally, an additional risk when pushing past the limits is exposing everyone in the immediate area to *disease*, including the mounts and other pets. As explained elsewhere, diseases are created, not from germs as here on Earth, but rather through a more miasmatic process. For each additional hour, there is a 5% chance ("natural 1" on a d20) for any creature in the area to have to roll against a random disease chosen

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by the GM. Should someone or something actually contract a disease, then its method of spreading to others is as its description will explain.

## Travel

Every creature has a movement rate. This is the distance in feet able to be traveled in a single round of combat. The value works on the assumption that energetic bursts of speed will occur in the midst of serious circumstances and offers an average and consistent number for game usage. This rate may sometimes be referred to as the maneuverability rate. A sustained running speed due to physiology or magic where little deviation to the path occurs is called the straightaway pace.

To translate this to the broader scene where combat is not occurring, other variables must be considered to determine how far a creature can travel in a few minutes, or an hour or for an entire day. Unless the straightaway speed can be maintained for a reasonably long duration, then all of the following calculations are based upon the normal maneuverability pace.

First, the clip of the person or group is a factor. A character or group can travel at either a normal, slow or fast clip. When traveling at a fast clip, greater distance can be covered; however, things get missed. Conversely, a slow clip yields a short distance, but more things are noticed and can be performed simultaneously.

Let's summarize each method. At a slow clip, the party is moving carefully and quietly. Everyone gains +3 to all Perception checks. Further, an optional rule recommended is a pseudo-group check. If half or more of the party makes the check against a monster encounter as a slow clip and the opposing side fails by half its numbers, then the PCs perceive the threat before the monsters can, allowing avoidance or perhaps setting an ambush. However, if the PCs directly initiate combat, then all those on the monster-side that failed will have no turn for the first round.

Additionally, the party can forage at a normal rate. Use daily or weekly foraging rules from the *wilderness lore* skill. Those with a *hunting* skill could roll the odds here as well. Finally, any navigation checks for avoiding getting lost gain a +4 bonus to the role.

Normal clip is exactly that: normal. Most everything is a straight roll, except for foraging food or hunting. This is performed at disadvantage.

Finally, a fast clip obviously means they party will travel more distance in a shorter period of time, but while traveling so quickly, the PCs cannot forage at all. Further, all Perception checks suffer a -3 penalty. Those involving a monster encounters mean that the PCs who fail the check will have no turn for the first round. Finally, navigation checks to avoid becoming lost suffer a -4 penalty with traveling at a fast clip.

Base Movement		Elf-Day	Day	Half-Day	Hour	Minute
25 feet	Fast	14 miles	12 miles	7 miles	2 miles	168 feet
	Normal	11 miles	10 miles	6 miles	1 mile	140 feet
	Slow	9 miles	8 miles	4 miles	1 mile	112 feet
30 feet	Fast	17 miles	15 miles	9 miles	2 miles	210 feet
	Normal	13 miles	12 miles	7 miles	2 miles	168 feet
	Slow	11 miles	10 miles	6 miles	1 mile	140 feet
40 feet	Fast	22 miles	20 miles	12 miles	3 miles	280 feet
	Normal	17 miles	16 miles	9 miles	2 miles	224 feet
	Slow	14 miles	13 miles	7 miles	2 miles	182 feet
50 feet	Fast	28 miles	25 miles	15 miles	4 miles	350 feet
	Normal	22 miles	20 miles	12 miles	3 miles	280 feet
	Slow	18 miles	16 miles	9 miles	2 miles	224 feet
60 feet	Fast	34 miles	30 miles	18 miles	5 miles	420 feet
	Normal	26 miles	24 miles	14 miles	4 miles	336 feet
	Slow	21 miles	20 miles	12 miles	3 miles	280 feet
70 feet	Fast	39 miles	35 miles	21 miles	6 miles	490 feet
	Normal	31 miles	28 miles	16 miles	4 miles	392 feet
	Slow	25 miles	23 miles	13 miles	3 miles	322 feet
80 feet	Fast	45 miles	40 miles	24 miles	7 miles	560 feet
	Normal	35 miles	32 miles	19 miles	5 miles	448 feet
	Slow	29 miles	26 miles	15 miles	4 miles	364 feet

The chart above is a good summary. Any If the sum of the parts do not add up to the whole, this is due to extra time for using the bathroom, picking up a fallen item from someone's back, stamina, etc – or moments of unexpected ease. If more precision is needed here are the formulas. Remember to always round down, and recognize it is a little "mathy." Estimating from the chart may be easier, or perhaps using the [Travel Tool](#) on the website.

Daily travel is base ÷ 2.5 for normal, ÷ 3 for slow, and ÷ 2 for fast. Half-day is 0.6 × Daily. Hourly travel is 0.3 × Half-day. Finally, one minute of travel is 14 × Daily.

All the speeds given above assume relatively simple terrain: optimal, roads, or clear corridors. But adventurers often face dense forests, deep swamps, rubble-filled ruins, steep mountains, and ice-covered ground—all considered difficult terrain. While in combat scenarios, movement is at half speed in difficult terrain—moving 1 foot in difficult terrain costs 2 feet of speed, this does not translate well for traveling through rougher terrains. Below is a chart for longer times traveling through such areas. For example, when covering 10 miles on a road over a particular amount of time, only 8 miles would be achieved in grasslands for the same duration – or only 2 miles when traversing the mountains.

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Optimal, Roads	100%
Grasslands, Plains	80%
Desert, Hills, Tundra	60%
Forest, Jungle, Swamp	40%
Mountains	20%

The distances above also assume only eight hours of travel, except for the “Elf-Day” column, which can only occur if all members are elves or enhanced to have that level of activity. As stated above, moving beyond this time falls into the forced-march guideline. For each additional hour of travel over eight hours, the characters cover the distance shown in the Hour column for their clip, terrain and exhaustion; however, at the end of each hour, each traveler must also perform a Resilience feat. The DC for the feat is based at 16 but gains +2 for each hour of the force march condition. On a failed save, a traveler suffers one degree of exhaustion. See [Daily Time Usage](#) above for more concerns about traveling beyond the normal limits.

## Encumbrance

Another consideration, which is enforced by the API and Roll20 character sheet is a character’s encumbrance or how much one person can carry. The maximum encumbrance is defined as a carrying capacity of 50 times the Strength score. If one carries weight in excess of 10 times the Strength score, that character is encumbered, which means his or her speed drops by 10 feet. If carrying weight in excess of 25 times the Strength score, up to the maximum encumbrance, then the character is “heavily encumbered,” which means standard movement speed drops by 20 feet and the character has disadvantage on ability checks, attack rolls, and saves that use any Body sub-attribute.

## Mounts

Mounts and steeds are a common part of any fantasy role-playing game. In Enchanted Realms, anyone can get atop many mounts and ride in a general sense. However, having a steed does not give many advantages without certain skills. Some mounts require special training. Additionally, while mounted, normal combat can be performed but with *without mountsmanship*, but the fighter is at disadvantage for all attacks and actions. Further, this assumes melee is reasonable while mounted. For example, if fighting rats from atop a horse, the GM would rule that this could not be done.

Further limitations exist for riding of a steed. The first of which is the effects of pace. Without *mountsmanship*, the speed of the animal can only ever be normal or slow, making the miles traveled either in the middle of the range or the lowest value. Even with skills, the stealthy advantages on an opponent’s Perception are not obtained at a slow pace when riding mounts without the base skill. Also, some mounts have limited movement rates without *mountsmanship*.

Additionally, there is a difference between movement in combat and the speed of travel. The popular riding horse can move at 100 feet per round but only at a gallop. This speed is defined as the straightaway pace. However, when turning tight corners and moving in combat, the maneuverability pace is used. For the horse this speed is 60 feet.

This lends itself to another concept of running endurance which is called active time. This is the same idea as travel time for humanish characters. Mounts have similar limits for active time to be ridden. Some have great endurance and can move at their straightaway pace for the entire travel day. Others, however, have short durations and have to drop to a prosaic pace for the remainder. Some still may have shorter than 8 hour days for traveling. As an example, horses can only run at their top straightaway speed (100 feet) for four hours. After that, they can continue for another four hours but only at a prosaic pace (40 feet movement). This means horses are great for covering long distances in half of a day, but their total day travel is far from double that distance.

Of course, the animal could be pushed beyond its limits of its straightaway duration. Doing so does risk the health of the steed, but there is a greater risk. As discussed elsewhere, disease and even part of morality is based upon the concept of the miasma theory. One of the sources of “bad air” is when exhaustion and overworked lungs from mistreated mounts who have been ridden beyond their limitations. Using the guidelines of the forced march would be similarly applied for a mount, yet again, the production of disease that results could become a bigger concern.

Below is a chart of the most common mounts, listed with movement rate. Remember mileage values below are based on optimal terrain, such as a road. Thus if traveling through grasslands or plains, the distance would only be 80% of what is listed. However, some mounts travel through different terrain types better and have higher efficiencies than normal.

Movement Details														
MOUNT	BURDEN		BARDING	ACTIVE	PROSAIC	RECOVERY	--	PACE				--		Terrain
	Carry	Cart						Straightaway	Maneuverability	Unskilled Rider	Prosaic	Half-Day	Daily	Note
Borgaaz	800 lbs	5000 lbs	Plate	6 hrs	2 hrs	10 hrs	70 ft	50 ft	n/a	40 ft	15-21 mi	19-26 mi		Normal
<p>Centuries of crossbreeding have produced this domesticated bovine-like creature with their ancestry from gorgonops, bear, oxen and boar. One stands about four feet to the shoulder and weighs nearly 1000 pounds. It has cloven back feet and clawed paws in the front. These beasts can be loaded with 800 pounds of pack. They can be ridden and even trained to fight, but this such training is far more difficult than typical war beasts, making their use as mounts reserved only for</p>														



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Horse	lbs	lbs	Chain	4 hrs	4 hrs	12 hrs	100 ft	60 ft	-15 ft	40 ft	30	36	Normal
(Draft Breed)	800 lbs	4,000 lbs	Plate	3 hrs	5 hrs	12 hrs	85 ft	50 ft	-15 ft	35 ft	16-27 mi	21-32 mi	Normal
<p>When it comes to speed, horses are the fastest of all land-based mounts. While they are reasonably sure-footed, horses can only manage rough terrain up to 30° angles. Horses can carry up to 500 pounds. Draft breeds vary. Further, their height and withers make dwarves less fit to ride them. Special saddles are needed for dwarves and without one, miles per day drop to 34. The maintenance cost of a riding horse runs 12 bits per month. While draft horses have a higher expense of 15 bits due to additional food. However, if the draft horse is a war-trained horse where special barding, tack and saddles are needed, then the monthly maintenance becomes 25 bits before factoring in any barding.</p>													
Lepuus	400 lbs	n/a	Leather	10 hrs	0 hrs	12 hrs	60 ft	50 ft	n/a	n/a	16-27 mi	21-32 mi	Forest
<p>The race of lepuus are giant rabbits capable of being used as mounts. Wood elves in the northern regions have been riding them for centuries. They have virtually no combat ability, but they are more dexterous than they appear and can turn in a very tight radius. This translates to treating forested area as normal rather than difficult terrain. They are not great climbers but are capable of making 40-foot jumps over their normal movement every 2d4 rounds. Leppus adapt well to nearly any weather. Monthly maintenance for one is 8 bits.</p>													
Lizard Steed	1,000 lbs	1,500 lbs	Chain	2 hrs	2 hrs	14 hrs	70 ft	50 ft	-15 ft	30 ft	12-18 mi	n/a	Hills, Mountains
<p>Not as fast as horses, lizards can carry heavier riders and have great climbing ability when needing to cover rocky terrain. These creatures can also act as pack animals, carrying up to 1000 pounds. With assistance with their front claws, further, they can ascend and descend any rough terrain of even 60° angles and perfectly smooth surfaces up to 45° at a climbing-movement rate of 50 feet, even while mounted. Hills can be traversed at their best speed suffering no terrain efficiency penalty. These steeds can cross mountainous areas at 60% efficiency rather than the normal 20% penalty. The downside to these mounts is they have a limited activity for traveling, only able to be used for 4 hours at a time before needing a significant rest. However, no better mount exists for crossing mountains. A steed of this type can travel 10½ miles per day in the mountains, while the next best would be the llama at 9 miles and the terrac goat at 6 miles. Even dwarves can only walk about 4 miles daily over mountains. Lizard steeds eat less, making their maintenance only 6 bits per month, but if barding is used, then an additional 5 bits is required.</p>													
Llama	250 lbs	750 lbs	Leather	6 hrs	0 hrs	8 hrs	60 ft	50 ft	-10 ft	n/a	12-18 mi	16-24 mi	Hills, Mountains
<p>Llamas are slow-riding mounts. They are pack animals, beasts of burden and steeds for lighter and smaller races. They can carry up to 250 pounds. Llamas are often kept as guards because of their perception and communication abilities. Further, llamas have an 80% efficiency in hills and 40% in mountains. Like goats, llamas have a low maintenance cost – only 3 bits monthly.</p>													
Mule	600 lbs	2,000 lbs	Leather	2 hrs	6 hrs	9 hrs	60 ft	40 ft	-15 ft	40 ft	9-15 mi	15-23 mi	Normal
<p>Mules are pack animals, which may be ridden by dwarves, halflings, human children, or anyone under 5 feet tall. While slower than a horse, mules can be loaded with up to 600 pounds of items. Their maintenance cost runs 8 bits per month.</p>													
Osprider	150 lbs	250 lbs	None	10 hrs	0 hrs	8 hrs	70 ft	50 ft	-15 ft	n/a	15-21 mi	24-35 mi	Normal
<p>Not much faster than walking speed, but their endurance allows them to compete with horses and camels for all day, even better if the rider is an elf. Moreover, the ospriders appeal come from the appearance and prestige. Further, they are excellent mounts for treacherous terrain, as they ignore flat difficult terrain, and they can climb sheer edges of 75° at a movement rate of 40 feet without requiring any checks. However, they cannot climb perfectly smooth surfaces greater than 30°. However, they cannot use barding due to their builds. Ospriders require special grooming to make the seating</p>													



## Adventuring

	area able to be ridden. Because of their prestige, adornments are often included in the grooming which can up their maintenance cost to whatever the rider is willing to spend, but ornamentation will have a minimum 5 bits monthly addition. Feeding ospriders is relatively cheap at 5 bits per month; however, again, the celebrity of owning on of this riding birds often comes with quality name brand foods which could go well over the limit. However, this means the absolute minimum maintenance for an osprider is 10 bits monthly. However, if ownership is based on a social network, not properly feeding expensive foods and not employing decorative grooming could lead to snobbery.												
Oxen	750 lbs	6,000 lbs	Chain	8 hrs	0 hrs	12 hrs	40 ft	40 ft	n/a	n/a	9 miles	16 miles	Normal
	Oxen are not good mounts; however, they are excellent pack-animals for pulling. Oxen can pull eight times their burden (or 6,000 pounds) when teaming. Also, their speed is constant and they cannot move at a "fast" pace. They also offer no bonus or penalty from skilled riding or lack of skill.												
Pegasus	200 lbs	n/a	None	8 hrs	0 hrs	12 hrs	90 ft	75 ft	n/a	n/a	27 miles	45 miles	Flight
	Pegasi are strong fliers but are not great beasts of burden, as their bone structure is lighter than other equines. They can only carry 200 pounds in flight and about the same when traveling by foot. Pegasi are not domesticated as other livestock, but they will allow ally riders if a relationship is well established. Part of the maintaining the relationship is caring for one, which runs around 20 bits each month in food. Obviously, these magnificent beasts require an aerial reins skill to ride.												
Seahorse, Giant	400 lbs	600 lbs*	None	6 hrs	0 hrs	6 hrs	50 ft	40 ft	n/a	n/a	9-15 mi	12-20 mi	Aquatic
	The giant seahorse cannot be domesticated by surface people. They will die if kept in captivity. However, if during an underwater adventure (and the ability to breathe under the sea), a PC could ride one if having the <i>sea horse</i> skill.												
Timber-Elk	400 lbs	1,200 lbs	Chain	4 hrs	2 hrs	12 hrs	90 ft	60 ft	-15 ft	50 ft	21-27 mi	25-36 mi	Tundra
	Timber-Elk are not great with speed but can carry up to 400 pounds. However, they can only travel on relatively flat ground, only able to climb hills of less than 20° angles. The advantage of Timber-Elk is their ability to travel in tundra, snow and ice at 80% instead of the normal 60% efficiency. The Timber-Elk eats 10 bits monthly.												
Wolf, Dire	80 lbs	600 lbs	Leather	2 hrs	6 hrs	12 hrs	120 ft	60 ft	n/a	60 ft	18-27 mi	32-48 mi	Normal
	Goblins would likely be the only rider of a dire wolf.												

\* This equates to pulling power in the water.

\*\* This is travel for 12 hours.

\*\*\* This is travel for 10 hours.

## Barding

The mounted warrior would want to protect his expensive mount wherever possible. To this end, it would be logic to armor the mount as well as it's rider. There are three types of barding that can be used: leather, chain and plate.

Leather barding provides a mild protection for horses or borgaaz. This grants an AC:12 to the mount. If the creature, such as a lizard steed, already has that degree of AC, then the leather barding offers no further protection. The downside is this barding slows the mounts base movement by 5 feet. Leather weighs 10% of the animal's base burden weight or 25 pounds, whichever is greater.

Chain barding takes the form of a coat the horse would wear, fitting around the base of the neck and hanging down to the horse's hips. An extended coif-like garment protected the neck and head. Padding was usually worn underneath, as was the practice with the rider. This grants an AC protection of 15 for the mount. If for some reason the beast of burden is equal or exceeds that value, then the chain barding will not aid the mount. Lastly, the wearing of this barding lowers movement by 10 feet. Chain barding weighs 20% of the animal's burden or 50 pounds, whichever is greater.

Plate barding encloses the horse's body in plates, and has an articulated extension for the neck. The horse's head will be guarded, but protection does not extend to the jaw and underside of the head, these areas being hard to attack anyway. This will convey an AC 18 to the mount, but at the movement penalty of 20 feet. This plated protection weighs 30% of the animal's burden or 75 pounds, whichever is greater.

## Vehicles

## Adventuring

In ages where human or animal muscle-power is the only thing generally available to propel vehicles, and roads are often little more than dirt tracks, land vehicles are inherently limited. However, the rich and adventurous hire engineers and invest into mythical solutions. But for most, carts and carriages are the largest feasible conveyances, and chariots are the only military type that have seen widespread use. However, carts and wagons are essential for goods transport in many places, and coaches of some kind may be a major form of long-distance transport. This section is dedicated mostly to land vehicles; thus, seafaring vessels and airships will be discussed elsewhere.

## Pulling and Teaming

How fast can these vehicles move? It's an important question to ask, but one difficult to answer. Often it depends on the weight, the pulling power of the animal or other method of moving the vehicle. Most of it depends on the types of animals and the hitching.

This begins with the pulling burden of an animal. Most weights are listed in the [mounts](#) section. However, if it is not listed, then its max pulling burden is calculated by 20 times its Strength score plus its own weight. Thus, a 100 pound mastiff can pull 140 pounds. Likewise, for determine the requirements of a necro-tank, the max pulling power of a skeleton is 60 pounds.

Once calculating the power, then its normal movement (or maneuverable movement rate) minus 10 feet is used for pulling up to the halfway point carry burden and the pulling burden. Above that weight, it is half movement rate. For example, a horse has 500 pounds of carrying burden and 2,500 pounds of pulling burden. It has a 65 foot movement rate; thus it can pull a weight up to 1,500 pounds at 55 feet movement rate, and above that at 30 feet. Likewise, that dog can pull 110 pounds at 50 feet of movement.

Next is the hitching and teaming calculations. For each additional animal, up to the most the vehicle will allow, half of pulling power is added for the extra animal. This is based on the weakest animal if a hybrid combination of creatures is used. Thus, if two horses are used, then the total pulling power becomes 6,250 pounds. This is two horses at 2,500 pounds for a total of 5,000; then half more for one extra horse, tallying to 6,250. If three horses are used, the total weight becomes 10,000 (2,500 x 3, plus 1,250 x 2). However, if one horse and one ox are used, then the total pulling power is 9,750 pounds.

Optionally, a GM might allow for differences in driving configurations. Those three horses could pull up to 4,500 using a 55 movement rate and up to 10,000 at 30. But the GM might that is the three-abreast configuration. If hitching in a unicorn pattern, two in back and one in the front, then it drops the maximum burden to 9,000 pounds but would allow the speed between 4,500 and the top weight to be 40 movement rate instead. Of course a little higher cost in hitching would be required as well, but it is up to the GM to allow minor adjustments for different methods of hitching.

Vehicle	Powered By	Capacity	Limits
<b>Transport</b>			
Bicycle	Pedal Chain	200 lbs	Roads, Grasslands, Plains
Carriage	1 to 2 Animals	4,000 lbs	Roads
Clockwork Tread Wagon	Gnomish Fire	10,000 lbs	Any Terrain
Coach	2 to 4 Animals	4,000 lbs	Roads, Grasslands, Plains
Dog Sled	6 to 10 Medium Animals	600 lbs	Desert, or Snow-covered Tundra
Gryphon Gondola	1 Grphyon	400 lbs	Flyer must have <i>aerial reins</i>
Houdah	1 Elephant	800 lbs	Driver must have <i>mountsmanship</i>
Mule Cart	1 Mule, Pony or Ram	1,500 lbs	Roads, Grasslands, Plains
Phlogistene Balloon	Alchemy	1,000 lbs	Captain must have <i>ballooney</i>
Wagon	2 to 4 Animals	8,000 lbs	Roads, Grasslands, Plains
Wildlands Wagon	1 to 2 Animals	3,000 lbs	Roads, Grasslands, Plains
<b>Military</b>			
Chariot, Heavy	1 to 3 Animals	3,000 lbs	Roads, Grasslands, Plains
Chariot, Light	1 Animals	2,000 lbs	Roads, Grasslands, Plains
Clockwork Spider-Walker	Gnomish Fire	250 lbs	Any Terrain
Dwarven Battle-Ram	Pedal Chain	2,500 lbs	Roads, Grasslands, Plains
Glider	Air	200 lbs	Flyer must have <i>aerial reins</i>
War Wagon	2 to 4 Animals	6,000 lbs	Roads, Grasslands, Plains

**Bicycle:** Wooden and spoked wheels, this vehicle follows the rules of mounts for movement required for mounting and dismounting. It has a top speed of 50 feet plus Body score and a maneuverability rate of 50. It can be ridden at the straightaway speed on roads and flat surfaces for 30 minutes per point of Resilience in a single day.

**Carriage:** The carriage is a small, open vehicle used to get around large towns and cities. Up to four human-sized beings can occupy the carriage. Its body is suspended on leather straps for comfort.

**Chariot, Heavy:** The primary difference between the heavy and the light chariots is a heavy one has a more robust hitching structure, allowing up to three animals to pull it. Also, it has a larger platform. Depending on its size and configuration, up to two warriors beyond the driver can be supported. Both heavy and light chariots can inflict trampling damage if the driving has the *war charioteering* skill.

**Chariot, Light:** Drawn by a single animal and crewed by a driver and possibly one archer. However, its platform is not large enough to have to two melee combatants; thus, is a second occupant is a fighter, range weapons must be used. Further, the chariot is 12 to 15 feet long, occupying three linear hexes on the map.

**Coach:** The coach is a stagecoach, used for long-distance commercial transportation. It has no greater capacity that the carriage, but it is



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covered and has stronger straps for suspension. Customers are typically willing to pay more for an inside ride.

**Clockwork Spider-Walker:** This is an advanced vehicle of gnomish engineering, typically used for scout and reconnaissance missions. Unlike other vehicles, walkers can rotate on the spot without forward momentum. They have a top speed of 60 feet. The GM will have more details.

**Clockwork Tread Wagon:** This is another advanced vehicle of gnomish engineering. It is essentially a wagon with alchemechanical tread for movement. It has a movement rate of 40 feet.

**Dwarven Battle-Ram:** This apparatus of dwarven pedal-tech is a lumbering metal box with four wheels. Inside, eleven dwarves work furiously at cranks and treadles. The driver is in the front, and the others are in two lines of five each behind him. This allows a movement rate of 75 feet for straightaway rates and 50 for maneuverability. Its functionally limited to operating on roads and other smooth, flat surfaces. It may be found hurtling around the beautifully cut main tunnels of dwarf mines and cavern-cities. Dwarven armies use these to drive off besiegers, mostly by spreading terror (or at least confusion) amongst them. It might also show up on the attacking side in a siege, to assault gates or doors with flat approach roads. It is fitted with a powerful ram, which can inflict trampling damage similar a chariot, except on a single d8. It acts as a Strength 25 for competitions as a siege weapon.

**Glider:** Little more than a fancy kite, gliders are made with wood, often daintwood, and coverings of darkleaf (goluka). These are similar to Earth hang-gliders. They lack the carrying capacity to be useful transports, but one could be employed for reconnaissance and the occasional clandestine assault, if finding a way to launch them to an adequate altitude and range.

**Gryphon Gondola:** Strapped to the belly of a gryphon, this small carrier can hold two human-sized persons. However, this small structure weighs around 50 pounds. The total weight carried by a gryphon is 600 pounds and there must still be a mounted driver. Nonetheless, the one in the gondola can be resting or sleeping, not using activity time.

**Houdah:** A houdah is strapped to it where a second driver can rest for part of the journey. If sleeping for 4 of the 12 hours of elephant travel in a houdah, it will allow drivers to switch when one has reached his or her maximum activity time before the elephant's does.

**Mule Cart:** A simple two-wheeled vehicle pulled by one animal able to hold 800 pounds. Those with two axles can hold 1,500 pounds.

**Wagon:** A larger vehicle with four wheels, generally using at least two draft animals. This is due to the 8,000 pound capacity that such a vehicle can carry.

**War Wagon:** This vehicle is basically a mobile barricade, developed with wooden armor exterior and firing slits for crossbows or archery weapons. Those inside effectively have full cover. They cannot be engaged in melee until breaching the wagon.

**Wildlands Wagon:** This somewhat cinematic vehicle is used to transport high-value loads across a lawless and bandit-ridden wilderness. It looks like a stagecoach at first glance, but the body is mostly just a hollow (but rugged) box; some of the load space may be concealed, to facilitate smuggling. The driver, and optionally a single guard or passenger, ride inside, using a periscope to look around and with reins passing through a slot in the bodywork. Riding outside to return fire at enemies is a desperation option.

## Turning Radius

Another factor when running a combat with vehicles in it is the turning radius. This is also true for mounts. Unless highly flexible, such as a giant serpent, all mounts and vehicles follow the simple rule when turning 60° on the hex map, it cannot turn again until the most rear hex of its token reaches the hex prior to the turn. Below is an example of a riding horse (2 hexes long) and a light chariot (3 hexes long).

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### Recovery

Injuries and wounds are part of the game. Therefore, it is important understand what the numbers mean and how quickly one can recover. The assumption is body points are a combination of physical toughness, tenacity and luck, but not specifically one of these things. Therefore, a character or monster may be wounded, bruised and bleeding, prior to zero-hp; however, those afflictions are superficial.

### Short Rest

A short rest is a period of downtime, at least one-hour long, during which a character does nothing more strenuous than eating, drinking, reading, and tending to wounds. Through the short rest a character recovers Body points equal to one-half his or her Resilience score. Thus, a character with a Resilience score of 4 would recover 2 Body points during a short rest. Of course, recovered points cannot exceed maximum scores. Furthermore, body recovery from a short rest can only be performed once until after experiencing a long rest.

For Mind-point recovery, it is nearly identical to Body recovery, only using half the Judgment score instead. For the recovery of Spirit points, half of the Muse score is used. Of course, the recovered point cannot exceed the maximums. Like with Body, a short rest can benefit a character once until after a long rest has been taken.

Even though it has not been mentioned, it should be explicitly clear that a short rest will not aid in exhaustion in any way.

### Long Rest

A long rest is a period of extended downtime, at least eight-hours long but it could be longer, during which a character sleeps or performs light activity: reading, talking, eating, or standing watch, so long as at least six hours of the rest include sleeping. If a long rest is interrupted by a period of strenuous activity, defined as an hour or more of walking, fighting, casting spells, or similar adventuring activity, then no benefit can be gained from it.

At the end of a long rest, a character regains Body points equal to double his or her Resilience score. Mind points are recovered from a

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long rest by adding back in one's total Judgment score. Spirit points are healed by adding back the total Muse value. This happens unless the character exists in a near-death state of being zero or negative.

Moreover, a long rest will remove one degree of exhaustion, and only one long rest can be used in a single day (24-hour period). Lastly, if no change occurs in a score between a short rest and a long rest, then the short rest is considered an early payment of the total long-rest points. In other words, if a character is at 4 Body points with a 2 Resilience score, takes a short rest restores 1 point. When taking a long rest later, only 3 points will be recovered because the short rest already granted a point and only 4 points can be recovered in one day base on the Resilience score. The GM may allow an exception to this when a character is hurt between the short and long rest, allowing full points from the long rest in addition to the short rest already gained.

## Death Saves

Only upon reaching zero or negative values is a life-threatening wound inflicted. Death absolutely occurs without exception when body score reaches the negative value of one's Resilience score. Temporary hit points are not considered in any way.

Typically, if a monster reaches zero, the PCs will have no plans to save its life and therefore it can be considered dead for all intents and purposes. However, a fallen comrade is another thing. As stated above, from zero to Negative-Resilience, the character is in a state of dying but not yet truly dead. Below are the steps for resolving how long it takes in game time (and if it happens) before real death happens.

When at zero or negative, on the character's turn, he or she makes a roll known as a Death Save. This special roll continues to happen each turn until the character stabilizes or the character dies. The Death Save is Resilience preservation save. Don't forget those important bonuses. Further, any active magical items, perhaps a ring of protection, can assist. The DC for the Death Save is 4 plus 2 for each negative point of the current health. Thus, if a character with a Resilience of 4 is at -2 hit points, then on his or her turn a Death Save is rolled against a DC 8. If the Death Save fails, the character suffers an additional body point of damage, delving deeper into the negative values, spiraling towards death from internal bleeding, asphyxiation, shock or whatever the cause. However, if the save is successful, the character stabilizes and stops losing life; however, the severely injured person does not regain consciousness and is still at a negative value.

Body Score	DC
0	4
-1	6
-2	8
-3	10
-4	12
-5	14
-6	16
-7	18
-8	20
-9	22
-10	24
-11	26
-12	28

If additional damage is inflicted while at zero or negative, assuming the blow did not kill the character, it means the new value is used to calculate the DC for the next Death Save. Even if the character were stable, the new damage places him or her back to a dying status.

Other potential harm comes from moving or dragging a negative and still unstable character. This forces an immediate Death Save, inflicting another point on failure. Even if successful, stability is not the result, but rather the injured is merely fortunately not to have been damaged further. The timing of this occurrence is at the action of the person moving the injured character.

The rules for healing by a short and long rest no longer apply to a character with negative or zero scores in body, mind and spirit. Recovery is slowed to one point per day. This recovery rate is true for all attributes even if only one of them falls into this range; thus, when a Body is at or below zero, even Mind and Spirit only recover a single point daily. Typically, negative but stable characters are unconscious; however, with each day's recovery of another body point, another "Death Save" is made using the same rules for the DC value. If failing, the character remains unconscious but is still stable. If successful, then the injured character becomes conscious, suffering the combined restrictions of being both restrained and stunned. However, pointing, gesturing, one-to-two-word responses for communication becomes possible.

Finally, whenever a character enters a "Death Save" process, one degree of exhaustion is added to the character. This includes re-occurrences into a "Death Save" process from a new injuring while still being negative. Thus, someone reaching -1 Body and stabilizing suffers one degree of exhaustion; however, while still negative another point is inflicted, taking the person to -2 Body, then stabilizes again, a second degree of exhaustion will penalize to the character.

## Mind-Spirit Death

When wounded badly enough that the Body score hits zero or lower, then physical death becomes a real possibility. However, what happens when the Mind or Spirit score reach zero. In the case these scores reach zero, that becomes a potentially as serious as dying from a Body score. In fact, so serious, even though when a one-point axiom or incantation *can* still be cast, it might not be considered the best option.

When reaching zero but not going negative for either Mind or Spirit, then one degree of exhaustion occurs from the stress of the ordeal. Short and long rests do not restore points, but rather after one day of rest scores will raise by 1 point with the exhaustion still intact. It is inconvenient and requires the loss of a day, but a state of consciousness and mental awareness is still maintained. However, remember when any score is at or below zero, all attributes only recover at a rate of 1 point daily.

Entering the negative values is when things become difficult. For the negative Mind scores, the character exists under the Drowsy restriction until reaching zero points. While in negative for Spirit, the character is under the Shaken restriction. It requires one full day of resting to restore a single point of Mind or Spirit when in such shock. However, at the end of each day, a special save is made before the point is restored. Using the save calculation as the "Death Save" for body, the wounded character must roll against the appropriate DC based on the current negative score. If successful, the point is restored; otherwise, it remains the negative value.

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If a character remains in negatives for either Mind or Spirit for over 24 hours, then he or she is considered to be suffering a temporary insanity. The GM will have more details on what that means. If a character remains in negatives for either Mind or Spirit for longer than three days, then an indefinite insanity will set in. A temporary insanity can be cured by restoring points; however, an indefinite insanity will continue even after regaining positive values for Mind and Spirit. In such cases, whenever the GM deems it appropriate, generally ruled by a failed Will preservation save, then the character will re-enter the necrotic state for several hours, possibly days.

Should the negative value become the negative equivalent for Judgment for a Mind score or Muse for a Spirit score, then the character becomes unplayable, inflicted with a permanent insanity, suffering effectively a mental or spiritual death and sanity break from reality, such as a complete cognitive divergence from reality for the mind or an endless coma of fear for the spirit.

To be clear, this only happens when the current score is negative. When resting that final day at zero, there is no save required. Depending on how adversely affected a character might be from this, the GM or player may wish to add to the story by introducing some mental issues, insanity, deliberate misinformation, etc. It should generally not be harmful to gameplay, as the penalty against the attribute's maximum has already suffered; however, there is no guarantee this misinformation will be safe. It may also be a way to introduce a different story or personality into the game.

## Exhaustion

Environmental conditions, such as starvation and the long-term effects of exposure, can lead to a special condition called exhaustion. As mentioned previously, this also occurs when a character approaches death's door. When a creature suffers a circumstance which exhausts it, a degree is added. If the creature has not been able to recover and another circumstance occurs, a second degree occurs; then a third, and so on.

Degree	Effect
1	Disadvantage on all feat and contest saves; preservation saves are normal
2	Movement is halved
3	Disadvantage on all saves
4	Disadvantage on attack rolls
5	Movement becomes zero
6+	One point of max-damage occurs to body, mind and spirit

Upon reaching the 6th degree of exhaustion, when losing a point from an attribute score, this is considered a negative-temporary point. This means that the acting maximum is lowered by the number of negative temporary points. Thus, if the mind score, normally 13 as a max, is lowered by one point, then until that degree of exhaustion is removed, the max-mind score is effectively 12.

When an event or effort removes exhaustion, it does not remove all the exhaustion but rather only one degree, unless the effect explicitly states otherwise. For example, a long rest will remove exhaustion. However, if a character has two degrees of exhaustion, then it will require two separate long rests to be fully recovered.

## Climate Extremes

When traveling in hot summers and frigid winters, how one is dressed is important. This can significantly alter one's choices of armor. On the Fahrenheit scale, most races are safe from exposure between 40 and 90 degrees. Also note that some skills, axioms and invocations may alter this range.

Without magic or other adjustments, which clothing can buffer, a degree of exhaustion is the penalty for exposure outside those ranges. Of course, how extreme the temperature is, the longer the duration required to suffer the penalty. For each duration in a temperature range, one degree of exhaustion is added. The type of armor (based on base AC, not material) one is wearing, the temperature range is adjusted.

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Temperature	Duration				
Below -10	10 minutes				
-10 to -6	20 minutes				
-5 to -1	30 minutes				
0 to 4	40 minutes				
5 to 9	50 minutes				
10 to 14	60 minutes	Base AC		Heat	Cold
15 to 19	90 minutes	11	Leather	+2	+4
20 to 29	120 minutes	12	Studded Leather	+4	+8
30 to 39	240 minutes	13	Chain Shirt	+7	+15
40 to 90	No Effect	14	Ring Mail	+10	+20
91 to 100	240 minutes	15	Brigantine Chain	+15	+25
101 to 105	120 minutes	16	Chain Mail	+15	+25
106 to 110	90 minutes	17	Splint Mail	+20	+30
111 to 115	60 minutes	18	Plate Mail	+25	+35
116 to 120	50 minutes				
121 to 125	40 minutes				
126 to 130	30 minutes				
131 to 135	20 minutes				
Over 135	10 minutes				

Therefore, a person wearing leather, walking in 95°F (which would be effectively 97°) can do so for four hours before suffering the effects of exhaustion. That same person would suffer the effects of freezing cold temperatures of 18° (effectively 22°) for two hours before suffering penalties. On the other end of armor choices, a person in plate mail would suffer a degree of exhaustion after only one hour if the temperature were 87°, making it 112° for the individual. However, that same person could withstand 8° temperature indefinitely as the internal armor temperature would be 43°.

A few other adjustments can be made. For example, sitting in the shade will lower the effective temperature by 10°. Also, in cold extremes using additional blankets and coverings to hold in the escaping body heat can add 5°. Also, if huddling together with blankets, each person adds 5° to each other up to a maximum of 20°. Thus, five people still only raise their combined effective temperature by 20 degrees. Obviously, the *center focus* and *endurance* skills would help.

## Petrification

Any creature who becomes subject to petrification must fail a series of saves before suffering the permanent fate. Special cases may deviate from this rule, but those must be explicitly stated by a description or monster's details. The target must succeed a Resilience save (DC:13) to avoid the effect. On a failed save, a target begins to turn to stone and under the restrained restriction. At the end of the target's next turn, it must repeat the saving throw. On a success, the victim is able to break free from the forming stony skin and the effect ends. On a failure, the target is petrified. However, there is still one more final chance to avoid permanence. In the next round, an initiative is still rolled for the target, even though no actions can be taken. On that turn, the victim repeats the save a final time, which the GM may choose to have the player roll in secret to prevent the other players from knowing the fate. Please note that this final roll is not subject to automatic failure of the petrification restriction; it is made as if the character were whole. If successful, then the petrification effect is only temporary and fades from the target in 2d6 rounds. However, if this third save is failed, the petrification is permanent. Lastly, unless stated otherwise, subjecting a petrified victim (even those affected temporarily) to another petrification effect is moot.

## Asphyxiation

A character can hold his or her breath for the number of rounds equal to his Resilience score plus his Resilience modifier. Thus, if Resilience is currently 4 points, then the person has five rounds before the effects of not breathing begin. In this example, if underwater or caught within a non-magical gas, then the victim would have 5 actions to free oneself before its body forcefully attempts to reach for air. While holding one's breath, no cantrips, axioms or divine powers can be used unless capable of being cast in *silence*. A further restriction is that all attacks, saves and feats are rolled at disadvantage while one's breath is being held.

However, at the end of the victim's turn of available actions to reach breathable air, one can no longer hold its breath and the need for air becomes uncontrollable. It is at this point when asphyxiation begins. When asphyxiating, the victim remains under all the same restrictions as if holding one's breath, but additionally, plus movement rate becomes like that of crawling and any attacks against the creature are at advantage. Further, the victim breathes in the environment around it. If the external atmosphere is, that might inflict actual Body damage. If the area is filled with poisonous gas, then the effects for it would then be applicable. If underwater while gulping and gasping, then the being would be drowning. Due to the shock to one's respiration, one degree of exhaustion immediately applies to someone who starts to asphyxiate; however, this is limited to one degree penalty per day. Lastly, a creature can only survive a limited amount of time if unable to reach breathable air. The period is based off the creature's current Body score and found in the chart below:

Score	Rounds / Turns
1-4	1
5-8	2

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9-14	3
15-22	4
23-30	5
31-40	6
41-50	7
51-60	8
61-70	9
71+	10

If able to find breathable air again before reaching the maximum number of rounds of asphyxiation, then the creature returns to the restrictions as if holding its breath for the number of turns it experienced the asphyxiation. However, if unable to reach breathable air when the maximum number of rounds expire, then the victim's Body score immediately becomes zero and the state of unconsciousness results. At the start of each subsequent turn, the victim must make a "death save." If failing the save, the creature suffers a point of damage, delving deeper into the score of negative Body points. If the "death save" succeeds, then no point is suffered. However, whether succeeding or failing, one further point of damage is inflicted due to the continued lack of breathable air.

## Dehydration

Water is required to survive. Roughly a half-gallon per day is needed. If exposed to direct sunlight for most of the day or the temperature is over 80 degrees, then a whole gallon of water would be required. When rivers, streams, canteens, etc. are available, this measure is unnecessary. However, when water is scarce, the effects on a person may have to be factored in game play.

Whenever a creature spends a day with less than half the water requirement, then one unit of under-hydration is tracked. If a creature spends an entire day with no water, then two units are suffered. As the units accrue, negative-temporary points are doled out to the creature against body, mind and spirit. As with the 6th degree of exhaustion, these negative-temporary points lower the effective maximum value of the attribute.

One day of normal hydration will remove a negative-temporary point. If there are multiple attributes down from dehydration, then after the end of day, one is selected randomly to be restored.

## Starvation

Medium creatures need about a pound of food daily, while small ones need only half the amount. When calculating a day's provision, one day's worth can feed two small creatures. Typically, this is not a concern; however, if the storyline enters a malnutrition arc, here is what happens as a result.

If eating less than the required amount for the day, then after three-consecutive days of malnutrition, a negative-temporary point is inflicted against one of the character's attribute max scores. After five consecutive days, one degree of exhaustion sets in. Exhaustion from starvation cannot be restored by normal rest until proper nutrition occurs. A normal day of eating will remove a negative-temporary point. As with dehydration, all attributes are affected simultaneously.

## Poisons

Poison is a substance that is introduced into a creature's system which causes a damaging effect. Poisons come in the following four types:

**Contact:** Contact poison can be smeared on an object and remains potent for long periods of time until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects. A GM may rule that contact poison can be used as an injury poison with half-effectiveness (i.e., the victim saves with advantage).

**Ingested:** A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. The GM may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.

**Inhaled:** These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5-foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they infiltrate nasal membranes, tear ducts, and other parts of the body and are designed to intermix with a creature's lifesong.

**Injury:** Injury poison can be applied to weapons, ammunition, traps, and other objects that deal piercing or slashing damage and remains potent for 10 minutes or until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects. Traps often seal the poison in a container and typically do not expire after 10 minutes. However, when applying to weapons, one dose is applied to a single weapon or can be spread over 4 items of ammo.

Regardless of the type, if a creature becomes subject to a poison, assuming it is not immune, the creature must roll a preservation save to see whether the effects can be avoided. Thus, each poison has a DC value. If the save does not overcome the DC, then the effects of the poison are induced. Once affected, the minimum result is the victim will be under the poisoned restriction for the duration of the effect, which means preservation saves and feats are rolled at disadvantage; all attacks made by the victim are at disadvantage as well.



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Poisons take effect instantly, unless stated otherwise in their descriptions. Also, when a poison affects a creature, its dosage is consumed. This means an injury poison placed on a weapon, which remains potent for 10 minutes, are delivered on an injury, making future strikes from this weapon ineffective for delivering that poison again without adding a new dose.

For those with poison resistance, then that victim is at advantage for the save. If the effect is at half-effectiveness for whatever reason, then the resistant creature should be assumed to be immune. If the poison does affect the resistant target, any damage to attribute scores inflicted are at half-damage. Thus one point per incident will not occur. Further, durations are halved, and any bonuses on perpetual saves during the effect are double.

Poison	Type	DC	Duration	Effect	Recovery	Anti-venom
<b>Bane Rancor</b>	Injury	Res:16	up to 12 rounds	Poisoned; Body	n/a	Restriction removed, but Body heals normally
<b>Bloomburn</b>	Inhaled, Injury	Res:13	6 hr	Poisoned; Deafened	n/a	All penalties removed
<b>Brittleskin</b>	Injury	Res:11	2 hr	Poisoned; Chance to Bleed	n/a	All penalties removed
<b>Chokeooze</b>	Contact	Res:15	Varies	Poisoned; Asphyxiation;	Special	Restriction removed, but Body and exhaustion heal normally
<b>Deathbane</b>	Injury	Res:12	30 min	Poisoned	n/a	Restriction removed
<b>Duskanger</b>	Injury	Res:12	1 hour	Poisoned; Body	Body: Normal healing	Restriction removed, but Body points return by healing
<b>Ghoulclaw</b>	Injury	Res:14	10 min	Poisoned; Movement	Special	All penalties removed
<b>Goblinmange</b>	Contact	Res:17	24 hr	Initiative Only	n/a	All penalties removed
<b>Hornmystic</b>	Contact	Logic:11	5 min	Poisoned; Prevents Magic	n/a	All penalties removed
<b>Icerip</b>	Inhaled, Injury	Will:13	30 min	Poisoned; Blinded	n/a	All penalties removed
<b>Iocane Dust</b>	Inhaled	Res:12	15 min	Poisoned	n/a	Restriction removed
<b>Mindcrank</b>	Ingested	Jud:11	1 hr	Poisoned; Mind	Special	Restriction removed, but Mind points return as recovery
<b>Necro Grudge</b>	Ingested	Resilience:14	Instantaneous	Body	n/a	Body heals normally
<b>Neurostench</b>	Injury	Logic:12	1 hr	Poisoned; Mind	Special	Restriction removed, but Mind points return as recovery
<b>Nightvine</b>	Ingested	Res:13	30 min	Poisoned	n/a	Restriction removed
<b>Rhodo-Honey</b>	Injury	Will:12	1 min	Phantasm	n/a	Illusion removed, but Mind points return as recovery
<b>Shadeblood</b>	Injury	Res:12	3 hrs	Poisoned; Weakness	n/a	Restriction removed
<b>Tears of Doubt</b>	Injury	Faith:12	1 hr	Poisoned; Spirit	Special	Restriction removed, but Spirit points return as recovery
<b>Venomooze</b>	Contact	Res:11	30 min	Poisoned	n/a	Restriction removed
<b>Yawnspawn</b>	Ingested, Injury	Perc:10	30 sec	Sleep	Special	Restriction removed

**Bane Rancor:** An injury to a creature with this poison will force the victim to make a Resilience preservation save (DC:16). If failing the save, the victim is placed under the poisoned restriction. In addition, the victim suffers d2 points of Body damage from the mixture. The requirement to make the same continues until it is successfully made, at which point the damage stops and the restriction ends. This continuous requirement will only last up to 12 rounds at the most. With the *alchemy* skill, one can brew this poison. More details on how to create potions and poisons can be found in the GM Aide guide.

onHit;{"type":"save","quality":"resilience","DC":"16";{"command":"n-markers","tags":[{"tag":"deaf","parameter":"true"}, {"tag":"poisoned","parameter":"true"}]}

**Bloomburn:** A creature subjected to this poison must make a Resilience preservation save (DC:13). On a failed save, the victim suffers the poisoned and deafened restrictions for the next six hours. There is no special recovery; however, if an anti-venom procedure (whether magical or alchemical) occurs, it will remove all penalties. With *homeopathy*, someone can concoct this poison.

onHit;{"type":"save","quality":"resilience","DC":"13";{"command":"n-markers","tags":[{"tag":"deaf","parameter":"true"}, {"tag":"poisoned","parameter":"true"}]}

**Brittleskin:** When a victim is exposed to this poison, that creature must make a Resilience preservation save (DC:11). On a failed save, then target becomes subject to a bleeding effect whenever injured by future slashing or piercing damage. This effect lasts for two hours in addition to the poisoned restriction. Whenever such an injury does occur, the victim must make another Resilience preservation save (DC:8) or suffer an additional point of Body damage. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties.

onHit;{"type":"save","quality":"resilience","DC":"11";{"command":"n-markers","tags":[{"tag":"yellow","parameter":"true"}, {"tag":"poisoned","parameter":"true"}]}

**Chokeooze:** This contact poison will force a creature who comes in contact with it to make a Resilience preservation save (DC:15). If failing that save, the creature immediately suffers anaphylaxis which prevents the breathing airway to work. This means the creature begins

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**asphyxiation.** The victim is allowed to make new saves at the end of its turn and will gain +1 on the roll for each subsequent save. Thus, the failed save creates the effect, but the next save is roll at +1, and the one after that at +2, etc. This continued save occurs until the victim recovers or dies. Once the victim overcomes the poison, healing from this poison occurs under the normal rules of healing. If an anti-venom procedure occurs, it will stop the asphyxiation, but Body points and exhaustion require normal healing.

```
onHit;{"type":"save","quality":"resilience","DC":"15";{"command":"n-markers","tags":{"tag":"asphyxiation","parameter":"true"}}
```

**Deathbane:** A creature subjected to this poison must make a Resilience preservation save (DC:12). On a failed save, the victim suffers the poisoned restrictions for a duration of 30 minutes. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties. This can be created by someone with only the *distillery* skill. More details for batching poisons can be provided by the GM.

```
onHit;{"type":"save","quality":"resilience","DC":"12";{"command":"poison"}}
```

**Duskanger:** When a victim is exposed to this poison, that creature must make a Resilience preservation save (DC:12). On a failed save, then target suffers d4 points of Body damage and is penalized by the poisoned restriction. This restriction lasts for one hour. There is no special recovery and body-point losses must heal normally. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost Body points. The minimum skill required to create this poison is *homeopathy*.

```
onHit;{"type":"save","quality":"resilience","DC":"12";{"command":"various","inner":
```

```
[{"command":"damage","quality":"body","value":"d4","damageType":"poison","specialWord":"Poison%20Damage"}, {"command":"poison"}}
```

**Ghoulclaw:** This poison carries a paralysis effect. When a creature is subjected to ghouclaw, the victim must make a Resilience preservation save (DC:14). Upon failing the save, the target suffers the poisoned restriction but also has its movement reduced by 10 feet. Cumulative dosages will continue to reduce movement until the victim reaches zero movement. This slowed effect remains for 10 minutes; however, recovery from the toxin is not instantaneous. After 10 minutes from the last dosage, the poisoned restriction is removed, but the movement is restored in increments of 10 feet each passing 10-minute duration after. If an anti-venom procedure occurs, it will remove all penalties, including the movement loss. To devise this poison a *homeopathy* skill is needed.

```
onHit;{"type":"save","quality":"resilience","DC":"14";{"command":"ghoultouch","movement":"10"}}
```

**Goblinmange:** A creature subjected to this poison must make a Resilience preservation save (DC:17). On a failed save, the victim does *not* suffer the normal poisoned restrictions but rather suffers a very itchy pink rash for the next 24 hours, during which the target suffers -2 to all initiative rolls due to the irritant. There is no special recovery; however, if an anti-venom procedure occurs, it will remove the initiative delay. Further a *remove disease* invocation will also instantly cure the effects. Lastly, this poison is not created in a lab, but with a *skinning* skill and another that prevents self-infection like *foul-play*, then one dose can be extracted from a goblin dog.

```
onHit;{"type":"save","quality":"resilience","DC":"17";{"command":"n-markers","tags":{"tag":"pink","parameter":"true"}}
```

**Hornmystic:** A creature that makes contact with this poison must make a Logic preservation save (DC:11). On a failed save, the victim suffers the poisoned restrictions for the next five minutes. But also in that duration, concentration becomes very difficult to maintain, resulting in spell-casting being very difficult. All effects cast are at disadvantage. This is true whether by cantrip, axiom, or divine power. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties and restored the ability to perform magic.

```
onHit;{"type":"save","quality":"logic","DC":"11";{"command":"various","inner":{"command":"custom","specialWord":"Casting%20Disadvantage"}, {"command":"poison"}}
```

**Icerip:** A creature subjected to this poison must succeed on a Will preservation save (DC:13) or be poisoned and blinded for 30 minutes. There is no special recovery; however, if an anti-venom procedure occurs, it will remove both penalties. To make a batch of icerip poison, one must have a *homeopathy* skill at a minimum.

```
onHit;{"type":"save","quality":"will","DC":"13";{"command":"n-markers","tags":{"tag":"blind","parameter":"true"}, {"tag":"poisoned","parameter":"true"}}
```

**Iocane Dust:** When subjected to this poison, a creature must make a Resilience preservation save (DC:12) or suffer the poisoned restriction for the following 15 minutes. There is no special recovery, and an anti-venom procedure will remove the penalty. To weaponize the dust from iocane, a *homeopathy* skill is required.

```
onHit;{"type":"save","quality":"resilience","DC":"12";{"command":"poison"}}
```

**Mindcrank:** This poison directly attacks the victim's Mind score. When subjected to the poison, the creature must make a Judgment preservation save (DC:11). On a failed save, the victim suffers d3 points of Mind damage and is further penalized by the poisoned restriction. This restriction lasts for one hour. While unlikely to get someone to imbibe such a quantity, this poison can cause a mind-death. After the duration expires, then for each passing hour, one point of Mind score is restored. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost Mind points; however, Mind points will continue to recover one point per hour. This can be created by someone with a *homeopathy* skill.

```
onHit;{"type":"save","quality":"judgment","DC":"11";{"command":"various","inner":
```

```
[{"command":"damage","quality":"mind","value":"d3","damageType":"poison","specialWord":"Poison%20Damage"}, {"command":"poison"}}
```

**Necro Grudge:** When this poison is ingested, the victim must make an immediate Resilience preservation save (DC:14). If failing the save, this very toxic poison inflicts 2d4 points of Body damage. However, the effect is immediate and limited to physical damage and does not add the normal poison restriction.

```
auto;{"type":"save","quality":"resilience","DC":"14";{"command":"damage","quality":"body","value":"2d4","damageType":"poison","specialWord":"Poison%20Damage"}}
```

**Neurostench:** When subjected to this poison, the creature must make a Logic preservation save (DC:12). On a failed save, the victim suffers d2 points of Mind damage and is penalized by the poisoned restriction. This restriction has a duration of one hour. This poison will not reduce a victim below a zero Mind score nor will it cause a mind-death. After that hour, then for each passing hour, one Mind of mind score is restored. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost Mind points; however, Mind points will continue to recover one point per hour. This injury poison can be created by someone with a *homeopathy* skill.

```
onHit;{"type":"save","quality":"logic","DC":"12";{"command":"various","inner":
```

```
[{"command":"damage","quality":"mind","value":"d2","damageType":"poison","specialWord":"Poison%20Damage"}, {"command":"poison"}}
```

**Nightvine:** A creature subjected to this poison must make a Resilience preservation save (DC:13). On a failed save, the victim suffers the

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poisoned restrictions for a duration of 30 minutes. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties. This can be created by someone with a *distillery* skill.

```
onHit;{"type":"save","quality":"resilience","DC":"13";{"command":"poison"}}
```

**Rhodo-Honey:** This is a natural honey produced by grayano bees. The nectar can be used as an ingredient with powdered lobster tail to produce a powerful hallucinogen. The poison is a injury based poison and ingestion is too weak to affect a person. When a victim is struck by it, he or she must roll a Will save (DC:12) or suffer hallucinations which act as a violent phantasm, usually of something greatly feared, and the victim will temporarily lose 1 Mind point. The effect lasts for one minute (or 6 rounds). Even if successfully saving the hallucination acts real to the victim up to its next action fighting off the phantasm; however, there is no Mind lost on a successful save. No mind-death will occur from an overdose of this honey-based poison, the effective numbers can go as negative as the saves fail, requiring a like time to recover. While needing only a *homeopathy* skill to produce, the individual must also procure the rare nectar from the grayano bees or have a hive and the *animal husbandry* skill specific to them.

```
auto;{"type":"save","quality":"will","DC":"12";{"command":"various","inner":
```

```
[{"command":"damage","quality":"mind","value":"1","damageType":"poison","specialWord":"Poison%20Damage"}, {"command":"custom","specialWord":"Fear%20Effect"}]}
```

**Shadeblood:** A creature subjected to this poison must make a Resilience preservation save (DC:12). On a failed save, the victim suffers the poisoned restrictions for three hours. In addition, the creature has a loss of physical strength. This translates to a -2 to hit on any melee attacks and a -2 penalty for any feat or competition involving strength, such as grappling. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties. This poison can be prepared by someone with *homeopathy*.

```
onHit;{"type":"save","quality":"resilience","DC":"12";{"command":"various","inner":{"command":"n-markers","tags":{"tag":"attackPenalty","parameter":"2"}, {"tag":"poisoned","parameter":"true"}}; {"command":"custom","specialWord":"-2%20Penalty%20Strength%20Save"}]}
```

**Tears of Doubt:** When subjected to this poison, the creature must make a Faith preservation save (DC:12). On a failed save, the victim suffers d4 points of Spirit damage and is penalized by the poisoned restriction. This poison will not reduce a victim below a zero Spirit score nor will it cause a spirit-death. The restriction has a duration of one hour. After that hour, then for each passing hour, one point of Spirit score is restored. If an anti-venom procedure occurs, it will remove the poisoned penalties, but it will not restore lost Spirit points; however, Spirit points will continue to recover one point per hour. To originate the tears of doubt poison, a *distillery* skill is needed; however, this special result can come to fruition by combining its alchemy with a priest's *ceremony* skill. More details can be provided by the GM.

```
onHit;{"type":"save","quality":"judgment","DC":"11";{"command":"various","inner":
```

```
[{"command":"damage","quality":"spirit","value":"d4","damageType":"poison","specialWord":"Poison%20Damage"}, {"command":"poison"}]}
```

**Venomooze:** A creature subjected to this poison must make a Resilience preservation save (DC:11). On a failed save, the victim suffers the poisoned restrictions for a duration of 30 minutes. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties. The *distillery* skill is all that is required to create this poison.

```
onHit;{"type":"save","quality":"resilience","DC":"12";{"command":"poison"}}
```

**Yawnspawn:** When this poison is introduced to a creature, the victim must make a Perception preservation save (DC:10) or fall unconscious. This sleep effect lasts for 30 seconds or until wakened. If a slept creature suffers damage or another uses an action to wake the sleeper, then the victim will rise again with no poison restriction; otherwise, a victim suffers the unconscious restriction. There is no special recovery; however, if an anti-venom procedure occurs, it will remove all penalties and waken the victim if he or she has remained unconscious. To create this sleeping potion, one must have a *homeopathy* skill.

```
onHit;{"type":"save","quality":"perception","DC":"10";{"command":"n-markers","tags":{"tag":"asleep","parameter":"true"}}}
```

## Disease

People get sick. Disease is part of life, even the adventurer's life. In this subsection are the rules and details of how to manage when someone is potentially exposed to a specific disease. There are several variables, including what the disease is, how and how quickly it is spread, and the degree of severity or risk of fatality there might be.

In the world of Enchanted Realms, germs and microbes are really a thing. The concept of disease is more similar to miasmatic theory, where disease exists due to a noxious form of "bad air" created because of rotting organic matter mixing with evil and cursed strains of energy existing in the world. As a result, weather doesn't often carry this "bad air" but rather this pollution settles upon objects or persons who become carriers or victims. Typically one catches a disease due to exposure to a bad object or location. Therefore, disease is not something that will be checked routinely, but only when there is a chance for actual exposure.

Of course, exposure comes in different ways: touch, breathing the contagion, ingestion, or perhaps being in the proximity of something. Once the exposure occurs, the GM will secretly roll a feat save against the DC of the disease. At this point, the character is infected. The disease will incubate for a specific time before symptoms occur. Next the GM must determine the severity of the illness that sets in. Unless otherwise noted, the default for severity is determine by the table to the right. Mild cases might not show any symptoms, especially if the victim cannot be affected in a notable way, such as a non-priest character having abyssal fever.

However, the infected would still have unusual sweating and be a carrier of the disease. If the severity is worse than normal, then *death saves* may occur daily for the potential of body point losses at the discretion of the GM; these *death saves* can occur even if the victim has positive points.

After the incubation period, symptoms will occur. The disease will exist within that person's lifesong for the duration. Effects of the illness will occur for that duration. If the disease is contagious by touch or proximity, then the diseased person may pass the disease to others during this time. The recovery of the losses will return based on the type of disease the person had.

Roll	Severity	
01-10	Mild	Half duration, half effect or possible asymptomatic
11-85	Normal	
86-98	Fierce	Double duration
99-00	Extreme	Triple duration; make another feat save a few days after recovery for re-infection

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Of course, due to how diseases work, there is little doubt that powerful beings and perhaps even well-funded evil organizations will develop methods to weaponize the terrible illnesses.

Disease	Exposure	DC	Incubation	Duration	Recovery	Severity
<b>Abyssal Fever</b>	Touch	Res:15	1d10 days	3d10 days	Standard	Normal: 11-00
<b>Ashen Plague</b>	Airborne	Str:10 Elves Str:15	5d10 hrs	2d10 days	Special	Standard
<b>Cerebral Pyre</b>	Ingestion	Logic:12	2d4 hrs	3d10 hrs	Standard	Standard
<b>Crimson Fever</b>	Airborne	Agil:16	5d10 hrs	2d10 days	Standard	Standard
<b>Crow Frenzy</b>	Airborne	Judg:12	2d6 hrs	2d4 days	Standard	Standard
<b>Earth Rot</b>	Touch	Res:10	4d6 hrs	4d6 days	Standard	Standard
<b>Eyesore</b>	Airborne Touch	Res:9	2d6 hrs	4d10 hrs	Standard	Standard
<b>Hangman's Distemper</b>	Touch	Res:14	5d10 hrs	1d6 weeks	Standard	Standard
<b>Lunar Combustion</b>	Touch	Res:11	2d4 days	1d10 days	Standard	Normal: 11-00
<b>Necrotic Rot</b>	Touch	Res:15	2d4 hours	4d6 hours	Special	Standard
<b>Rat Fever</b>	Touch	Res:10	5d10 hrs	10d10 hours	Special	Standard
<b>Timber Shivers</b>	Airborne Forests	Str:12 Elves Str:8	5d10 hrs	1d10 days	Standard	Standard
<b>Vermin Fever</b>	Touch	Res:7	2d10 hrs	1d6 days	Standard	Standard

**Abyssal Fever:** Fever which causes sweat, which is a mild form of unholy water. If others touch the sweat, it causes itching and possible contraction. During infection, divine skills and incantations require a successful Faith feat (DC:11) to successfully use. Further, Spirit points lost while infected do not recover, even by magical restoration. Once the disease clears, any divine abilities return without difficulty and Spirit is restored at a normal rate. This disease can incubate without symptoms for 1d10 days, this of course means that those not divinely-aligned may be asymptomatic carriers.

**Ashen Plague:** Elves are more susceptible than other races. The sickness causes vomiting and bleeding from the ears. The victim will require a week of bed rest to recover. If disregarding bed rest, the victim will temporarily lose 1 point of body max per day after onset. Max body returns to normal at a rate of 1 per day after the disease passes. However, if the body reaches zero because of strenuous activity, then there is a 10% chance of death by hemorrhaging.

**Cerebral Pyre:** Contracted within a few hours of eating or drinking something tainted, this disease reaches the victim's brain, producing horrific pain inside one's head. It will cause one to scream and claw at the scalp and face. Fortunately, the effects pass quickly. In the meantime, Sorcery requires a Logic feat (DC:17) to successfully cast a spell; and even cantrips require a Agility feat of DC:8. Combat is at disadvantage, and initiative suffer -3 penalty. Further, all saves (other than those listed specifically in this description) suffer -1 on the roll.

**Crimson Fever:** When contracted, this turns the skin to a reddish hue and is associated with aching pains. While sick, movement is halved. Mild cases do not affect movement, but skin color changes. If severity is fierce or extreme, then movement is one-quarter.

**Crow Frenzy:** While in the grips of this disease, victims frequently succumb to fits of mad laughter. Any event that causes the infected creature great stress, including entering combat, suffering damage, experiencing fear, or having a nightmare, this forces the creature to make a Resilience save (DC:13). On a failed save, the creature becomes incapacitated with mad laughter for 30 seconds (or 3 combat rounds).

**Earth Rot:** This usually only is contracted through an open wound, but it can become a serious health issue. During its course, the victim acts as if having half the normal Strength and Agility. Like *rat fever*, this disease requires bed rest to recover, and only then does the timer for recovery begin. During the recovering phase, each day the victim must make another Resilience save (DC:10) or suffer a point of body damage which does not heal under normal rules; however, divine or alchemical methods will restore the lost Body points. If ignoring the need for bed rest, the victim will lose both a normal and max Body point for each day. If Body points are reduced to a value below zero equal to Resilience then the victim will die.

**Eyesore:** When infected, one's eyes swell and become covered in a fuzzy mold. During this time, the victim is under the blind restriction. After 4d10 hours, the spores burst and spread in the air. Anyone in the immediate area must make a Resilience feat save (DC:9) or become infected as well.

**Hangman's Distemper:** This disease produces a strange bruised ring around the neck, eyes bulge, and breathing is difficult. Coughing up blood is typical. Movement is halved. Sorcery requires a Logic feat against DC:6 to successfully cast. Combat is at disadvantage, initiative suffers a -1 penalty, and all saves suffer a -1 on the roll.

**Lunar Combustion:** This illness causes a severe sensitivity to moonlight, which can create a skin burning like that of a painful sunburn. If a *moonburn* happens, the victim's movement is half of normal.

**Necrotic Rot:** This fast-acting disease turns the skin dead, causing it to rot and fall off. It's disgusting and smells bad. Every six hours during infection, the diseased must make another Resilience feat save (DC:15) or suffer a point of body damage which does not heal under normal rules. It cannot be healed by *wound care* or *field medicine*; however, divine or alchemical methods will restore the flesh. If not magically healed, the restoration of body points after the illness has passed will occur at one point per day.

**Rat Fever:** The disease causes weakness and fever which lasts for 2 to 3 days. The victim will require bed rest to recover, and only then does the timer for recovery begin. If disregarding bed rest, the victim will functionally lose 1 point of body max per day after onset. Max body

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returns immediately to normal after the disease runs its course; however, any healing will still require a long rest.

**Timber Shivers:** It is not a common infection, but it is usually due to be exposed to forests. As groves tending to be the carrier, elves have bred themselves to a special resistance to this disease, making their DC on 8 to contract the malady. It causes twitching and trembling, resulting in the inability to perform delicate tasks. While infected, the victim's combat attacks suffer -1 per each die. Further, there is a 20% chance of losing bladder control in combat or other stressful situations.

**Vermin Fever:** The disease is carried by wererats making the sick person suffer restrictions as if having been poisoned. Further, one's movement is halved while under the effects of the disease.

## Curses

Curses exist. Sometimes they are a direct hex from a witch or an evil priest; however, at other times, curses are passed from victims of the curse, such as sunbane or lycanthropy.

Curse	Transmission	DC	Removal
Ageusia	Hex	Muse:8	Free Curse
Bio-nonspecto	Hex	Res:7	Free Curse
Demon Rot	Sexual Relations	Faith:4	Free Curse
Gauchiste	Hex	Will:8	Free Curse
Gluttony	Hex	Res:9	Free Curse
Horsefold Hate	Hex	Res:9	Free Curse
Lycanthropy	Biten By Cursed	Varies	Ritual
Malglossima	Hex	Jud:8	Free Curse
Mock Feratu	Hex	Res:8	Free Curse
Necroficence	Damaged By Affected	Will:6	Free Curse
Portclaudio	Hex	Jud:8	Free Curse
Sunbade	Slaying Cursed	Will:6	Free Curse
Thunderous Step	Hex	Muse:5	Free Curse
Witch Bird	Bitten By Cursed	Faith:6	Free Curse

**Ageusia:** All food and drink become tasteless.

**Bio-nonspecto:** Character becomes incapable of visually perceiving living creatures.

**Demon Rot:** The victim who made inappropriate relations with a demon may become a "demonic rotter." This is a spiritual curse that cover the person's body with yellow pustules and slowly drive him or her insane. Soon the rotter become crazed and attacks anything that hinders its desires. A rotter becomes immune to fire and the pus-covered skin becomes like iron. There is no chance of spreading this curse through contact with a rotter. Rotters may use weapons and have combat skills and body points from their previous existence.

**Gauchiste:** The victim cannot turn right.

**Gluttony:**The character must consume three times the amount of food and drink a normal person does do sustain themselves. They experience terrible thirst and hunger pains. Treat as exhaustion if they do not actively maintain this regimen.

**Horsefold Hate:** The victim emits a peculiar odor, repellent to all equine or quasi-equine beings. Riding horses, etc. refuse to carry the cursed character on percentile dice rolls of 01-50. On rolls of 51-75, the character can force the animal to carry him or her, but with such difficulty as to cut the animal's speed by half. If 76-00 is rolled, the animal will fight. Draft animals will balk and refuse to pull a vehicle the character is riding in 50% of the time. Similarly, pack animals will refuse to carry the character's property or anything he or she has handled 50% of the time. If 01-50 is rolled, draft and pack animals refuse; 51-90, they will submit and act normally, but on 91-00, they will fight. Equine creatures of greater than animal intelligence will be hostile toward the victim; they will flee (75%) or attack (25%).

**Lycanthropy:** This is one of the most complicated curses and it comes in numerous forms. First, the transference is always to a like form that bite the victim. That said, lycanthropes may be wererats, werewolves or even a wampus.

Wererats forcibly transform on new moons. However, if the other moon shines with significant brightness, the shapechange may not occur. Their new form is that of a giant rat. In the animal form, no prehensile actions can be taken. Those bitten by the young wererat form and survive the encounter must make a Strength preservation save (DC:7) or become a wererat as well. Even if not, the victim may become diseased. The cursed are often quite aware of this change, and after a year of being under the curse, wererats can take on a hybrid form: part rat, part humanoid. In the hybrid form, the cursed gains two additional body points and can employ weapons as in the bipedal rat-form. These forms can be maintained for up to one hour per night regardless of moon phases. Relationships seem to be part of the wererat drive. After learning to control the transformation, wererats often form small communities in seedier parts of town, possibly underneath in the sewers, and often act as a criminal gang. When in non-human form, the wererat has weak darkvision at a range of ten feet. While not immune to normal weapons, wererats are resistant when morphed; one point of damage is reduced per individual strike from normal weapons. Silver or other special materials allow full damage. Wererats also carry vermin fever to which they are immune.

A werewolf is the transformed form of a person affected by lycanthropy. Full-moon phases trigger the transformation. During this

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state, the person is not aware of his or her consciousness and has the mind of a wild predatory killer. A werewolf's mind cannot be affected by skills or spells that alter the mind score. Also, the wolf-form has 4 Body points above the person's normal form. Additionally, beyond the hardier physique during the transformation, the werewolf is partially invulnerable in that neither wood nor iron can harm it. Weapons must be silvered or made of a magical ore such as orichalcum or mythril. Victims physically harmed by a werewolf who survive the attack must a Resilience preservation save (DC:11) or contract the curse. However, if the werewolf has been harmed by silver, special ore or magical weapons in the recent minutes, then the chances of contagion are reduced, granting the victim advantage on the save. Finally, a werewolf cannot be simply freed by a *free curse*; a ritual is required.

A Wampus curse is a variation of lycanthropy. However, rather than moon phases triggering the transformation, a person with this curse becomes a panther on nights where the temperature remains very hot. Like most forms of lycanthropy, the person is not aware of his or her consciousness and has the mind of a wild predatory killer. A wampus is not immune to mind effects like a werewolf and further can be harmed by traditional weaponry. However, the beast can howl as a sonic attack with 3d20 against victim's AC. All within a 20-ft cone (10 hexes) are affected, where successful strikes inflict damage to spirit rather than body. This howl-attack can only happen once per night. Victims physically harmed by a wampus who survive the attack must succeed a Will preservation save (DC:8) or contract the curse.

**Malglossima:** The victim speaks different languages (whether known or not) for each sentence. Judgment save (DC:8) to speak language desired.

**Mock Feratu:** Character takes on the appearance and smell of being undead, but isn't.

**Necroficence:** A "necrofiary" appears and takes actions completely as one's normal self, as this curse is quite clandestine. This curse is not limited to humanoids and may affect animals and even mythical beasts as well. Despite no visible change and often unaware of the condition, this spiritual curse links the victim with the dead. Any creature slain by the necrofiary will rise from the dead as a zombie and seek out its slayer and any accomplices. However, this zombie will only attack its intended or those associated with him or her. However, if the zombie does score a successful hit on someone who is not cursed, that being must make a Will preservation save (DC:6) at the end of the encounter. Failed saves indicate that being becoming a necrofiary as well.

**Portclaudio:** A character must close every door they walk through, even if there are people behind them.

**Sunbade:** A sunbane is a cursed being that hibernates during the day because the sunlight causes burning damage at a rate of 1 body point per combat round. However, during its night hours it has a bloodlust for fighting. In an odd twist to this curse, it is not the victims of the sunbane who become cursed, but rather the slayer of a sunbane. Whoever delivers the *coup de grace* must make a Will preservation save (DC:6) or become cursed. This is true whether physical contact is made or is destroyed by magic.

**Thunderous Step:** Footfalls of the cursed squeak loudly with each step.

**Witch Bird:** A witch bird is the transformed body of the victim. Legend has it that the original witch bird was an old woman was executed for practicing necromancy. After being slain, she came back in the form of a human-sized owl with her original visage. It has constant *transmogrify* ability and can change at will as a single action; however, but it will only attack in owl form as it attempts to peck the heart out of its victims. Those not slain after being bitten by a witch bird must succeed a Faith preservation save (DC:6) or transform into one over the following week.

## Falling

Falling is another potentially harmful occurrences which happen. Characters and monsters can be seriously injured from falling damage - and in ways beyond body points. For each ten feet of falling, then the crashing being must make an Agility feat against a DC 10; however, for each compounded ten feet fallen, the DC for each die roll becomes a point higher and the damage increases.

Height	DC	Damage
10 feet (8 to 17)	10	1d4
20 feet (18 to 27)	11	2d4+1
30 feet (28 to 37)	12	3d4+2
40 feet (38 to 47)	13	4d4+3
50 feet (48 or greater)	14	5d4+4

If successful on the original Agility save, then a d6 is rolled to subtract from the damage inflicted. If failing the check, the the total damage from the fall is suffered. Unless specified differently, any damage inflicted from a fall will be blunt damage. However, falling into a pit of spikes would be ruled by the GM as piercing damage. Furthermore, any damage from a fall occurs simultaneously. Thus, any resistance would be against the entire amount rather than each single d4. Moreover, if suffering more than half of one's Body max-score from a fall, then a final Resilience feat is required against the same DC to prevent the wrenching of a limb (d4: arm, arm, leg, leg) which makes either movement half or attacks at disadvantage for the following 24 hours.

## Survival Checks

There are times when an effort or creature causes an item to make a survival check. When this occurs, the DC will be stated in the rule or effect. However, depending on the type of item material and the source of the damage, there could be adjustments that should be made. Used the following table to manage those conditions.

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Damage Source	Bone/Clay	Cloth	Glass	Leather/Rope	Metal*	Paper	Stone	Wood
Alchemical	+1	+0	+5	-1	-1	+0	+2	+1
Cold	+0	+2	+2	+0	+2	+0	+0	+0
Fire	+0	-3	-1	+0	-5	+2	+0	+0
Lightning	+0	+1	+0	+0	+2	-1	+0	+0
Physical Force	+0	-1	-2	+1	+2	-2	+2	+0

\* The quality of metal adds bonuses to the survival roll as well. If a metal produces a bonus to hit, then add that value as well.

## Illusions

Certain spells, abilities and items can create illusions. There are basically three subtypes of illusion. It is important to understand what each is because how these affect their victims are different with different immunities. Also note that charming, while magical, is not an illusion. Some illusions may affect the mind in a way that seems like a charm; however, these are too different types of magic.

The three subtypes of illusions are glamours, phantasms and shrouds. All verbiage in the printed material are very specific in usage to ensure what kind of illusion is in being applied.

### Glamours

Glamour illusions create actual images, sounds and smells. Think of this magical stimulus as holograms where all observers respond to the perception. However, senses to perceive the illusion is required. Thus, non-ocular undead, such as skeletons, would not be affected by a visual glamour; however, a vampire, which does have normal vision, would be able to see, and potentially be fooled by a glamour. For a nearly mindless creatures, like a Mind-Zero animal, any save would automatically fail against a visual glamour, whereby the creature would react according to its nature.

### Phantasms

Phantasms are illusions in the psyche of the victim. They are merely perception, albeit often powerful one. Nonetheless, only the minds affected can "see" or "hear" the illusion. Others may wonder why their ally is wrestling "nothing" on the ground. Mindless undead, plant-monsters, and other creatures who are not affected by mind-altering magic are immune from these types of illusions. Further, if someone has *dark mind* or other mind-shielding, phantasms may not be able to affect him or her.

### Shrouds

Shrouds are illusions that alters, conceals or modifies the perceivable messages of an object. This is similar to a glamour illusion in that the image or sound is real, observable to anyone able to sense it. However, it alters and masks the light, sounds, smells or tactile information. In some cases, such as veil, it conceals the information. In other cases, shrouds alter the imagery. Those of lesser intellect would react to shrouds the same way as a glamour, even in the face of things that would defy logic to a thinking being. Where a person bumping into an invisible object would deduce something is there, the mindless strix would not realize there was anything beyond its sensory perception.

Even when an illusion is known to be false, what persists depends on its subtype. Nothing in the environment changes for glamour illusions and shrouds. The deception may be known, but the "hologram" or background-noise would still be seen and heard. However, once discovering that a phantasm is only an illusion, the perception will vanish. However, a GM might find it fun to take some psychological parting shots as the nightmare fades away over six or seven seconds for story-telling value.

## Underwater

There will be opportunities to have adventures below the lake surface or in the depths of oceans. The first concern is breathing. If no magical means is provided for characters to breath underwater, then the rules of [asphyxiation](#) are first at play.

Once surviving underwater is established, then movement and combat become important details. When a character has *swimming* or *flow*, then movement is well defined by those skills. However, for the one who has imbibed the *everbreath potion* but has not mode of swimming, neither natural or magical, it can be slow-going. Pulling oneself through the water with no skill is a base movement of 10 feet, but this is further modified by armor penalties. Therefore, said character might be able to breathe but may also sink to the ocean floor.

Finally, if aquatic adventurers resolve all the other issues, managing combat must be understood. First, creatures and objects that are fully immersed in water have resistance to fire damage - not that much occurs in this environment. Next, ranged weapons are almost completely useless. Only archery weapons are functional, but even then their normal range become the max range and only linear shots are feasible. This means from zero to normal range for archery weapons, attacks are made at disadvantage. Beyond their normal land range, the water resistance renders the attack moot. However, a few special weapons function well underwater for range, such as the trident, which has its specialized rules defined in its description.

Melee underwater is likewise penalized but are not quite as bad as using range. When making an attack in melee, creatures with an effective

## Adventuring

swimming speed (either natural or granted by magic) of 20 feet or better can engage as normal. Slower creatures suffer attack at disadvantage unless using a weapon with underwater usage given in its description, such as a dagger or trident.

Spell-casting underwater is grim as well. If a spell can be cast inside of a *silence* effect, then it can manifest when immersed in water. Otherwise, that axiom or incantation simple cannot be invoked. That said, there are potions and magical items which can overcome these restrictions, just as a hammer of “underwater-throwing” could exist. However, drinking those potions might best be done before entering the water as imbibing a corked potion underwater can only be done by making an Agility feat save against a DC of 18. Otherwise, the potion becomes too diluted between its uncorking and drinking. Of course, magic might offer solutions here as well, such as traveling in air bubbles or other protections that would allow drinking, talking and other activities work as normal.



## Religion

### Religion

At the risk of violating the separation of system and game-world, below are listed several religions and deities in the Enchanted Realms world. GMs are free to incorporate these or use their own. Part of the reason for the inclusion is to show the balance of incantations and abilities granted by the gods. Even in some cases, different pantheons offer very different spells and grant special abilities. If creating custom pantheon lists for available incantation, it is recommended to have a total of 200 to 220 total points, distributed reasonably between point ranges.

However, religion is more than a spell list. It is more than good or evil, following dogma or being free from societal rules. Religion is a practice and a belief in an ideology and philosophy. When a character makes a divine accord to serve a deity, this is a serious pact. Power is given from the god(s) in trade of service. Should there be a lack of adherence to the deity's interests over several and severe incidents, there will be consequences. Typically, this comes in the form of admonition from peer-priest or church authority but becomes harsher if the service does not align properly. However, the gods are not timeless and omniscient; therefore, it could be months maybe even years before the retribution occurs. This judgment is left to the GM.

On the flip side, the priesthood offers many opportunities to gain role-playing karma from the GM for performing properly as a holy one in the service of a deity. Destroying symbols and icons of a religion that is opposite of the priest's philosophy might earn a few points of karma. Interacting and influencing political figures to implement plans and goals that further the work of the church could yield even more. While often thought of as the healer in the dungeon, the priest character can become so much more.

### Dyadiki

Dyadiki is a human religion of universal forces of good versus evil. Then manifestation of each come in various forms. Below is a list of deities and their provinces. Temples and churches are rarely dedicated to a single form, but rather a representation of goodness, where any of the good powers may be worshiped. Certain wings or areas may be dedicated for specific followers and priests of a specific god. The evil powers, however, are the exception - as they rarely have public places of worship. Usually a sect of one particular evil deity will build a secret shrine where only followers of that god know its location.

Each god is specialized of watching over certain influences; however, the greater ideology is that the gods are more like a hive-mind or faces of a cosmic and nearly omnipotent entity. For this reason, all worshipers of a goodly-aligned deities are welcome at any temple building. That said, each sect dedicated to one of the aspects of the gods does organize into more detailed ideology and hierarchal orders of authority.

Deity	Morality and Ethics	Influence	Province
<i>Universal</i>	Neutral	Everything	All
Arael	Good	Water, Sky and Truth	Sea/Water, Sky
Barachiel	Good	Blessings	Life
Israfael	Good	Music	Knowledge, Nature
Jhudiel	Good, Order	Responsibility and Honor	Community, Nature
Sachiel	Good, Individualism	Charity and Wealth	Earth, Life
Uriel	Good	Light, Weather	Fire, Nature, Sky
Zuriel	Good, Order	Judgment and Wisdom	Knowledge, War
Azrael	Evil, Change	Death, Night and Vengeance	Death, War
Baale	Evil	Chaos, Destruction and Evil	Calamity, Deception, Sea
Maalik	Evil, Order	Fire and the Netherworld	Death, Fire
Tamiel	Evil, Opportunism	Secrets and Stealth	Deception, War

### Universal

Universalism	
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Chaotic Fate</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>

## Religion

Universal priests, referred to as Dyadikian priests, are those who do not specialize but rather worship the holistic form of all the Dyadiki deities. They are often the bureaucrats and officials over temples that are shared among the disciplines.

Culturally, universalists fall into two categories. Most are scholars who have an obsession with church dogma, history and development. These cloistered priests are the ones who seek the secrets of the cosmos, studying a single detail for years. Universalists tend to be the ones who perform *magical research* and similar skills.

However, in the other category, there are a few who are undecided about the church specialties and choose to worship the wider aspects of the religion. The universalists who become adventurers are in this smaller group, often tending to make use of the church to aid their own goals. Because of this, the universalists have been given a bad reputation by specific Deity worshipers, and in response to this notoriety, there exists a Board of Inquisitioners to manage rogue universalists acting in ways that tarnish the image of the churches.

These priests have access to every incantation of the twelve provinces; however, they are not able to cast any power above that which costs three Spirit points. Further, if the incantation is considered a specialty, as only one or two provinces grant it, then it is not available to universal priests either. While it is possible for a Dyadikian to later become dedicated to a specific face of the gods, the ceremony for a universalist to enter one comes at the cost of retraining the *divine accord*, thus losing the ability to cast all incantations; plus, the process sacrifices two Faith points; thus, afterwards if the total Spirit score is below 10 points, then all divine abilities, including those depending upon *divine accord* are lost.

## Arariel

	Water Province	Sky Province
Cost:2	<a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Celestial Fist</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Breathsense</a> , <a href="#">Celestial Fist</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Updraft</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aquatics</a> , <a href="#">Blood Reprisal</a> , <a href="#">Charm Aquatic Life</a> , <a href="#">Chaotic Fate</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">River Eyes</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>	<a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Branding Smite</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">River Eyes</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Contingent Health</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Immobilize</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>	<a href="#">Abolish Shadows</a> , <a href="#">Banner</a> , <a href="#">Blind</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Hypothermia</a> , <a href="#">Obsessions</a> , <a href="#">Quell Fire</a> , <a href="#">Slow Wound</a> , <a href="#">Taint Cuisine</a> , <a href="#">Wall of Water</a>	<a href="#">Air Steps</a> , <a href="#">Blindsight</a> , <a href="#">Calm Winds</a> , <a href="#">Lightning</a> , <a href="#">Renew Breath</a> , <a href="#">Solar Flare</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
Cost:6	<a href="#">Breath of the Elements</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Ice</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Zephyr Dancing</a>
Cost:7	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Rejuvenating Waters</a> , <a href="#">Water Summoning</a>	<a href="#">Elemental Breath</a>
Cost:8	<a href="#">Howling Chain</a> , <a href="#">Taint Body of Water</a>	<a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Sky Drop</a>
Cost:9	<a href="#">Burning Blood</a> , <a href="#">Elemental Body</a> , <a href="#">Smog</a>	<a href="#">Elemental Body</a> , <a href="#">Smog</a> , <a href="#">Sunray</a>
Cost:10		<a href="#">Chariot of the Sun</a>
Cost:11	<a href="#">Lasting Breath</a> , <a href="#">Tsunami</a>	<a href="#">Lasting Breath</a>
Cost:12	<a href="#">Great Worm of the Sea</a>	

Arariel, the deity of Sky and Sea in the Dyadiki religion, who is artistically represented as a young, spry guardian with golden weapons, which are sometimes declared to be made from orichalcum. He is seen as lord of rivers and seas, who sends rain and refreshment from the sky. Arariel is said to wet the pastures with dew and rain abounding in heavenly water. His celestial abode is depicted with streams that flow honey. Those who oppose him are stricken with disease. In religious texts, Arariel is said to be the maintainer of truth and punish those who lie.

Priests of Arariel are typical men, although a few priestesses are permitted, and must be well trained in melee weapons. From a

## Religion

game perspective, this means the ability to use two dice on an attack. The holy symbol of Arariel is a hand with an eye in the palm. This is commonly viewed in temples, shrines and places dedicated this god. While not the judges of the religion, the clergy of Arariel often work with Zuriel priests during discovery of urban crime and punishment, including being part of the judicial court process to ensure veracity of the testimony presented. Depending on one's view, Arariel has no holy days -- or everyday is one. A common phrase among Arariel's devout is "Everyday is due the truth."

As a bonus ability, those who gain *divine accord* with this god slowly gain a passive +1 to AC against lightning for each bonus of Resilience. In other words, an Arariel with with a 4 Resilience would have a +1 AC against lightning, but one with a 9 Resilience would be +3 AC versus lightning.

The ranking structure among the ordained are as follows:

- Initiate: trainee in the church not yet completing *divine accord*
- Hakham: the rank and title of most in the priesthood
- Savora: this is the leader of a group, usually a temple but it could be other organizations
- Godol: there is only one Godol, who is the highest title in the sect

## Barachiel

Life Province	
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Bless Meal</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Create Flame</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Lacuna</a> , <a href="#">Lesser Acupressure</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Recruit Medic</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Combined Effort</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Greater Acupressure</a> , <a href="#">Guard Spirit</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Radiance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Life Bolt</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a>
Cost:6	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Hearken Lifesong</a> , <a href="#">Life's Grace</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Stone Bones</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a> , <a href="#">Treat Mass Wounds</a>
Cost:8	<a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>
Cost:9	<a href="#">Horde of Healing</a>
Cost:10	<a href="#">Restore</a>
Cost:11	<a href="#">Instant Refuge</a>

The Mother of Grace is another name by which the winged goddess Barachiel is known. She appears as a tall and gaunt, middle-aged woman wearing long robes, who has an enlarged belly suggesting that the goddess is in the early stages of pregnancy. Despite being round in the belly, many of her other features might be mistaken as Fey for someone unfamiliar with the sect, as images of Barachiel also have large butterfly wings sprouting from her back.

The Church of Barachiel is generally symbiotic to other churches. While there are a few smaller shrines, to date there is not a temple that is exclusively designed for the worship and business of Barachiel. The clergy, who are mostly women, settle in where other structures of worship have been built. Further, everyone shares the same title once gaining *divine accord*, which is Sister (or Brother in the rare case of a male cleric). Because this is a female-dominated worship, traditions in culture of Dyadiki worship results in blessings and endowments from heritage being passed down by the matriarchs of the families. Often the culture still tends to be patriarchal, but there are clear traditions and governances that belong to women, legal inheritance being among them.

Upon reaching a Faith score of 6, priests of Barachiel gain a special skill of *diagnosis* that can be used once per day. The cleric can gain an instant knowledge of what ails a subject with a quick examination requiring only a standard action. At the start of the priest's following turn, with no checks required, the healer automatically knows the nature of any wounds, diseases or curses from which the subject suffers.

## Israfel

## Religion

	Knowledge Province	Nature Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Foundation of Stone</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Leaf Into Dagger</a> , <a href="#">Lift</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Shows</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Blood Bond</a> , <a href="#">Clarity of Mind</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Flitter</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon Boon</a>	<a href="#">Arcane Disruption</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Sculpt</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Status</a>	<a href="#">Locate</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a> , <a href="#">Taint Cuisine</a>
Cost:6	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Ride the Lightning</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Bedevilmnt</a> , <a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Imbue Undead</a>	
Cost:9	<a href="#">Know Magic</a>	<a href="#">Treestaff</a>
Cost:10		<a href="#">Bloody Thorns</a> , <a href="#">Gateway</a>
Cost:11	<a href="#">Commune with Thought</a> , <a href="#">Hindsight</a>	<a href="#">Lasting Breath</a>

Music and Art are the things of importance to those who worship Israfel. This goddess takes on many forms when referenced in the religious writings, appearing as animated sculptures or characters of a painting. She once sent word to her followers in lyrics to a symphony that only they could hear. Thus, her physical form is rarely described, although she is always designated as female and beautiful.

Her church consists of musicians and artists, and her holy ground rarely joins with classic temple structures. Instead, her priests and priestesses form cultural centers for learning and art. Rather than temples, these places are called Lyceums. It is here that the philosophy of beautification is professed, along with other ideologies. Skills of music, poetry, writing, painting, sculpting and many other arts can be learned at a Lyceum. Politics, governance and debate often occur in theaters housed on a campus; however, traditional training in law is not part of any curriculum, as ideological topics tend to be discussed by theories and ideals rather than in practice. However, this goddess grants a special bonus for her priests who have a Faith score of 5 or higher; they can use karma to learn a language faster than 14 days. This is based on the formula of 14 minus Faith; thus, a priest with Faith 7 could learn a new language in only 7 days by using karma for this skill.

Because the organization is closer to an institution of learning than that of a church, the titles of the priesthood are likewise similar:

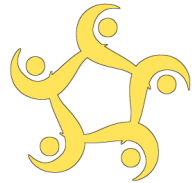
- **Isrhyminist:** a follower of Israfel; someone without *divine accord*
- **Advisor:** the title of someone newly ordained
- **Orator:** the title of someone who routinely has direct students or disciples
- **Ideologuean:** a non-teaching priest who is involved in research, on sabbatical, or performing missionary work
- **Meister:** (Meisterin for women) this is a church leader who is in charge of the organization of a specific disciple of art, such as the Meister of Poetry
- **Lehsherr:** this is the title of the high priest who holds the highest title in a Lyceum

## Jhudiel

## Religion

	Community Province	Nature Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Foundation of Stone</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Leaf Into Dagger</a> , <a href="#">Lift</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Flitter</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Anti-Cold Shell</a> , <a href="#">Banner</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Arcane Disruption</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Sculpt</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a>	<a href="#">Locate</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a> , <a href="#">Taint Cuisine</a>
Cost:6	<a href="#">Champion's Strength</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Fire</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a>
Cost:8	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a>	
Cost:9	<a href="#">Know Magic</a>	<a href="#">Treestaff</a>
Cost:10	<a href="#">Chance!</a>	<a href="#">Bloody Thorns</a> , <a href="#">Gateway</a>
Cost:11		<a href="#">Lasting Breath</a>
Cost:12	<a href="#">Epuration</a>	

Similar to Israfel, Jhudiel holds a more conceptual province than many deities. The god, however, is far more pragmatic than theoretical. Jhudiel is the personification of Honor and Responsibility. In the local language his name in lowercase means order and brotherhood. He is symbolized as an invisible spirit, wandering through society correcting the chaos caused by inattentiveness, procrastination and apathy. His holy symbol is a pentagon formed by the shape of five people.



Jhudiel's church has two distinct orders, one of community and one of nature. While they are technically co-mingled and share holy grounds, these two orders have different methods of achieving and restoring order. In urban and populated areas, the church of Jhudiel is an active group of community organizers. Priests, typically known as "Brothers," (or "Sisters" for women), organize projects for members of the community to join, build local centers, create mentor programs, offer services for boarding animals, cleaning up trash and other various helpful things for the community. Those belonging to the nature order often work to preserve the niches of animals, plant trees, clean rivers from human dumping and even fight fires.

Any priest of Jhudiel can use a standard action to touch an ally and remove one negative condition affecting the ally and transfer it to oneself. This transfer lasts a number of rounds equal points of Faith of the priest, but it can be ended at the will of the priest, without an action, upon his or her turn. At the end of the transfer duration, the condition reverts to the original creature, unless it has ended or is removed by another effect. This can be performed once per day.

## Sachiel

## Religion

	Earth Province	Life Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Detect Metals and Minerals</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Bless Meal</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Create Flame</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Lacuna</a> , <a href="#">Lesser Acupressure</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Recruit Medic</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Combined Effort</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Greater Acupressure</a> , <a href="#">Guard Spirit</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Negative Treatment</a> , <a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Banner</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sculpt</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a>	<a href="#">Abolish Shadows</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Radiance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a>	<a href="#">Anti-Venom</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Life Bolt</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Lightning</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Hearken Lifesong</a> , <a href="#">Life's Grace</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Stone Bones</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Earth Reaver</a> , <a href="#">Elemental Breath</a> , <a href="#">Greater Sculpt</a>	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a> , <a href="#">Treat Mass Wounds</a>
Cost:8	<a href="#">Commune with Earth</a> , <a href="#">Howling Chain</a>	<a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>
Cost:9	<a href="#">Elemental Body</a> , <a href="#">Treestaff</a>	<a href="#">Horde of Healing</a>
Cost:10	<a href="#">Bloody Thorns</a>	<a href="#">Restore</a>
Cost:11	<a href="#">Lasting Breath</a>	<a href="#">Instant Refuge</a>
Cost:12	<a href="#">Crystalbrittle</a>	

Sachiel is the god of charity and wealth. Often depicted as a well-dressed rotund man, this deity appears in religious parables. Some tales discuss how he appears to those in need and provides in a material way, while in other stories the god gives advice on business and investments. The moral of most parables is that a person must be faithful and prosperous to himself so that he can help others. "A poor person rarely gives aid of value" is one of the adages of his church. Another proverb states "Intention is good, but coin is better."

Many merchants and business owners worship Sachiel routinely. Wealthier ones keep priestly advisors on retainer for financial advice. Priests of Sachiel have a unique ability to *commune with market*, which requires the rector to spend half an hour to investigate the economic hub of the area, chat to shop keepers and get "a feel" for the place. At the end of this time the cleric gains a powerful supernatural insight into the economy, and strong ideas of how to make money in this town. He or she will learn the main imports and exports of the economic hub, what are the more rare and the abundant commodities, what the area needs as well as what it actually wants. This divine insight lasts for roughly one month.

## Uriel

Religion

	Fire Province	Nature Province	Light Province
Cost:2	Analyze Portal, Bane, Battle Cry, Bless Meal, Bread Crumbs, Celestial Fist, Compelled Duel, Create Flame, Death Perception, Decompose, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Gibberish, Grace, Guiding Bolt, Infusion of Fire, Infusion of Lightning, Lacuna, Mask Spirit, Rapid Warmth, Remote Listening, Re-preserve, Resist Fire, Sorcery Bane, Sustenance, Torch, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt	Alter Fate, Bane, Battle Cry, Bless Meal, Blood Wind, Bolt, Bread Crumbs, Burden, Celestial Fist, Chain of Eyes, Clarity, Compelled Duel, Compose Mind, Create Flame, Decompose, Detect Magic, Devout Combat, Disarm Foe, Discern Language, Divine Deterrence, Divine Sacrifice, Exhaustion, Find the Boss, Fog of War, Foundation of Stone, Gibberish, Grace, Infusion of Ice, Infusion of Lightning, Lacuna, Leaf Into Dagger, Lift, Refresh, Remote Listening, Resist Cold, Resist Fire, Resist Lightning, Sail, Showers, Snow Shape, Sorcery Bane, Static Shield, Surrender, Sustenance, Thicket, Torch, Touch of Appraisal, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Weapon of Doubt	Aid Movement, Analyze Portal, Battle Cry, Bless Meal, Blood Wind, Bolt, Breathsense, Celestial Fist, Compose Mind, Death Perception, Detect Magic, Devout Combat, Divine Sacrifice, Exhaustion, Favor, Favorable Wind, Fog of War, Free Will, Grace, Infusion of Lightning, Lacuna, Lift, Mask Spirit, Perceive Insanity, Refresh, Remote Listening, Resist Lightning, Sail, Showers, Snow Shape, Sorcery Bane, Static Shield, Sustenance, Thicket, Torch, Tranquility, Treat Minor Body Damage, Treat Minor Mind Damage, Treat Minor Spirit Damage, Updraft, Weapon of Doubt, Weapon of Nonsense
Cost:3	Absorb Song, Acclimate, Aplomb, Aura of Glory, Blood Bond, Blood Reprisal, Branding Smite, Chaotic Fate, Cloak of Bravery, Curse of Woe, Damage Ward, Death Armor, Dragonskin, Echoes of Cowardice, Elemental Infusion, Gentle Repose, Glorify, Guard Spirit, Heat Metal, Infusion of Chaos, Iron Gut, Momentary Mind Bastion, Mute, Reveal, Smear, Turn Undead	Absorb Song, Animal Spy, Aplomb, Brambles, Burrowing Claws, Cloak of Bravery, Combined Effort, Damage Ward, Darkness, Downpour, Dragonskin, Echoes of Cowardice, Elemental Infusion, Extend Breath, Flitter, Gentle Repose, Guard Spirit, Icy Backlash, Infusion of Chaos, Native Port, Rapport, Smear, Thick Air, Tremor, Turn Undead	Animal Spy, Aplomb, Aura of Glory, Branding Smite, Clarity of Mind, Cloak of Bravery, Downpour, Dragonskin, Echoes of Cowardice, Elemental Infusion, Extend Breath, Gentle Repose, Glorify, Guard Spirit, Icy Backlash, Infusion of Chaos, Misstep, Momentary Mind Bastion, Mute, Native Port, River Eyes, Thick Air, Turn Undead, Weapon Return
Cost:4	Abolish Shadows, Anti-Cold Shell, Arcane Disruption, Banner, Disrupt Magic, Free Movement, Hallow, Immobilize, Lifesilt, Locate, Poison Ward, Remove Disease, Revive, Sculpt, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Weapon of Nightmares	Arcane Disruption, Capitulation, Disrupt Magic, Exultation, Harden Armor, Harmonic Shabti, Holy Storm, Hypnotic Evulsion, Intellectual Redoubt, Larvated Tone, Lifesilt, Sculpt, Spirit Sight, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing	Abolish Shadows, Banner, Blind, Free Movement, Hallow, Holy Storm, Locus, Necrosayance, Remove Disease, Revive, Treat Moderate Body Damage, Treat Moderate Mind Damage, Treat Moderate Spirit Damage, Water Breathing, Weapon of Nightmares
Cost:5	Anti-Venom, Blindsight, Blood Lust, Calm Winds, Obsessions, Radiant Halo, Solar Flare, Spineless, Target of All, Volatile Torch	Locate, Anti-Venom, Assemble Armor, Calm Winds, Circle of Privacy, Hypothermia, Land Lair, Maggots, Spineless, Taint Cuisine	Air Steps, Blindsight, Calm Winds, Lightning, Renew Breath, Solar Flare, Target of All, Volatile Torch
Cost:6	Breath of the Elements, Death Throes, Defense, Hellfire Burst, Protection from Fire, Protection from Ice, Torus of Terror, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage	Call the Beast, Briars, Closure of Confusion, Defense, Deluge, Free Curse, Protection from Ice, Protection from Lightning, Ride the Lightning, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage	Airy Shadow, Blood Lightning, Breath of the Elements, Closure of Confusion, Defense, Deluge, Noxious Fumes, Protection from Lightning, Ride the Lightning, Treat Serious Body Damage, Treat Serious Mind Damage, Treat Serious Spirit Damage, Zephyr Dancing
Cost:7	Disturb Sleep, Elemental Breath, Exorcism	Elemental Breath, Frost Gaze, Greater Sculpt, Hidden Lodge	Elemental Breath
Cost:8	Instill Vulnerability		Howling Chain, Instill Vulnerability, Sky Drop
Cost:9	Burning Blood, Elemental Body, Sunray	Treestaff	Elemental Body, Smog, Sunray
Cost:10	Chariot of the Sun, Flame Strike	Bloody Thorns, Gateway	Chariot of the Sun
Cost:11	Lasting Breath	Lasting Breath	Lasting Breath
Cost:12	Crystalbrittle		

“Light either reveals to show or glares to obscure” is one of the idioms of the Church of Uriel. Being the god of light, Uriel is the keeper and revealer of secrets. In paintings and sculptures, Uriel is often depicted as a very tall, thin man of middle age, having clumps of yellowish hair. Additionally, the personification of Uriel commonly wears goggles or a magnifying loupe; this is to accentuate the concept of the deity's sharp and penetrating eyes.

The Church often fills the role of detective, investigator and scientists, especially in smaller villages when such roles are not easily filled by the community. As such, the Uriel Church has ties into several secret society memberships and hordes covert knowledge which may not fit well into polite society. It is not uncommon for one of the regional churches to be investigating otherworldly escapades, performing monster autopsies, or training secret sorcery classes to apprentices -- not that the public at large would be appear of this.

Upon reaching a Faith score of 4, a priest of Uriel will gain special resistances against the weather. Rain, snow and fog will not

## Religion

penalize Perception checks. These holy worshipers can move through snow-covered and icy terrain at normal movement. Wind effects, whether natural or magical, affect a priest as if he or she had 2 points more of Strength or one Size Category higher, depending on the description of the effect.

Titles in the Uriel Church are designated as follows:

- Aspirant: the title of someone newly ordained
- Deacon: the title of a priest having served for three or more years
- Investigator: the title of a priest who performs discovery for the Church
- Archimandrite: the title of a priest in charge of a Cathedral
- Archdeacon or Bishop: the title of a priest in charge of a geographical region of churches
- Archbishop: the papal title of a priest over all the Uriel Churches

## Zuriel

	Knowledge Province	War Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Battle Fate</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Blood Bond</a> , <a href="#">Clarity of Mind</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Find the Gap</a> , <a href="#">Glorify</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon Boon</a>	<a href="#">Arcane Disruption</a> , <a href="#">Banner</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Status</a>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Target of All</a>
Cost:6	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Ride the Lightning</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Death Lightning</a> , <a href="#">Champion's Strength</a> , <a href="#">Closure of Confusion</a> , <a href="#">Blood Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a>	<a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Imbue Undead</a>	<a href="#">Déjà Vu</a> , <a href="#">Heartseeker</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>
Cost:9	<a href="#">Know Magic</a>	<a href="#">Burning Blood</a>
Cost:10		<a href="#">Gateway</a>
Cost:11	<a href="#">Commune with Thought</a> , <a href="#">Hindsight</a>	
Cost:12		<a href="#">Epuration</a>

Often Zuriel is viewed as the god of war; however, his province more properly aligns with Order, Wisdom and Justice. It is because of these characteristics he is the deity consulted for matters of war; in turn, many of the artistic representations of Zuriel is as a general or a strategist examining a map or surveying a battle field. However, there are a few portrayals of him as scholarly judge, disciplining the delinquents of society, often represented in paintings as worshipers of Maalik.

Many of this deific sect become political Magistrates or lesser judges of the courts. While a judgeship may occur for a person not of the Church, it is rare. However, in addition to being the law of the land in many ways, this church also employs a private church army to enforce and dispense justice should it become necessary.

Priests of Zuriel have a special ability when gaining the fourth point of Faith. One can bestow resolve upon willing targets, who will receive divine boldness, which adds 2 temporary Body points that last for 1 minute (6 rounds). This special ability can be performed the number of times per day equal to the priest's Faith bonus value; thus, once at score 4, but twice at 6.

Titles of the Church of Zuriel are as follows:

- Novice: the title of someone newly ordained
- Myrmidon: the title of the conscription troops serving the Church
- Commander: the title of someone leading a group



## Religion

- Reverend: the title of a priest in a leadership position over Commanders or in charge of a project or association
- Crusader: the title of a layman or priest who leads a church militia of troops
- Champion: the title of the most renowned Crusader
- Justice: the title of a priest who holds the highest title in a Temple
- High Justice: the papal title of a priest over all the Zuriel Churches

## Azrael

	Death Province	War Province
Cost:2	<a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Battle Fate</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Turn Undead</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Find the Gap</a> , <a href="#">Glorify</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Arcane Disruption</a> , <a href="#">Blind</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Ghoul Touch</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Lifesilt</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Produce Disease</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>	<a href="#">Arcane Disruption</a> , <a href="#">Banner</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Lightning</a> , <a href="#">Maggots</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a> , <a href="#">Taint Cuisine</a> , <a href="#">Venom</a>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Target of All</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Hellfire Burst</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Blood Lightning</a> , <a href="#">Champion's Strength</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Exorcism</a> , <a href="#">Reanimation</a>	<a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a>
Cost:8	<a href="#">Enlighten Undead</a> , <a href="#">Flesh Shiver</a> , <a href="#">Heartseeker</a> , <a href="#">Imbue Undead</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Taint Body of Water</a>	<a href="#">Déjà Vu</a> , <a href="#">Heartseeker</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>
Cost:9	<a href="#">Burning Blood</a>	<a href="#">Burning Blood</a>
Cost:10	<a href="#">Flame Strike</a> , <a href="#">Restore</a>	<a href="#">Gateway</a>
Cost:12		<a href="#">Euration</a>

Azrael's worshipers revel in the night and admire all things nocturnal. The followers of Azrael do not worship in hope of favors but instead honored and placated in hopes to keep evil away. Religious cautionary tales talk of this god not being appeased and releasing his minions. While attempting to push this philosophy, his priests do not necessarily hide their allegiance, but often they do not function well in society as their methods are less than moral. As a result, many priests of Azrael attempt to not have a public face as a worshiper. This does create risk with the god who enjoys having his ego assuaged.

Lower-ranked priests, who have not had time to get dirty yet, act as open missionaries who warn doom if proper homage is not given. Meanwhile higher-rank priests will establish hidden temples where the real work is done. The church does have one day of reasonable popularity mostly due to the unique festivities surrounding Azrael's holy day. September 13th is the date of celebration which is similar to the holiday of Halloween on Earth. People on all rungs of society dress up in costume, and it is said that Azrael's minions come out this night to blend with the revelers. Those not "in disguise" may make a tasty treat for her undead.

Finally, the church of Azrael loves the state of war and battle. Followers are almost always trying to perform clandestine acts that will promote a fight, even if it is merely a bar brawl. For many of his followers, witnessing violence is arousing, erotic, lewd and seductive. Better skilled members perform this on a grander scale to actually disrupt politics and misrepresent things to goad states and nations into going to war. Often the targets are based upon vengeance; however, the timing may continue over generations just to continue the lust of it.

When gaining a score of 4 Faith, priests of Azrael can cast the sorcery spell *appropriation* as a divine power requiring only 1 point of Spirit as a cost. At Faith 6, one can cast *transmogrify* as a divine power requiring only 2 Spirit cost. Finally, upon reaching the

## Religion

eight point of Faith, the dark priest can *polymorph* with a casting cost of 3 Spirit points.

### Baale

	Calamity Province	Deception Province	Sea Storms Province
Cost:2	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bolt</a> , <a href="#">Compelled Duel</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Fog of War</a> , <a href="#">Gibberish</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Negative Treatment</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Chain of Eyes</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Negative Treatment</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>	<a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Celestial Fist</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Chaotic Fate</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a>	<a href="#">Animal Spy</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Chaotic Fate</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aquatics</a> , <a href="#">Blood Reprisal</a> , <a href="#">Charm Aquatic Life</a> , <a href="#">Chaotic Fate</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">River Eyes</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Ghoul Touch</a> , <a href="#">Immobilize</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon of Nightmares</a>	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Harden Armor</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Seduction</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Contingent Health</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Immobilize</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Blood Lust</a> , <a href="#">Lightning</a> , <a href="#">Maggots</a> , <a href="#">Obsessions</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Target of All</a>	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blindsight</a> , <a href="#">Blood Lust</a> , <a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Obsessions</a> , <a href="#">Spineless</a> , <a href="#">Target of All</a> , <a href="#">Taint Cuisine</a>	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Hypothermia</a> , <a href="#">Obsessions</a> , <a href="#">Quell Fire</a> , <a href="#">Slow Wound</a> , <a href="#">Taint Cuisine</a> , <a href="#">Wall of Water</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Ice</a> , <a href="#">Ride the Lightning</a> , <a href="#">Sanctify</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Breath of the Elements</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Ice</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Charnel Fire</a> , <a href="#">Disturb Sleep</a> , <a href="#">Pair to Other</a>	<a href="#">Bedevilment</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Rejuvenating Waters</a> , <a href="#">Water Summoning</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Taint Body of Water</a>	<a href="#">Chain of Madness</a> , <a href="#">Discern Lies</a>	<a href="#">Howling Chain</a> , <a href="#">Taint Body of Water</a>
Cost:9	<a href="#">Smog</a>	<a href="#">Smog</a>	<a href="#">Burning Blood</a> , <a href="#">Elemental Body</a> , <a href="#">Smog</a>
Cost:11			<a href="#">Lasting Breath</a> , <a href="#">Tsunami</a>
Cost:12	<a href="#">Crystalbrittle</a>		<a href="#">Great Worm of the Sea</a>

#### Details for deity

### Maalik

## Religion

	Death	Fire
Cost:2	<a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>	<a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Rapid Warmth</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Death Armor</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Heat Metal</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Reveal</a> , <a href="#">Smear</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Arcane Disruption</a> , <a href="#">Blind</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Ghoul Touch</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Lifesilt</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Produce Disease</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Banner</a> , <a href="#">Disrupt Magic</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Immobilize</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sculpt</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Lightning</a> , <a href="#">Maggots</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a> , <a href="#">Taint Cuisine</a> , <a href="#">Venom</a>	<a href="#">Anti-Venom</a> , <a href="#">Blindsight</a> , <a href="#">Blood Lust</a> , <a href="#">Calm Winds</a> , <a href="#">Obsessions</a> , <a href="#">Radiant Halo</a> , <a href="#">Solar Flare</a> , <a href="#">Spineless</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Hellfire Burst</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Breath of the Elements</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Hellfire Burst</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Exorcism</a> , <a href="#">Reanimation</a>	<a href="#">Disturb Sleep</a> , <a href="#">Elemental Breath</a> , <a href="#">Exorcism</a>
Cost:8	<a href="#">Enlighten Undead</a> , <a href="#">Flesh Shiver</a> , <a href="#">Heartseeker</a> , <a href="#">Imbue Undead</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Taint Body of Water</a>	<a href="#">Instill Vulnerability</a>
Cost:9	<a href="#">Burning Blood</a>	<a href="#">Burning Blood</a> , <a href="#">Elemental Body</a> , <a href="#">Sunray</a>
Cost:10	<a href="#">Flame Strike</a> , <a href="#">Restore</a>	<a href="#">Chariot of the Sun</a> , <a href="#">Flame Strike</a>
Cost:11		<a href="#">Lasting Breath</a>
Cost:12		<a href="#">Crystalbrittle</a>

### Details for deity

## Tamiel

## Religion

	Deception	War
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Chain of Eyes</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Negative Treatment</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Battle Fate</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Animal Spy</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Chaotic Fate</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Find the Gap</a> , <a href="#">Glorify</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Harden Armor</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Seduction</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>	<a href="#">Arcane Disruption</a> , <a href="#">Banner</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blindsight</a> , <a href="#">Blood Lust</a> , <a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Obsessions</a> , <a href="#">Spineless</a> , <a href="#">Target of All</a> , <a href="#">Taint Cuisine</a>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Target of All</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Blood Lightning</a> , <a href="#">Champion's Strength</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Bedevilment</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a>	<a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Discern Lies</a>	<a href="#">Déjà Vu</a> , <a href="#">Heartseeker</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>
Cost:9	<a href="#">Smog</a>	<a href="#">Burning Blood</a>
Cost:10		<a href="#">Gateway</a>
Cost:12		<a href="#">Euration</a>

Tamiel is at times called the Shadow Queen. She has few temples or shrines. Those that exist are difficult to recognize as such, as these are often hidden, appearing as something else, or left abandoned. However, for special nights the followers of the church gather to lead the people in paying their respects to things that are far worse than death. Vile rituals have been reported, but few know what truly occurs.

Despite existing in a dualistic pantheon where most of the culture views things as good vs. evil, Tamiel relies on worshipers of the religion. That does not necessarily mean they worship her, but rather that there is a healthy fear of her presence. This fear feeds her power, even if those exuding it are not her followers. As such, should there be a holy war, church members act as spies and assassins. Their contributions to such wars is rarely recognized, which is also by Tamiel's design.

The true identity of church members is rarely known, as the church operates much like a secret society, members often appear as having whole others lives, perhaps even members of another church. Followers are taught to strike from dark places and take little wherever they go. They loathe the blunt-force war tactics of Zuriel to be pointless. Instead, worshipers of the Shadow Queen believe that people are terrorized when leaders are taken from them and a terrorized leaderless people are easily conquered and controlled. In the chaos and cruelty of war and hopelessness, the priests find refugees ripe for conversion.

Ordained members of the Tamiel Church gain a special power when earning 6 points of Faith. An evil cleric can whisper a hypnotizing litany of empty promises. Each enemy within 30-foot that can hear must succeed a Will save (DC:12 plus Faith bonus) or become fascinated, effectively under the stunned restriction until the end of the victim's next turn. Every round this is used forces a new save even if continued as consecutive actions. The cleric can use this power a number of rounds per day equal to one's Faith bonus, but these rounds do not need to be consecutive. This is a mind-affecting effect.

## Feluperi

The worshiping of the Feluperi religion is the reverence to the gods of the jzaka, panther-wolfmen of the grasslands and jungles. They worship four quadruplet deities without a ruling god over the others; however, from a cultural perspective, Qualiga tends to hold the most power in the pack. Safety and betterment for all jzaka is a central theme of the religion, although there are different viewpoints of how this might be achieved. Additionally, there is often an undertone of redemption and re-emerging to a greater spiritual existence, as the jzaka believe they were once a race of spirits or celestials who have fallen to mortality due the *Great Disaster*.

## Religion

The details of the *Great Disaster* vary by the holy writings, but the central message is that evil outsiders, often described as dybbuks, were allowed to co-exist with the celestial jzaka, resulting in their corruption. This also contributes to the species' tendency towards xenophobia. Additionally, prior to their capitulation, the jzaka believe their angelic status allowed them a strong kinship with the animals of the world. As part of the atonement for the fall, the jzaka tend to domesticate and breed animals in hopes of finding that spark within them to find the way back to their prior radiant existence.

The jzaka tend to live in smaller communities, known as packs. These are often related families. Inbreeding is not uncommon in jzaka society and is often encouraged to promote certain characteristics that become known for specific family bloodlines. Marriage is not a practice of the jzaka, but courtship and wooing rituals are expected before a breeding occur. Timing is important as females are unable to participate in copulation except for when they are at the height of their estrous cycle (in season).

Further, these packs are nearly always ruled by a matriarchal council as part of their theocracy. Typically, but not always, Qualiga priestesses will have a majority of the leadership.

Deity	Morality and Ethics	Influence	Province
<i>Qualiga</i>	Neutral	Nature, Politics and Time	Community, Nature, Sea/Water
<i>Fortidus</i>	Neutral	Astrology, Travel and Hunting	Earth, Sky/Light
<i>Somnia</i>	Neutral	Afterlife, Death and Prophecy	Death, Nature
<i>Pluvo</i>	Neutral	Knowledge and Weather	Knowledge, Sky/Light

As for the devoted pious with *divine accord* dedicated to one of the Feluperi, they gain a few special abilities. The universal power among all priests of the Feluperi is gaining one's Faith bonus to all saves against Agility. Other powers are listed under each of the worshiped deities. Incantations available only to the Feluperi religion are denoted by the 🍷 symbol.

## Qualiga

Religion

	Community Province	Nature Province	Time (Water) Province
Cost:1	<a href="#">Prestidigitation</a>	<a href="#">Prestidigitation</a>	<a href="#">Prestidigitation</a>
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Foundation of Stone</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Leaf Into Dagger</a> , <a href="#">Lift</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>	<a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Celestial Fist</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blood Bond</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Flitter</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Aquatics</a> , <a href="#">Blood Reprisal</a> , <a href="#">Charm Aquatic Life</a> , <a href="#">Chaotic Fate</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">River Eyes</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Animal Befriending</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Banner</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Enhance Senses</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Animal Befriending</a> , <a href="#">Arcane Disruption</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Enhance Senses</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Sculpt</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>	<a href="#">Abolish Shadows</a> , <a href="#">Animal Befriending</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Contingent Health</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Enhance Senses</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Immobilize</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a>	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Locate</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a> , <a href="#">Taint Cuisine</a>	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Hypothermia</a> , <a href="#">Obsessions</a> , <a href="#">Quell Fire</a> , <a href="#">Slow Wound</a> , <a href="#">Taint Cuisine</a> , <a href="#">Wall of Water</a>
Cost:6	<a href="#">Champion's Strength</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Fire</a> , <a href="#">Prying Eye</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Prying Eye</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Breath of the Elements</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Ice</a> , <a href="#">Prying Eye</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Rejuvenating Waters</a> , <a href="#">Water Summoning</a>
Cost:8	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a>		<a href="#">Howling Chain</a> , <a href="#">Taint Body of Water</a>
Cost:9	<a href="#">Know Magic</a>	<a href="#">Treestaff</a>	<a href="#">Burning Blood</a> , <a href="#">Elemental Body</a> , <a href="#">Smog</a>
Cost:10	<a href="#">Chance</a>	<a href="#">Bloody Thorns</a> , <a href="#">Gateway</a>	
Cost:11	<a href="#">Indestructibility</a>	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a>	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a> , <a href="#">Tsunami</a>
Cost:12	<a href="#">Epuration</a>		<a href="#">Great Worm of the Sea</a>

Qualiga is the goddess of time, politics and nature. She is sometimes referred to as the Mother of the Jzaka. Artists portray her with curly dark red fur and with eyes the color of sapphires. These artworks depict her constantly smiling, perhaps in a wry way. Further, she usually wears a cloak dyed dark gold. Her church is one of organized followers led by her clerics, who often also serve as the judges in civil or criminal matters. The large numbers of her followers can be primarily distinguished by the shrines in their homes.

## Religion

Simple shrines and holy places are at times built in the unpopulated foothills. The church philosophy is about balance of nature and maintaining culture. The religious stories tell of her helping mortals in dire need.

Upon gaining 4 points of Faith, a priest devoted to this goddess gains the *laying on hands* skill as a gift from the deity. At Faith 8, priests ignore terrain difficulty involving underbrush. The priest can move as if under a constant *spineless* incantation specific to vines, thorns and vegetative growth. Finally, when acquiring 11 Faith points, the devoted is the slowing of natural aging, only gaining one year for every three that pass.

## Fortidus

	Earth Province	Astrology (Sky/Light) Province
Cost:1	<a href="#">Prestidigitation</a>	<a href="#">Prestidigitation</a>
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Detect Metals and Minerals</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Fire</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Breathsense</a> , <a href="#">Celestial Fist</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Star Reading</a> , <a href="#">Static Shield</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Updraft</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>	<a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Branding Smite</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">River Eyes</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Animal Befriending</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Banner</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Magic</a> , <a href="#">Enhance Senses</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Negative Treatment</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sculpt</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a>	<a href="#">Abolish Shadows</a> , <a href="#">Animal Befriending</a> , <a href="#">Banner</a> , <a href="#">Blind</a> , <a href="#">Enhance Senses</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Animal Shapes</a> , <a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a>	<a href="#">Air Steps</a> , <a href="#">Animal Shapes</a> , <a href="#">Blindsight</a> , <a href="#">Calm Winds</a> , <a href="#">Lightning</a> , <a href="#">Renew Breath</a> , <a href="#">Solar Flare</a> , <a href="#">Star Premonition</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Lightning</a> , <a href="#">Prying Eye</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Prying Eye</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Zephyr Dancing</a>
Cost:7	<a href="#">Earth Reaver</a> , <a href="#">Elemental Breath</a> , <a href="#">Greater Sculpt</a>	<a href="#">Elemental Breath</a>
Cost:8	<a href="#">Commune with Earth</a> , <a href="#">Howling Chain</a>	<a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Sky Drop</a>
Cost:9	<a href="#">Elemental Body</a> , <a href="#">Treestaff</a>	<a href="#">Elemental Body</a> , <a href="#">Smog</a> , <a href="#">Sunray</a>
Cost:10	<a href="#">Bloody Thorns</a>	<a href="#">Chariot of the Sun</a>
Cost:11	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a>	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a>
Cost:12	<a href="#">Crystalbrittle</a>	

Fortidus is the jzaka god of travel and hunting. He also grants knowledge of approaching events through astrology, granting a few unique incantations. This god's followers may find themselves at odds with the church of Qualiga at times. Fortidus encourages jzaka to break with their cultural ethnocentrism and reach out for relationships with other races. In some packs, his followers might be viewed as rebels and demagogues, especially when the politics of the Qualiga church is strong.

In art and literature, Fortidus is represented as a shorter than normal jzaka with hair of a greenish tint. His eyes radiant with ocean-blue colors. In cautionary tales from the writings of former Qualiga priestesses, the followers of Fortidus are blamed to have encouraged the outsiders who created the *Great Disaster*. In dogma of his own church, the outsiders were dybbuks and other evil spirits who were not associated with his vassals. A few Feluperi texts claim this church did invite the evil by mistake.

Further, Fortidus is also associated with chaos and warriors. He is often worshiped by lawbreakers. The more fanatical followers enhance their power by adding sorcery of destructive means. To be clear, Fortidus is neither good nor evil, despite certain cultural views.

As for special abilities granted by this deity, a priest or priestess gain the first specialty at Faith 5. Upon obtaining this statistic, the priest can summon a hunting companion once per day. To perform this, the priest must concentrate for 30 seconds, during which an animal will appear (d4: bob cat, dog, hawk, or weasel) serving the summoner as a charmed *animal companion* (see [skill](#)) for the next

## Religion

two hours. Upon reaching Faith 10, those following the Earth province can summon an earth elemental once per week with a ten-minute ritual and 100 bits of herbs and semi-precious gems. The summoned elemental follows the commands of the priest as the sorcery axiom [conjure elemental](#), which does require concentration to maintain dominance over the otherworldly creature. The elemental will remain up to an hour or until destroyed. The followers of Astrology will gain a different ability at Faith 10. In this case, the priest can bestow a special precognition upon a touched recipient, including oneself. Requiring only one action, the target is blessed in an amazing way so that it has advantage on checks and saves, also has advantage for attacks and spells. Further, the recipient cannot be surprised via a Perception check. Finally, those physically attacking the affected target are at disadvantage. The effect lasts 2 minutes (12 rounds) and can only be used once per day.

## Somnia

	Death Province	Nature Province
Cost:1	<a href="#">Prestidigitation</a>	<a href="#">Prestidigitation</a>
Cost:2	<a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a>	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm</a> , <a href="#">Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Foundation of Stone</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Leaf Into Dagger</a> , <a href="#">Lift</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Subdual</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Flutter</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Arcane Disruption</a> , <a href="#">Animal Befriending</a> , <a href="#">Blind</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Enhance Senses</a> , <a href="#">Extract Poison</a> , <a href="#">Ghoul Touch</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Lifesilt</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Produce Disease</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>	<a href="#">Animal Befriending</a> , <a href="#">Arcane Disruption</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Enhance Senses</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Sculpt</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>
Cost:5	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Lightning</a> , <a href="#">Maggots</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a> , <a href="#">Taint Cuisine</a> , <a href="#">Venom</a>	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Locate</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a> , <a href="#">Taint Cuisine</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Hellfire Burst</a> , <a href="#">Prying Eye</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Prying Eye</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Exorcism</a> , <a href="#">Reanimation</a>	<a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a>
Cost:8	<a href="#">Enlighten Undead</a> , <a href="#">Flesh Shiver</a> , <a href="#">Heartseeker</a> , <a href="#">Imbue Undead</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Taint Body of Water</a>	
Cost:9	<a href="#">Burning Blood</a>	<a href="#">Treestaff</a>
Cost:10	<a href="#">Flame Strike</a> , <a href="#">Restore</a>	<a href="#">Bloody Thorns</a> , <a href="#">Gateway</a>
Cost:11	<a href="#">Indestructibility</a>	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a>

Somnia is the goddess of the underworld and the weaver of future events. She is blindingly beautiful, with light gray hair and ruby eyes. Somnia is portrayed as very tall and muscular with an emphasis on her eyes. She is also a great Beastmaster who commands and possesses the animal life. As a result of the *Great Disaster*, when the spirit jzaka became a mortal race, she was forced to design a place for the afterlife of the species. Her followers and priests tend to be animal handlers or managers of the domesticated stock. Her worshipers with *divine accord* have created a secret language; all ordained are required to pick up this language at the same time as gaining the basic divine power. Many myths involve cautionary tales and the consequences of choices. She is said to send dreams to charismatic mortals.

Those worshipping her death aspect gain a powerful ability upon reaching 9 points in Faith. Such a priest can You point a finger towards a single target within an unobstructed 30 feet, then by speaking a word of slaying, this action will inflict 24 points of necrotic damage to the target, who is allowed a save for half. If the death damage reduces the victim to 0 Body or lower, the target dies instantly.

Those following the knowledge province gain different abilities. Upon Faith 4, he or she gains the ability to speak soothing words,



## Religion

which can be used up to three times in a day. By doing so, the priest can remove the effects of *fear* from one intelligent being. Alternately, the priest can sway the attitude of a hostile crowd or mob. The group makes a single save against judgment (DC:16). However, at Faith 7, the priest gains the ability to *speak with animals* at will without the need for a spell or point cost. Finally, upon Faith 10, the priest gains random visions of prophecy. This occur once per week at the highest frequency but may be dormant and inactive for years at a time. When a vision does come to the priest, he or she is unable to perceive the real world for 10 to 20 seconds (potentially 1 to 2 rounds, if in combat, acting as if stunned). This power is not exactly an advantage for the character as it is controlled by the GM.

## Pluvo

	Knowledge Province	Weather (Sky) Province
Cost:1	<a href="#">Prestidigitation</a>	<a href="#">Prestidigitation</a>
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Immobilize Animal</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Re-preserve</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Animals</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Blood Bond</a> , <a href="#">Clarity of Mind</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Animal Spy</a> , <a href="#">Animal Subdual</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Branding Smite</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">River Eyes</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Arcane Disruption</a> , <a href="#">Animal Befriending</a> , <a href="#">Bewildering Charm</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Thaumaturgy</a> , <a href="#">Enhance Senses</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon Boon</a>	<a href="#">Abolish Shadows</a> , <a href="#">Animal Befriending</a> , <a href="#">Banner</a> , <a href="#">Blind</a> , <a href="#">Enhance Senses</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Animal Shapes</a> , <a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Status</a>	<a href="#">Air Steps</a> , <a href="#">Animal Shapes</a> , <a href="#">Blindsight</a> , <a href="#">Calm Winds</a> , <a href="#">Lightning</a> , <a href="#">Renew Breath</a> , <a href="#">Solar Flare</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
Cost:6	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Prying Eye</a> , <a href="#">Ride the Lightning</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Prying Eye</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Zephyr Dancing</a>
Cost:7	<a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Charnel Fire</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a>	<a href="#">Elemental Breath</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Imbue Undead</a>	<a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Sky Drop</a>
Cost:9	<a href="#">Know Magic</a>	<a href="#">Elemental Body</a> , <a href="#">Smog</a> , <a href="#">Sunray</a>
Cost:10		<a href="#">Chariot of the Sun</a>
Cost:11	<a href="#">Commune with Thought</a> , <a href="#">Hindsight</a> , <a href="#">Indestructibility</a>	<a href="#">Indestructibility</a> , <a href="#">Lasting Breath</a>

Pluvo is the god of weather and knowledge for the jzaka. Those worshiping Pluvo are often the same ones who hire themselves out to outsiders, profiting from tracking criminals or other bounty projects. Art depicts this deity as often frowning. Another common aspect is his orange-reddish mane. His more powerful priests are said to be great trackers able to ignore environmental conditions that erase a path. Pluvo is the only god in the culture who has myths involving resurrection; however, the tales often discuss how this is accomplished through sacrifice. At times, Pluvo has been said to place obstacles in the way of mortal heroes to challenge them more appropriately.

At Faith 5, a Pluvo-priest makes all rolls for *tracker*, *wilderness lore* and *wilderness survival* skills at advantage. If following the weather province, a priest of Faith 10 can throw *lightning* twice per day at no Spirit cost. However, at Faith 10, those of the knowledge province make all rolls at advantage when performing *areturn to life* ritual; however, if required to make a Resilience save, the DC is 14 rather than 9.

## Lacerta

Lacerta is the belief system of the lizardfolk. However, religion to this species is very different from how most view religion. For most races, religion deals with their relationship with the gods; theology and religious inquiry are generally encouraged, as is

## Religion

meditation and reflection. For the lizardfolk, religion is all about ritual and ceremony; deeper meaning is rare, and introspection is almost unheard of in most temples. Specifically, everything is cast in terms of gain or loss, survival or perishing. Love of the gods is unknown, but rather a sort of fear is a stronger motivation for worship. One might argue that Hrauk and Threenkt could be exceptions to this view; however, due to the many cults and sects throughout all the lizardfolk population, not to mention the cultural differences between the sub-races, even this argument does not hold up well. To most lizardfolk, religion is seen as a method of bringing material benefits for the tribe. Shamans insist that the religious ceremonies of the tribe be respected, not because they are pious, but because they fear that the deity they worship will punish them for their lack of homage.

When any shaman or priest of the Lacerta religion gains a Faith score of 4 or higher, he or she gains an immunity to insect-transmitted diseases common to swamps, such as malaria. Further, those of this ranking gain a +2 bonus on saves when exposed to any other diseases. Additionally, Lacerta priests gain special "social" interactions with beings in swamps (or deserts in the case of squamata). When a GM rules a hostile/indifferent/friendly check on a d20, these shamans gain a 1 point towards a more favorable roll. Thus, the chance to avoid a hostile encounter with a crocodile is better with a worshiper of one of the lizardfolk gods.

Upon reaching a Faith score of 6 or higher, someone with *divine accord* to a deity of the Lacerta faith gains a free *flora lore* skill. Moreover, the duration of either *charm desert creatures* or *charm marsh creatures* gain a duration of 10 minutes. As for special abilities, a Lacerta priest gains *wildshape, water* (or *wildshape, land* for squamata) when his or her Faith reaches 9 or higher.

Deity	Morality and Ethics	Influence	Province
<i>Egasski</i>	Neutral	Sun and Sand	Earth, Fire/Sun
<i>Hrauk</i>	Neutral	War and Culture	Community, War
<i>Semgoonja</i>	Neutral	Survival and Procreation	Nature
<i>Ssess'nik</i>	Evil	Death and Hate	Special
<i>Threenkt</i>	Individualism	Change, Hope and Sorcery	Knowledge, Sky/Light

## Egasski

Details to come.

## Hrauk

## Religion

	Community	War
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Protection from Serpents</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Totem Beast</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Battle Fate</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Protection from Serpents</a> , <a href="#">Re-preserve</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Totem Beast</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Alert Tribe</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Beast Claw</a> , <a href="#">Blood Bond</a> , <a href="#">Bone Bite</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Charm Desert Creatures</a> , <a href="#">Charm Marsh Creatures</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Stone Birds</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Acclimate</a> , <a href="#">Alert Tribe</a> , <a href="#">Animal Spy</a> , <a href="#">Beast Claw</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Bone Bite</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Charm Desert Creatures</a> , <a href="#">Charm Marsh Creatures</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Find the Gap</a> , <a href="#">Glorify</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Stone Birds</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Banner</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Envenom Claws</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Protection from Insects</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sphere of Life</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Arcane Disruption</a> , <a href="#">Banner</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Magic</a> , <a href="#">Envenom Claws</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Protection from Insects</a> , <a href="#">Revive</a> , <a href="#">Sphere of Life</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Healing Waters</a> , <a href="#">Polymorph Plant</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a> , <a href="#">Swamp Lance</a>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Healing Waters</a> , <a href="#">Polymorph Plant</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Swamp Lance</a> , <a href="#">Target of All</a>
Cost:6	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Champion's Strength</a> , <a href="#">Constriction</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Protection from Fire</a> , <a href="#">Return to Earth</a> , <a href="#">Sanctify</a> , <a href="#">Sand Warriors</a> , <a href="#">Singing Stone</a> , <a href="#">Stone Bones</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Blood Lightning</a> , <a href="#">Champion's Strength</a> , <a href="#">Closure of Confusion</a> , <a href="#">Constriction</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Return to Earth</a> , <a href="#">Sanctify</a> , <a href="#">Sand Warriors</a> , <a href="#">Singing Stone</a> , <a href="#">Stone Bones</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Advice</a> , <a href="#">Borrow</a> , <a href="#">Calm Water</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Geyser</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a> , <a href="#">Rage</a> , <a href="#">Thornwrack</a>	<a href="#">Advice</a> , <a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Calm Water</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Geyser</a> , <a href="#">Rage</a> , <a href="#">Thornwrack</a>
Cost:8	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Transmute Drake</a>	<a href="#">Déjà Vu</a> , <a href="#">Heartseeker</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Transmute Drake</a>
Cost:9	<a href="#">Insect Plague</a> , <a href="#">Know Magic</a> , <a href="#">Undetectable</a>	<a href="#">Burning Blood</a> , <a href="#">Insect Plague</a> , <a href="#">Undetectable</a>
Cost:10	<a href="#">Chance!</a> , <a href="#">Force Shapechange</a>	<a href="#">Force Shapechange</a> , <a href="#">Gateway</a>
Cost:11	<a href="#">Reincarnation</a>	<a href="#">Reincarnation</a>
Cost:12	<a href="#">Epuration</a>	<a href="#">Epuration</a>

Hrauk is the war god of the lizardfolk - every variant of the species. His interpretation is a bit different between the cayma to the yaunti; however, the sphere of war is absolutely under his control. That said, his bloodlust for battle is view divergent between the many tribes of the lizardfolk. He is not always seen as a conquerer. In fact, his priests explain that he is more of an integrator. When encountering other tribes, Hrauk (by way of his priests, determine what benefit the outsiders offer. If they are beneficial to the priests' tribe, then effort to establish trade, exchange culture and build mutually beneficial relationship is conducted by the war shamans. From this point, there will be an effort to win a silent war of hearts and minds of the other tribe by trying establish more of local traditions and rituals into the other tribe and incorporate them into one tribe by subversion and manipulation. However, if the new outsiders are weak or too divert from local traditions, then a method of battle and conquer are chosen to obtain resources. Often tribes overpowered by war are integrated into one society but are considered second-class citizens in the caste.

## Semgoonja

## Religion

Nature	
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Bless Meal</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Create Flame</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Lacuna</a> , <a href="#">Lesser Acupressure</a> , <a href="#">Lift</a> , <a href="#">Lizard Wrath</a> , <a href="#">Magic Creeper</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Protection from Serpents</a> , <a href="#">Rapid Warmth</a> , <a href="#">Re-preserve</a> , <a href="#">Recruit Medic</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Totem Beast</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a>
Cost:3	<a href="#">Alert Tribe</a> , <a href="#">Beast Claw</a> , <a href="#">Bone Bite</a> , <a href="#">Charm Desert Creatures</a> , <a href="#">Charm Marsh Creatures</a> , <a href="#">Stone Birds</a> , <a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Flutter</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Thick Air</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Animal Befriending</a> , <a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Animal Transcendence</a> , <a href="#">Arcane Disruption</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Envenom Claws</a> , <a href="#">Envenom Claws</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Mask Spirit</a> , <a href="#">Protection from Insects</a> , <a href="#">Protection from Insects</a> , <a href="#">Sculpt</a> , <a href="#">Sphere of Life</a> , <a href="#">Sphere of Life</a> , <a href="#">Spirit Sight</a> , <a href="#">Transfer Offense</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Healing Waters</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Locate</a> , <a href="#">Maggots</a> , <a href="#">Polymorph Plant</a> , <a href="#">Spineless</a> , <a href="#">Swamp Lance</a> , <a href="#">Taint Cuisine</a>
Cost:6	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Briers</a> , <a href="#">Call the Beast</a> , <a href="#">Closure of Confusion</a> , <a href="#">Constriction</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Return to Earth</a> , <a href="#">Ride the Lightning</a> , <a href="#">Sand Warriors</a> , <a href="#">Sandstorm</a> , <a href="#">Singing Stone</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Advice</a> , <a href="#">Calm Water</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Geyser</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Rage</a> , <a href="#">Thornwrack</a>
Cost:8	<a href="#">Transmute Drake</a>
Cost:9	<a href="#">Insect Plague</a> , <a href="#">Treestaff</a> , <a href="#">Undetectable</a>
Cost:10	<a href="#">Bloody Thorns</a> , <a href="#">Force Shapechange</a> , <a href="#">Gateway</a>
Cost:11	<a href="#">Lasting Breath</a> , <a href="#">Reincarnation</a>

The most popular of deities among the cayma is Semgoonja. Most shaman of this sub-race are devoted to this lizard god. These tribal priests tend to be unorganized, acting as general caretakers for the tribe. However, one of expected rituals for the priests of this deity is that they are required to breed every annual season; thus, few females become shaman under this worshiped power. Culturally, priests who routinely fail to provide fertile eggs generally commit suicide to avoid bringing shame upon the tribe. As such, older shamans make way for the younger generation.

The general philosophy of Semgoonja is simple - survival and propagation, nothing else. Good, evil, order, and individualism are all means to an end for survival of the tribe. Semgoonja would be seen by outsiders as amoral and unsympathetic. He rarely even cares much for the personal struggles of his own lizardfolk worshipers; these are irrelevant unless they interfere with the good of the tribe. A common cliché among the priests is “Fa mat drulan geh enkuray arrazon” -- meaning for the tribe or moot. The shamans encourage members of the tribe to reproduce, to live long lives, and to guarantee the safety of themselves and of their race. Semgoonja's priests distinguish themselves with kilts of blue-green hide.

The depth of the faith of Semgoonja is the concept of an afterlife. In every lizardfolk culture the concept of what happens after death is reincarnation, based on how loyal and devoted one has been to the teachings and tribe. Those well rewarded might return as a spirit being to oversee and protect the tribe, while those punished would be live the next life as a lower form.

## Ssess'nik

## Religion

Special	
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Blood Wind</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Exhaustion</a> , <a href="#">Fangclaw</a> , <a href="#">Fog of War</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lizard Wrath</a> , <a href="#">Magic Creeper</a> , <a href="#">Mask Spirit</a> , <a href="#">Protection from Serpents</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Torch</a> , <a href="#">Totem Beast</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Alert Tribe</a> , <a href="#">Beast Claw</a> , <a href="#">Blood Reprisal</a> , <a href="#">Bone Bite</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Glorify</a> , <a href="#">Heat Metal</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Smear</a> , <a href="#">Stone Birds</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Disrupt Magic</a> , <a href="#">Envenom Claws</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Produce Disease</a> , <a href="#">Protection from Insects</a> , <a href="#">Revive</a> , <a href="#">Seduction</a> , <a href="#">Sphere of Life</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Astral Blood</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Healing Waters</a> , <a href="#">Maggots</a> , <a href="#">Polymorph Plant</a> , <a href="#">Slow Wound</a> , <a href="#">Solar Flare</a> , <a href="#">Sorcery Curse</a> , <a href="#">Spineless</a> , <a href="#">Swamp Lance</a> , <a href="#">Taint Cuisine</a> , <a href="#">Venom</a>
Cost:6	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Call the Beast</a> , <a href="#">Constriction</a> , <a href="#">Defense</a> , <a href="#">Hellfire Burst</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Return to Earth</a> , <a href="#">Sand Warriors</a> , <a href="#">Sandstorm</a> , <a href="#">Singing Stone</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Torus of Terror</a>
Cost:7	<a href="#">Advice</a> , <a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Calm Sand</a> , <a href="#">Calm Water</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Disturb Sleep</a> , <a href="#">Geyser</a> , <a href="#">Rage</a> , <a href="#">Reanimation</a> , <a href="#">Thornwrack</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Discern Lies</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Heartseeker</a> , <a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Summon Spectral Death</a> , <a href="#">Transmute Drake</a>
Cost:9	<a href="#">Insect Plague</a> , <a href="#">Know Magic</a> , <a href="#">Smog</a> , <a href="#">Sunray</a> , <a href="#">Undetectable</a>
Cost:10	<a href="#">Flame Strike</a> , <a href="#">Force Shapechange</a> , <a href="#">Sympathetic Dehydration</a>
Cost:11	<a href="#">Reincarnation</a>

Symbolized by green claw, Ssess'nik is an evil deity in the Lacerta pantheon. This former demon lord transcended into a worship entity nearly two millennia ago when it sewed seeds of restlessness among the lizardfolk and promoted racism between the khaasta and the other races. It was also this evil god who aided in the creation of the yaunti sub-race, as sacrificed mutations of the cayma by the new priests of Ssess'nik. Over multiple generations of inbreeding by the slave-class mutations, they became their own race, albeit phenotypically diverse.

Of course the khaasta and yaunti, who worship Ssess'nik almost exclusively, do not view themselves as evil. From their perspective, the worship of this deity is in the best interest of all lizardfolk. The khaasta and yaunti believe there will be a powerful mutated version of a lizardman who rises to power to unite all lizardkind. The cayma and squamata worship deities and perform actions that prevent the coming of this savior-warrior. As a result, the follower of Ssess'nik are duty-bound to ruin plans of the unwitting lesser lizardfolk. Further, the priests attempt to consort with guàimó demons to help them in the creation of the proper mutation who will sire the lineage of the savior.

## Threenkt

## Religion

	Knowledge	Sky/Light
Cost:2	<a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Lizard Wrath</a> , <a href="#">Magic Creeper</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Perceive Insanity</a> , <a href="#">Protection from Serpents</a> , <a href="#">Re-preserve</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Totem Beast</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Lizard Wrath</a> , <a href="#">Magic Creeper</a> , <a href="#">Mask Spirit</a> , <a href="#">Perceive Insanity</a> , <a href="#">Protection from Serpents</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Speak with Water</a> , <a href="#">Static Shield</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Totem Beast</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Understand Curse</a> , <a href="#">Updraft</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Alert Tribe</a> , <a href="#">Animal Spy</a> , <a href="#">Beast Claw</a> , <a href="#">Blood Bond</a> , <a href="#">Bone Bite</a> , <a href="#">Charm Desert Creatures</a> , <a href="#">Charm Marsh Creatures</a> , <a href="#">Clarity of Mind</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Stone Birds</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Alert Tribe</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Beast Claw</a> , <a href="#">Bone Bite</a> , <a href="#">Branding Smite</a> , <a href="#">Charm Desert Creatures</a> , <a href="#">Charm Marsh Creatures</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">River Eyes</a> , <a href="#">Stone Birds</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Arcane Disruption</a> , <a href="#">Bewildering Charm</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Envenom Claws</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Protection from Insects</a> , <a href="#">Remove Disease</a> , <a href="#">Sphere of Life</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon Boon</a>	<a href="#">Abolish Shadows</a> , <a href="#">Animal Befriending</a> , <a href="#">Animal Transcendence</a> , <a href="#">Banner</a> , <a href="#">Blind</a> , <a href="#">Envenom Claws</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Protection from Insects</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sphere of Life</a> , <a href="#">Transfer Offense</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Healing Waters</a> , <a href="#">Polymorph Plant</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Status</a> , <a href="#">Swamp Lance</a>	<a href="#">Air Steps</a> , <a href="#">Blindsight</a> , <a href="#">Calm Winds</a> , <a href="#">Curse of Choking Sands</a> , <a href="#">Healing Waters</a> , <a href="#">Lightning</a> , <a href="#">Polymorph Plant</a> , <a href="#">Renew Breath</a> , <a href="#">Solar Flare</a> , <a href="#">Swamp Lance</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
Cost:6	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Constriction</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Grave Robbery</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Protection from Fire</a> , <a href="#">Return to Earth</a> , <a href="#">Ride the Lightning</a> , <a href="#">Sand Warriors</a> , <a href="#">Sandstorm</a> , <a href="#">Singing Stone</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Acid Rain</a> , <a href="#">Age Plant</a> , <a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Constriction</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Knurl</a> , <a href="#">Mold Touch</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Return to Earth</a> , <a href="#">Ride the Lightning</a> , <a href="#">Sand Warriors</a> , <a href="#">Sandstorm</a> , <a href="#">Singing Stone</a> , <a href="#">Stone of Sharpening</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Zephyr Dancing</a>
Cost:7	<a href="#">Advice</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Calm Water</a> , <a href="#">Charnel Fire</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a> , <a href="#">Geyser</a> , <a href="#">Rage</a> , <a href="#">Thornwrack</a>	<a href="#">Advice</a> , <a href="#">Calm Water</a> , <a href="#">Create Jungle Minions</a> , <a href="#">Elemental Breath</a> , <a href="#">Geyser</a> , <a href="#">Rage</a> , <a href="#">Thornwrack</a>
Cost:8	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Imbue Undead</a> , <a href="#">Transmute Drake</a>	<a href="#">Howling Chain</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Sky Drop</a> , <a href="#">Transmute Drake</a>
Cost:9	<a href="#">Insect Plague</a> , <a href="#">Know Magic</a> , <a href="#">Undetectable</a>	<a href="#">Elemental Body</a> , <a href="#">Insect Plague</a> , <a href="#">Smog</a> , <a href="#">Sunray</a> , <a href="#">Undetectable</a>
Cost:10	<a href="#">Force Shapechange</a>	<a href="#">Chariot of the Sun</a> , <a href="#">Force Shapechange</a>
Cost:11	<a href="#">Commune with Thought</a> , <a href="#">Hindsight</a> , <a href="#">Reincarnation</a>	<a href="#">Lasting Breath</a> , <a href="#">Reincarnation</a>

If there is any philosophy and reflection, it would be found among the priests of Threenkt. He is the god of change, ambition and sorcery. As a result, in lizardfolk culture, almost all who study the skills of *sorcery* learn it in the teaching shrines of Threenkt.

However, this god plays a larger role in its cult-like belief, as he is known as the Architect of Change and the Lord of Fate. While the belief promoted is called cult-like, the irony is most lizardfolk accepted it. Threenkt has promised the return of the one-true king, a messianic being who will ruler who will re-unite the tribes and sub-races to live in a utopian society. The priests divine prophecies awaiting the day, but until then Threenkt helps individuals seeking more than survival; the shrines promote that Threenkt *is* change, said to embody every mortal creature's recognition of, and desire, to change, to grow, to move, to seek more -- more knowledge, more wealth, more power. In some of the rare art among the lizardfolk, Threenkt is depicted to have an ever-shifting face and form.

Threenkt's shamans hold the idea of predestination. Everyone is a pawn of the Lord of Fate. The difference between laymen and the priests is the followers of Threenkt accept their role as pawns of this god's greater purpose, which is to shape events to bring the arrival of the one-true king.

## Selquerine

The deities of the elves are known as the fellowship of brothers and sisters of the wood and are worshiped by many fey creatures as well as the elves. The fellowship is led by Edhelindae Te', First of the Selquerine. In elven theology there are close relationships between the fey, magic, and the natural world. Most of elven faiths emphasize elven unity with life and nature, and the ideology blends the distinction between elves and their environment. The belief is that elves have spirits which reincarnate as animals, plants, faerie folk, or even elves once again.

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With few exceptions, most of the Selquerine can be categorized as wild and impulsive gods who are subject only to their own whims. In many ways they are not really personified by fey worshipers but rather viewed as intelligent forces of the very nature they represent. Prayer with the fey deities is through what is known as the waking dream, a place believed to be a physical plane of existence that can be reached mentally and spiritually where supplication is imagined to be left floating on the winds. These requests are believed to reach the gods because the gods are part of the existence of the dreamland. The deities may respond to non-clergy when meditating; however, the clarity and directness of this communication varies wildly.

The Selquerine have certain incantations from the province list they will not grant. These are *assemble armor*, *astral blood*, *blood lust*, *crown of the grave*, *death throes*, *desecrated glow*, *extract poison*, *smear* and *suggestive fear*. A priest worshiping one of the Selquerine is simply short these spells. Human sailing priests have been known to connect with Shaetumba, and as such are not granted *desecrated glow* or others found in the normal Sky/Sea list. However, if the race of priest has fey origins in its lineage, as elves do, then a special list of spells is granted to them, regardless of the deity worshiped. Those incantations can be found in the [Divine Powers](#) section. The exception to this is Lilyth, who has a special list of incantations she grants to her followers.

Deity	Morality and Ethics	Influence	Province
Aripaii Yassen Aripaii Yassen	Good	Pixies, Brownies, Flying Creatures	Earth/Fire, Sea/Sky
Çaen Frumela Çaen Frumela	Good	Beauty, Love, Romance	Community, Life
Coiasiran Sintos Coiasiran Sintos	Neutral	History, Philosophy, Time	Knowledge
Edhelindae Te' Edhelindae Te'	Good	Elves, Poetry, Warfare	Knowledge, Sea/Sky, War
Ithalle Kaimeleron Ithalle Kaimeleron	Neutral	Dreams, Mysticism, Moon	Deception, Sea/Sky
Lamfrisa Hoth Lamfrisa Hoth	Individualism	Change, Mischief	Deception
Lilyth Lilyth	Evil	Spiders, Dark Elves, Darkness	<i>Special</i>
Neldette Neldette	Order	Obedience, Death	Death
Ohtrise Dispunis Ohtrise Dispunis	Order	Grieving, War	<i>Special</i>
Peydur Auraon Peydur Auraon	Neutral	Woodlands	Nature
Shaetumba Shaetumba	Individualism	Aquatic Elves, Oceans	Knowledge, Sky/Sea
Su'lamyā Su'lamyā	Good	Music	Calamity, Life
Vitir Arculos Vitir Arculos	Individualism	Archery, Hunting	Life, Nature

### Aripaii Yassen

Aripaii Yassen is the elven goddess of air, pixies, and birds. In artistic representations, she appears to be a tall, elf-like woman with feathered hair and eyebrows. Her back has a pair of large bird-like wings which are constantly changing color. The lower half of her body vanishes into a misty whirling cloud, so that she never appears to touch the ground. In addition to elves, Aripaii Yassen is loved by many fey beings, especially those who fly, and also some of the genie beings from the elemental plane of air. Even the non-devout pray to her for good weather and gentle breezes of air from the Winged Mother.

The church of Aripaii Yassen is small, with little organization and only a few scattered temples, which are built with a nest-like structure in large trees. The clergy is primarily concerned with exploration and maintaining good relations with other sentient avian and nature-loving races. Despite the smallness of the church, there are two distinct philosophies for those who follow the Winged Mother. Both, however, are rooted in the preservation of nature. Her devout brownies form a group who protect nature on the ground. It is common for priests of this ilk to have a brownie *fey-bound* to him or her as an assistant. The other ideology sees weather and winds as a cleansing method to rid corruption from the natural order. When the environmental priests from both sides meet or plan together, they do so in the tree temples, as trees represent growth from the earth but are also the home for the winged.

*Salka Aripaii Suli*, the Dance of Swirling Winds, is held semiannually on the vernal and autumnal equinoxes and celebrates the changing of the seasons in honor of the goddess. The strong winds blowing on such days when followers gathered was viewed as a good omen. Celebrants offer beautiful feathers and perform an aerial ballet, and dance to the music of wind instruments played by others.

### Çaen Frumela

Çaen Frumela is a being of timeless beauty and benign nature. She always forgives minor transgressions and delights in rewarding

## Religion

her followers with the joy of unexpected love and affection. She embodies romance, beauty, love, and joy in elven spirits, but non-sylvan people remark about her vanity and a flighty nature.

Çaen Frumela's clerics are flighty and somewhat vain, given to dancing and wild celebrations. Church hierarchy is loosely organized, and priests are free to join or leave a temple's ranks as they wished. However, her priests preside over marriages and rites of passage ceremonies for young elves. Of course, elves are not morally required to marry, as dogma promotes love, not necessarily marriage. Elven beliefs around romance and couplehood is that ending such relationships is expected, but the importance is a continued respect and brotherly love once it is over. Members of the temple spend their days cultivating beauty and love in all their myriad forms, tending fine gardens and amassing collections of gems, crystal sculptures and other fine works of art for the community enjoyment. While things of gold and crystal, particularly jewelry and statues, are favored. Beautiful art in any form is admired, collected, and displayed.

## Coiasiran Sintos

Coiasiran Sintos is the elven deity who governs the orderly passage of time and guards against those who would alter the path of history. In elvish art and stories, he is seen as a philosopher, a patient teacher and instructor, who gives wisdom and knowledge to young and old alike. He is often praised but rarely invoked. Those who worship him are those with an interest in ideas and knowledge, and the changes wrought by the passage of time - sages, historians, philosophers, and librarians.

The god and his church have good working relationships with all others in the Selquerine, although there is strife at times with Lamfrisa Hoth. However, that impatience is minimal to the grudge held between Coiasiran Sintos and the dwarven battle god Slagsagrheir. In the early days of elves and dwarves, Coiasiran Sintos intervened with a resurrection ritual performed by the church of Slagsagrheir to restore one of the great generals who had recently been killed by forest giants. The elvish justification was the preservation of history as the death was essentially unknown to the dwarven soldiers, whose morale at the time heavily relied upon the militant leader. Coiasiran Sintos saw blocking the return to life as a duty and assumed it would be a mere annoyance to the Skabronrhirs. However, the elven god did not count on Slagsagrheir's stubborn, grudge-holding attitude. The grudge is still held today, although few even know why the two are at odds; the priests of Coiasiran Sintos can recite the story quite clearly nonetheless.

## Edhelindae Te'

Edhelindae Te' is said to have originated as the formless but sentient existence of the Feywild, who over time chose various forms of embodiment for interaction with other cosmic beings. According to the Selquerine creation story, Edhelindae Te' was harmed by the Dokruja, who was at that time a Demon Lord seeking to corrupt the Feywild. After the battle between the two, Edhelindae Te' mixed his essence, described in tales as his blood and tears, with dryads of the Feywild to create the race of elves. As a result the five types of elves came into being which are more detailed in the sacred writ involving the types of trees with which certain dryads were linked. However, the key being that the dark elves were said to have more of blood from Edhelindae Te' which happened to also be blended with the blood of Dokruja, seeding a corruption and anger within them. This is not only the origin the elves as a race but also the explanation of why the dark elves are now enemies of the surface elves.

Among worshipers of Edhelindae Te' are elves, other fey, as well as a few human artists. His clerics typically wear silver circlets and gossamer robes of the brightest azure. The elf god has proclaimed the standing death sentence to all orcs and morally approves of their slaying. One of his most frequent holy days is the quarter of the larger moon, Gayna (often called *Ithalle* by the elves). As the waxing moon rises at midday, the festival of Edhelindae Te' is typically held at sunset, where his followers worship and celebrate at natural geological formations, sacrificing beautiful objects to the god. Further, there is a loosely structured fellowship made of elven knights or elven warriors dedicated to the recovery of several lost elven relics. When found, the relics are given to the care of the priests of Edhelindae Te'. This organization is called *Demadunne Crema Purg* which translates to Fellowship of the Forgotten Flower.

## Ithalle Kaimeleron

Ithalle Kaimeleron plays an interesting role in elven theology. In the early times, prior to the creation of elves, she was the consort, sometimes referenced as wife, to Edhelindae Te'. However, in the classic tale of the battle between the elven god-king and the Demon Lord, Dokruja, Ithalle Kaimeleron was kidnapped and raped by the fiend. This spawned what is now called Crisaen en' Dokruja (the storming of Dokruja), where Edhelindae Te' plucks out the eye of the Demon Lord. As a result of this, Ithalle Kaimeleron gave birth to the first orcs, whom she still has compassion for despite her understanding that her children have evolved to become a civilization driven by a hatred and despise of all elves. Her priests often argue that the outright moral slaying decree of Edhelindae Te' is too generalized and that specific crimes and acts of individuals should be used to judge orcs. Although Edhelindae Te' loved her, the First of the Selquerine became jealous and suspicious that his wife might have not been kidnapped but rather gone willingly and enjoyed the actions of adultery. This fear, combined with the empathy she held towards her unwanted children, forced Edhelindae Te' to end their matrimony.

The morals of Ithalle Kaimeleron can seem confusing to some due to her kindness towards orcs; however, there is no doubt to her clergy that the goddess has a first love for all things fey and especially elves. Her church has a hatred for undead and has attempted to subvert the intolerance of orcs and transfer it to societal goals of destroying all undead instead. This method has had mixed results



## Religion

in different elvish civilizations. The methods of influence of her church tend to be more subtle, behind the scenes, rather than direct argument or public action. Ithalle Kaimeleron is considered the most powerful of the female elven deities but her power is not stable. To be more precise, it fluctuates with the phase of the moon. She is at her most powerful under full moon, and as such, on that day (once every 59-days) her priests can add *dream* to the available incantations for that evening, from moon rise until moonset.

## Lamfrisa Hoth

Lamfrisa Hoth is the elven deity of mischief and change. Lamfrisa is a fickle, utterly unpredictable god who can change his appearance at will, even in presentation to other gods. He is a master at celestial politics, always having something to gain for his scheming. As such, Lamfrisa has been ally and enemy to all members of the pantheon, but none trust this deity much at all.

This is the god who is ultimately responsible for the myth of the fey changeling. Lamfrisa's court is filled with numerous fayettes, who steal the children humans and other races to replace them with a deformed or imbecilic look-alike child. Occasionally, the changeling may possess uncanny insight or soothsaying abilities. The stolen infant are kept by the fayettes for a duration as a sympathy, but when parents are unaware or unable to switch the children back, these child souls are used by Lamfrisa Hoth.

The church of Lamfrisa Hoth is informal. Worshipers dress in black leather armor with leather caps, and never worship or perform rituals in the same place twice. Holy days are on the eclipses of either moon when the faithful sacrifice stolen treasures. Further, each full moon of Gayna, the followers host a celebration at midnight. Though the location of each festival is secret, it is always held in a sylvan glade. The precise location of the event is something followers of Lamfrisa passed around by word of mouth leading up to the event, but anyone, faithful or otherwise, who learned of the event using their own wits were welcomed to join in on the festivities. Activities included dancing, storytelling, drinking wine, playing pranks, and sacrificing beautiful objects.

An elven phrase, “caela amin optim coiatta”, which translates to living my very best experience is the mantra of this creed.

## Lilyth

Details for deity

## Neldette

The stories of ancient writ tell of the heartbrokenness of Edhelindae Te' after dismissing Ithalle Kaimeleron. Therefore, the First of the Selquerine met with Çaen Frumela who gave him a blessed ruby. He then requested a feather from Aripaii Yassen. Finally the elvin god-king removed the remaining love for Ithalle Kaimeleron from his own heart. Forging these three things together, Edhelindae Te' called into being a new consort, incapable of betrayal, who he named Neldette.

Prior to this it was believed that elves lived forever; however, Edhelindae Te' charged Neldette with making the elves mortal and overseeing them in the afterlife. While the goddess did faithfully comply with the request to force mortality upon the elves, her compassion further implemented their spirits to be reincarnated into nature and the Feywild, allowing elves to live an endless number of lives.

Although becoming a figure of godly status, her lack of complete freewill prevents her from acting as more than a minor deity. In terms of the game, this means she does not grant incantations over 8 points. That said, the clergy of Neldette are the most powerful when performing the *Return to Life* ritual, as those dedicated to her gain a +2 on the individual body preservation saves when they occur during the ceremony. This significantly reduces the risk to the priests performing the rite.

As for her church, the dogma is primarily built upon the concepts of duty and loyalty, keeping one's personal word and the reward of the next life for remaining faithful.

## Ohtrise Dispunis

Ohtrise Dispunis is the goddess of war and grief. However, she is not usually worshiped on a routine or regular basis. The attention to her comes only when the elves go to war en masse, typically reserved for defensive actions against orcs and goblins, do they turn to her for help and guidance. She is also thanked and honored in times following a battle and a war.

Because of her station of only being called upon in the time of need, she has no direct church or a following of priests. Instead, when the elves declare a war against another, priests of other elven deities can be granted additional powers to the ordinary incantations. Ohtrise will grant to following to priests who are not ordinarily permitted access to these incantation: *bane*, *blind*, *blood lust*, *compelled duel*, *damage ward*, *death throes*, *deluge*, *downpour*, *fog of war*, *infusion of lightning*, *showers* and *stone bones*. However, these are not free; every morning of war time, an elven priest must choose to release the use of one of his or her ordinary incantations of equivalent cost to receive these special blessings from Ohtrise.

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### Peydur Auraon

Peydur Auraon is the elven god of nature, and patron deity of wood elves. Elven art and imagery depict Peydur as a green-skinned elf clad in bark armor. It was through his church that Peydur granted to the elves the knowledge of *arbor-forging*. In some stories, this god disguises himself as a giant tree among other in the forest and has been said to take on the appearance of a treant. On occasion, he is referred to as the Leaflord known for his protection of the woodlands and nature.

The followers of Peydur Auraon understand that no civilization can exist without disturbing nature to at least a small degree. However, in this vein, the *Children of Peydur* make every effort to ensure that structures and urbanization has a minimal impact upon the natural order. This order has strict rules for when trees can be cut, how they must be replanted, seasons for hunting, and even the management of wildfire. They fight any council or leaders who would destroy a tree before its time. They argue that elven architecture is superior to other races for incorporating housing and other structures that complement and become part of the trees. Peydur Auraon's church members are bridge-builders, architects and managers of elven infrastructure who design and construct the way elves build up their communities.

### Shaetumba

Shaetumba is the patron goddess of the aquatic elves. She is also associated with knowledge, beauty, and oceans. Shaetumba is called the Mistress of Dolphins in several elven texts. Her holy symbol an image of a dolphin.

Shaetumba is most popular among aquatic elves, though land-dwelling elves do recognize her as a member of the Selquerine. Her clerics wear sea green vestments and shell mail. Her sacred animal is the dolphin, and her favored weapon is the trident, although rarely used as her following are considered pacifists. They are not unable to fight, but they only do so to safeguard their protected. The priests of Shaetumba devote themselves to protecting the young of any race or animal they encountered and deem worthy of saving. The guarded young defined by the school of priests in an area as by church decree, but more often it is a personal choice of just one cleric. Shaetumba is worshiped in undersea coral temples at low tide on the changing of the seasons.

### Su'lamyia

Su'lamyia is the elven deity of music and magic, but is only a minor god. This god promotes the ideology that music is an inherent part of the patterns of the multiverse, so magic and music together can create something superior to either one alone. The incantations granted by Su'lamyia never exceed a cost of 4 points. However, the advantage from having a divine devotion to Su'lamyia isn't exactly due to incantation granted. The skills *encouraging verse* and *inspiration* gain an addition +1 bonus, while *song of rest* have five minutes lessened from the requirements.

### Vitir Arculos

Vitir Arculos is the god of hunting, archery, and survival in wild and harsh places. He teaches his followers the arts of hunting; including archery, moving unseen and hiding in wild places. He watches over the borders of wilderness and farmed land and seeks to maintain the balance between them. His church often works with the followers of Peydur Auraon to this end. The belief for hunting is not to kill for killings sake but to maintain the balance of nature and to destroy evil. Most of his clergy will seek to gain mastery with the long bow.

The dogma of Vitir is walking in harmony with nature and opposing the efforts of those who would disturb her delicate balance. The disorganized church preaches in the preservation of the wild places from excessive encroachment and calls to work with those who would settle the land to preserve the beauty that first attracted them. Hunting is a measure of one's worth, but one should hunt only for sustenance, culling the old and the weak from the herd so that all species may prosper. Fables of Vitir compare the consequences of action to that of an arrow in flight: it is difficult to arrest. Thus, life is like a hunt where one should choose targets carefully, be they friends, partners, allies or whatnot, for an ill-considered action can have a long-reaching impact.

### Skabronrhirs

Skabronrhirs is pantheon of the terrac races. This primarily encompasses dwarves. While often seen as a brotherhood of gods, the individual deities work very independently of one another. Dwarves worship and pray in appropriate places, not just the churches and shrines built for the god. However, those structures are very specific to the worship and work of a specific deity, and as such are not viewed as a common holy place for all believers.

Personalities of the Skabronrhirs gods are so separate that some of the deities have been expelled from the brotherhood, Rahdji, for example. While banishment plays a political role in the pantheon and among the dwarven churches, it does not remove the cosmic entity from the seat of power. What holds a deity in the state of godhood has more to do with collective worship, fear and respect.

As for the worshippers of the Skabronrhirs, most of the granted incantations come from the a common group known as Terrac

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Incantations, which are granted to any priest of the pantheon. These are useful for dwarves and other terrac races; however, even if humans or halflings were to become ordained to one of the Skabronrhirs, then the non-terrac priest would also cast from this list. The individual gods grant minor spells within the province of their control; however, only incantations that cost 4 or fewer priestly points can be manifested. Moreover, each deity grants special abilities and skills based on the god's sphere of control. Such details are listed below in each of the descriptions.

Deity	Morality and Ethics	Influence	Province
Ekkjtjemyrkk Ekkjtjemyrkk	Good, Order	Home, Safety, Truth	Community, Nature
Gaforbrukk Gaforbrukk	Individualism	Alcohol, Carousing, Travel	Deception, War
Gimhæd Gimhæd	Neutral	Gemstones, Hills, Mountains	Earth/Fire
Grafinnenkk Grafinnenkk	Neutral	Mining, Underground Exploration	Death, Earth/Fire, Knowledge
Guddjen Guddjen	Good	Invention, Scholarship	Community, Knowledge
Horlok Horlok	Individualism	Luck, Wealth	Deception, Knowledge
Hoyhiferndonct Hoyhiferndonct	Neutral	Protection, Travel	Knowledge, Life, Nature
Rahdji Rahdji	Evil	Greed	Calamity, Deception
Skarfurag Skarfurag	Good	Dwarves, Leadership	Community, Earth/Fire, Life
Slagsagrheir Slagsagrheir	Good, Order	Battle	Life, War

### Ekkjtjemyrkk

As with most of the Skabronrhirs, Ekkjtjemyrkk has a distinct personified form. This goddess is a female dwarf with a light beard braided into four short rows, wearing chain mail and a silver helm. She is the wife of Skarfurag but despite this, she is not seen as a ruling queen. Ekkjtjemyrkk has a more humble attitude than drawing attention to herself. She is often viewed as doing good and legitimate works behind the seat of power and supporting those in charge. Likewise, her priest play a similar role in dwarven communities, practicing the idea of servant leadership. Due to her calm and attention to need, traditionalists have claimed that the Skabronrhirs and perhaps even the entire dwarven race might not have survived.

Her station as wife of Skarfurag reinforces the importance of traditional marriage and family among dwarves. Love is a factor of family but duty is an equal responsibility, and Ekkjtjemyrkk, sometimes called the Mother of Safety, is an important symbol of this cultural norm. Her priests are known as distavhejemyrkk, which translated roughly as "those of the home".

Distavhejemyrkk serve as the guardians and protectors of dwarven clans. They archive the lore, traditions, and family histories of the dwarves. By acting as teachers and healers, they aim to further the good health and good character of the dwarven race. Serving as the moral compass of the dwarves, they are very conservative and they do not tolerate foolhardiness and controversial ideas in young dwarves. In the rigid church structure, every cleric knew his or her place, and every clan's church is built to look alike. This has been done so visitors from other clans knew exactly where they fit in. Ekkjtjemyrkk runs her church like a strict, but loving mother.

When a follower of Ekkjtjemyrkk has gained 5 points of Faith, the incantations *glorify* and *weapon return* are added to the list of available spells if they were not before. After acquiring 10 Faith points, *regenerate* and *restore* will be added to the list of incantations a priest can cast.

### Gaforbrukk

Gaforbrukk is a dwarven deity of carousing, alcohol and travel. Known as the Bearded One, as artistic representations of him show this god to have thick hair that obscures most of his face. He represents the festive side of dwarven culture. Brewers hold him in high regard, as does any dwarf who charges headlong into battle heedless of the odds. Gaforbrukk and his followers believe in high risk leads to high reward. However, as Gaforbrukk is not a regularly worshiped being, his status remains that of a minor deity, and as such, he does not grant incantations over 5 points of cost. This means *commune with earth*, *meld with rock*, *renew deposit*, *spike stones*, and *stone talk* never become available to his priests. However, upon acquiring *divine accord*, basically when one becomes officially ordained, whatever that means for this deity, the priest is granted a free skill of *brewing*. When one of his priests gains 5 points of Faith, that follower gains the free skill of *poison resistance*, which conveys a +4 to any preservation saves involving poison. Further, if damage occurs as a result, whether to body, mind or spirit, then that damage is halved per incident, rounding down, just as any other form of damage resistance. Don't forget that most dwarves are already rolling saves against poison with advantage.

### Gimhæd

## Religion

Gimhæd is the goddess of hills, mountains, and gemstones. Her holy symbol is a mountain with a ruby heart; she places rubies in the earth as gifts to miners. She is personified as a dwarven woman; however, she is also depicted as having an exaggeratedly long nose with which she is able to smell out precious veins of gems. This preternatural sense of smell makes up for the depiction that Gimhæd is also blind.

The followers of Gimhæd believed that the spark of magic lies within all gems, and they worked relentlessly to summon forth the dormant magic in stones and gems, commonly using rune magic in conjunction with their incantations. Another common practice of her followers is craftsmanship of various types, whether *lapidary*, *weaponsmith* or even *artificing* gems to enhanced socketed weapons. This flock seek to enhance things from the weapons wielded by dwarven warriors to the mighty walls of a dwarven citadel.

When obtaining the 5th Faith point, Gimhæd graciously grants *animate dirt* and *detect metals and minerals* the possibility to be cast for free. To cast, the priest must still have 1 remaining Spirit point for use; however, if rolling a Faith feat (DC:10) successfully, the incantation does not cost any points. When reaching 10 Faith points, she grants the ability to construct a stone golem once every ten years.

## Grafinnenkk

Grafinnenkk is the patron of mountain dwarves, and the dwarf deity of mining and underground exploration. He is also the protector of the dwarven dead. Grafinnenkk is one of the few Skabronhirs who do not have a bipedal personification. Instead the mountain god is imagined as the deep rocks themselves in the underneath, intelligent, sentient but unspeaking. This god is sometimes referenced as the Keeper of Secrets.

Grafinnenkk's clerics, known as the jemmendrál ("hidden gifts"), protect mines from disrespectful profiteers as well as seek out new veins and gem deposits. They also supervise all mining activities to ensure that the proper respect was paid to the mountain and produce new stratagem and combat techniques for fighting the many underneath creatures exhumed during excavation. Their activity and service to the dwarven society are primarily outside the community proper.

Upon acquiring one's 4th Faith point, the jemmendrál is blessed by Grafinnenkk with an *underground sense* skill which grants +2 to all *underground navigation* spirit feats. Moreover, this skill grants one to navigate back to a known passageway when making a successful spirit feat against a DC 7. One can know the types of edible fungi to live for a week in unfamiliar caverns by a body feat against a DC 5; for each 3 points above that (8, 11, 14, 17) an additional person can be fed as well. This special skill also permits the jemmendrál act like a *tracker* for the underneath, relying on sense of smell, heat and subtle dust changes. The base for tracking is a mind feat against a DC 14, which can be modified by the GM. Conditions for modification can be found in the tracker skill. Following those signs of passage can be performed for half an hour, at which point a new feat is required.

At 8 Faith, Grafinnenkk allows his followers to select two specific creature types, e.g., minotaur and trolls, for which the priest will always be at advantage against. This includes combat and any incantations that can apply advantage. Further, this advantage will permit the dice to exceed 5d20. However, the selected enemies must be of the atavistoid, giantkin, humanish or mutant kingdoms.

## Guddjen

Scholarship, discovery, and invention are the domains of dwarven god Guddjen. The artistic renderings of him are that of an elderly dwarf with sparkling blue eyes, typically hunched over and wearing the bright blue cloak that is his namesake. Religious texts of his involvement with mortals tells of his distraction and forgetfulness, as in the tales his is known for wandering away from his projects before completing them or before he finds a use for the knowledge he has collected. The moral is that knowledge for its pure sake is most important. Application is nice when it happens, but knowledge has value even without such a thing.

In addition to dwarven worship, Guddjen is a patron of many gnomes. *Clockwork engineering* was an invention from the gnomish culture and discovered in the churches of Guddjen. Regardless of race, most of the clergy of Guddjen draw from the most creative tinkers and free thinkers. They follow a doctrine of knowledge for knowledge's sake, seeing equal value in learning a once-lost recipe for toasted zygom stalk and discovering the crucial flaw in an enemy's defensive fortifications. In fact, since the clergy strongly favor creation over destruction, there's a good chance many of them would have preferred the recipe. His temples can be found both above and below the surface; however, the orderliness is less than desired by those outside the sect. The inner clutter of these edifices hold scattered detritus and many open books, as this is a common sight within the holy ground.

When one of Guddjen's order reaches 3 points of Faith, which is likely at the start, that priest is granted the free skill of *phrenology*. However, upon a Faith score of 8, the priest gains the special *share your talent* ability. When working on a project such as crafting armor, constructing a building, creating runes or even artificing, the priest can gain up to three assistants, who may or may not be skilled in the project. The priest radiates his knowledge and skill onto these assistants, so long as they are working on the same project, are within half-a-mile and are of terrac origin. As with the rules of project work, the total number of labor hours increases 10% per additional laborer; however, under this ability, those three only add 5%. Further, unskilled persons act as 1.2 persons towards the project, while skilled ones count 1.5 times their normal rate. Therefore, with three unskilled assistants and a 100-labor-hour project, the total labor hours would increase to 115 hours, but then be divided by 4.6 persons, allowing the project to be complete in only 25 hours.

## Religion

### Horlok

Horlok is the dwarven deity of luck and wealth; however, his influences blend into other fields such as trade, negotiation, trickery, and chance. Many a parable speak of his dedication to the mercantile art of bargaining, but also share nuances of an aspect that is on the less-honorable side of dwarven culture. As such, Horlok also watches over those dwarves who use less-than-legal means to gain wealth. His flock often discuss the ends of acquisition justifying the means of obtaining it, so long as no physical harm is done along the way. Those who are swindled merely should have known better or been smarter negotiators.

Few openly admit to following Horlok in knowledgeable society, but those who do are identified as the bronrhipti, or "those who trade". The bronrhipti are dedicated to furthering dwarven commerce and are willing travel great distances to establish it. To those outside terrac societies, a whole migrant church might easily be mistaken for a caravan of merchants. However, the bigger point here is the bronrhipti build very few structures dedicated to Horlok and their brotherhood work like traveling merchants, perhaps with a reputation similar to that of gypsies; however, this is often not known until after a swindle. Due to the nature of mission of this brethren, members of the bronrhipti will be required to acquire the *bartering* skill.

Upon reaching one's 4th Faith point, that member of the bronrhipti gains an additional +3 to all rolls when using *bartering*, including roles to gain a better price as well as competitions. Further, if the better price is established by the spirit feat, the improvement is by 12% rather than just 10%. Once the priest obtains the 9-Faith mark, he or she freely gains two skills without the need of their prerequisites: *Tell-Tale* and *Silver Tongue*.

### Hoyhiferndonct

Hoyhiferndonct is the dwarven deity of travel and protection. He is also known as the Finder of Trails, the Watcher over Wanderers, the Watchful Eye, and the Wanderer. He is the patron of dwarves who have left the clanholds to explore the world. As such, there are few formal structures built to Hoyhiferndonct; although, his disciples often construct rock markers as expedient shrines when they stop during their explorations. These temporary builds are used for prayer and meditation by those dedicated to Hoyhiferndonct. It is not uncommon for the dwarven priests to leave way-caches of food and supplies along their trails, sometimes as self-serving strategy for a retreat point but also as a sacrifice for other travelers to discover, trusting that Hoyhiferndonct would have such things be delivered to the ones who needed it. These nomads might find great adventure; however, many others were satisfied to patrol trade routes and game trails between human and dwarven enclaves, where they would heal the injured and clear the areas of dangerous predators.

The the point of obtaining the score of 5 Faith, the adventuring priest gains his or her choice of one free skill from the following: *alertness*, *communication*, *foul-play*, *marathon* or *stealth*. When acquiring a Faith of 9 points, the priest can perform a special *wildshape* ability that allows him or her to transform into any form of land, flight or water. Moreover the form chosen is not limited by matching body points but rather the selected animal cannot have more body points than the priest's Spirit attribute score. This ability also has the restriction of requiring a short rest before performing this ability again.

### Rahdji

Rahdji is the dwarven deity of greed. He is often symbolized in art as a very large dwarf, fat and piggy-eyed, holding a jeweled dagger. He is the only evil power in the dwarven pantheon of Skabronhirs and has been repeatedly banished over long and short periods. However, others of the Skabronhirs find it valuable to keep him around as a fearful example of the consequences of greed. Rahdji obviously does not adhere to this type of thinking as he constantly argues the importance of greed as a driving force and motivation. Some of the pantheon, like Gimhæd and Horlok, have even agreed with his arguments but often point out that the extremism of Rahdji is what leads some to sloth and obsession.

This methods are all about personal accumulation at any cost, making him and his followers envious of others' riches. This selfishness makes good organization difficult in his churches, which again are constructed as monuments of warning by good-intentioned dwarves. Because of this, donations to Rahdji given as a personal sacrifice to avoid becoming greedy; however, the clergy of these shrines plot to steal the offerings, even from one another in plots to take the funds. The lawful dwarves of the community consider this as a way to appease and identify the greedy worshipers of the god, keeping them busy fighting among themselves rather than stealing honestly earned property.

However, the petty crimes of shrine thievery are mainly for the less experienced priests. Eventually, those aligned with Rahdji overcome the short game of theft and become practiced at conning, deception and other methods less identifiable as larceny. Many stronger priests travel alone and do not operate with the poor organization of the church. However, a visit to a shrine once in a while to demonstrate prowess does still occur.

Once achieving 6 Faith points, a follower of Rahdji is granted a special form of *appropriation* similar to the sorcery axiom. It can be performed up to one hour per day and costs no priestly points. However, in addition to speaking patterns, gestures and body language, the priest can alter his or her form to appear as another person or race within one foot height difference. Like the original spell, this does not grant speaking or understanding an unknown language; however, this ability is virtually undetectable unless someone explicitly examines the priest under suspicion, by which fault may be detected by a mind feat (DC:18). Once acquiring the

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8th Faith point, a priest of Rahdji can *polymorph* twice per day into any atavistoid or humanish being. Additionally at Faith 8, priests of Rahdji gain access to the ritual-skill known as *greed sacrifice*.

## Skarfurag

Sometimes called the Dwarffather, Skarfurag is the chief deity in the dwarven pantheon. His domains are dwarves and leadership; however, many also see as the Creator and influencing earth, law, and protection. Skarfurag is seen as a strongly personified form of a large dwarf, who also is married to Ekkjtjemyrkk, the goddess of the Home. This god is seen as king of the pantheon, a harsh but fair judge, and the embodiment of strength and force.

Those who enter the priesthood of Skarfurag are typically chosen from family lines. Family and clan are important to dwarves and the ideology of Skarfurag reinforces that value wherever possible. Those in this church have a quiet commission of destroying the kingdoms of orcs. The church of Skarfurag has an active role in guiding the morals of dwarven communities; they emphasized his hand in everyday dwarven activities such as mining, smithing, and engineering, and invoke his blessing when these tasks began. They lead the push to found new dwarven kingdoms and increase their status among surface communities.

The center of the shrines and temples of Skarfurag is always a great ever-burning hearth and forge. When petitioning for the god's intervention, followers bring sacrifices, some sort of common or precious metal, which are melted down at the forge and reformed into shapes usable by the clergy of Skarfurag.

After his or her obtaining a 4 Faith score, a cleric of Skarfurag is granted a special skill based on the chosen province. Those following Community gain *animal breeding* for two creatures of choice so long as those animals have benefit for the society in which the priest lives. Priests of the Earth/Fire province gain free *armoring* and *weaponsmith* skills. If those are already acquired, then no extra skills are gained. Lastly, those serving Life gain the skill of *field medicine*.

Once a priest obtains his or her 10th Faith point, Skarfurag gives the *earthen hand* ability. Twice per day, the cleric can manifest a great hand of earth and stone to emerge from any earthen surface, floor, wall, or ceiling. Once created, the hand performs the bidding of the caster for a duration of two minutes (12 rounds) or until it is dismissed by the priest. The base of the hand is rooted to the spot chosen by the summoner, and cannot move from that spot. The hand does, however, have a reach of 10 feet (2 hexes) in any direction. The hand possesses 10 body points. The hand could be used to uproot a small tree, lift a boulder, or help support a structure threatening to collapse. The hand is too slow and awkward to grab any object that can move faster than 40 feet of movement, but if the hand grasps a living creature (grapple rules), it inflicts effectively starts asphyxiating a medium or smaller target. The hand can also punch (3d20) an opponent, attacking on a 2 initiative, because it is so slow. It can also hurl stones (2d20) to a range of 60 feet. The hand has a 16 AC.

## Slagsagrheir

Nearly every dwarf prays to Slagsagrheir when preparing for battle. However, only a few actually come dedicated priests of the god. Slagsagrheir is the god of battle and honor in warfare. He was known as the Father of Battle. The morals of this god are a delight and yearning for battle; however, Slagsagrheir despises treachery or deceit, and he expects his followers to do the same. Further, the deity holds a hatred for giants and bestowed blessings upon the devoted when engaging them in combat.

In many ways the dwarven military is the church of Slagsagrheir. Not every soldier is a priest, but those who are placed as commanders, whether it be a platoon or brigade, will have a *divine accordance* with Slagsagrheir. The word for military officer is "slagrheir" which is synonymous with "priest of Slagsagrheir." Perhaps, more accurately, the officers are not viewed as priests but more like dwarven paladins. This is because the slagrheir often act as police and agents of justice for any legal matters as well.

The one of the slagrheir obtains 5 Faith points, that member gains a free combat skill of choice up to a 200-point cost. However, any prerequisites must exist to select the skill. When obtaining the 10th Faith point, the slagrheir gains a +2 bonus to the Faith feat saves involved in the Return to Life Ritual. This is an explicit exception to the "no other magical or divine bonuses" clause in the description of that ritual. However, this +2 bonus can only be added once, regardless of the number of priests involved with the ceremony who have this ability.

## The Celestrashire

The Celestrashire is a pantheon of deities primarily worshiped by the halflings; however, other woodland and fey beings have been known to follow these gods as well. It is a hierarchal structure with the god ruling over the others being Yabobe, who acts much like the sagacious grandmother over all. She does not take an active role in lording over the other gods or even her mortal subjects, but rather is seen as the who is the glue and the wisdom that hold the nature of things together, physically and emotionally. While Yabobe is the central figure of the religion, she does not define the ethics of in on her own; this is due to the strong theme of free will that runs throughout the teachings of the theology.

Of course, the idea of free will lends itself to the acceptance of corruption, even if it is not desired by the gods. However, blame fall on the individual for immoral behavior according to the dogma of the Celestrashire, as those allowing themselves to fall are doing so

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by free will but will profess that it was determinism which caused the behavior and outcome. There in lies the cosmic reward and consequences idea, which in this religion is enforced by the concept of an afterlife that can be rewarded in a heavenly way. However, the possibility of numerous horrid afterlife scenarios also exist. The dogma does not press only one eternal place of punishment, but several possibilities, from becoming a cursed undead creature, to living in one of the Nine Hells, to being an aimless spiritual wanderer, to even the lack of existence. All of these outcomes are based on the principle of free will.

Deity	Morality and Ethics	Influence	Province
Frayft	Good	Teamwork, Trust	Community, Sky/Light
Gerekt	Lawful	Justice, Defense	Community, War
Shaynae	Good	Agriculture and the Wild	Earth, Nature
Telnek	Neutral	Stealth, Thievery	Deception
Toyt	Neutral, Evil-Leaning	Fate, Graveyards	Death, Fire
Yabobe	Good	Fertility, Provision	Community, Knowledge, Life

## Frayft

	Community	The Sun
<b>Cost:2</b>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a>	<a href="#">Divine Deterrence</a> , <a href="#">Escape Ward</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Updraft</a> , <a href="#">Weapon of Doubt</a> , <a href="#">Weapon of Nonsense</a>
<b>Cost:3</b>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Branding Smite</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Intuition</a> , <a href="#">Misstep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Native Port</a> , <a href="#">River Eyes</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
<b>Cost:4</b>	<a href="#">Anti-Cold Shell</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Abolish Shadows</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Blind</a> , <a href="#">Bountiful Chance</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Holy Storm</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon of Nightmares</a>
<b>Cost:5</b>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a>	<a href="#">Air Steps</a> , <a href="#">Blindsight</a> , <a href="#">Calm Winds</a> , <a href="#">Lightning</a> , <a href="#">Renew Breath</a> , <a href="#">Solar Flare</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
<b>Cost:6</b>	<a href="#">Champion's Strength</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Fire</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a> , <a href="#">Zephyr Dancing</a>
<b>Cost:7</b>	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a>	<a href="#">Breath of Life</a> , <a href="#">Elemental Breath</a>
<b>Cost:8</b>	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a>	<a href="#">Howling Chain</a> , <a href="#">Imbue Undead</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Sky Drop</a>

Frayft is the halfling deity of teamwork, trust, and the home. He is often portrayed in green fields often having a humble-looking appearance of a man, even to a point of being homely. He wears brown peasant's garb matching his hair.

The church of Frayft are primarily farmers who provide for the community. The shrines of Frayft are used as grain storage as well as places of worship. These clergy appreciate the balance between untamed and settled lands, but focus mostly on using the gifts of the god to share with the members of the society. However, the priests of Frayft are likely to be the least conceited of all the Celestrashire priests. They keep a humble appearance and try not to draw attention to themselves. Frayft's holy symbol is a simple circle, usually crafted from copper, unless better metals are required by a spell or a ritual.

## Gerekt

## Religion

	Community	War Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Battle Fate</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Exhaustion</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Opportunity</a> , <a href="#">Re-preserve</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Showers</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Nonsense</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Find the Gap</a> , <a href="#">Glorify</a> , <a href="#">Intuition</a> , <a href="#">Mistep</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Necrozone</a> , <a href="#">Turn Undead</a> , <a href="#">Weapon Return</a>
Cost:4	<a href="#">Anti-Cold Shell</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Magic</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a>	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Target of All</a>
Cost:6	<a href="#">Champion's Strength</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Fire</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Blood Lightning</a> , <a href="#">Champion's Strength</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a>	<a href="#">Animate Objects</a> , <a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Breath of Life</a>
Cost:8	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a>	<a href="#">Déjà Vu</a> , <a href="#">Heartseeker</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>

Gerekt is the deity of Law, Justice and Protection. His ethics are similar to those of Frayft in the sense that the church quite community-minded; however, the significant difference between the two creeds is that Gerekt acts more in line with law enforcement and ensuring justice. The Church of Gerekt govern the policing forces through the halfling communities. The Church also play a significant role in the court tribunals when needed; however, no one organization runs a tribunal, but the Church of Gerekt has a strong influence when one is required.

Further, his followers are the ones who host the combat training occurs in halfling society. It is not uncommon for a temple to acts as a training ground as well as a weapon cache. All priest of Gerekt must be trained in either *melee fighting* or *ranged fighting* at a minimum. Better combat skills are viewed as the path to promotion within the church organization. The clergy have uniforms, which are blue overcoat garment with the priest's ranking embroidered in bands around the left sleeve. The holy symbol for Gerekt is small image of a shield about the size of one's hand with the image of a dagger embossed on it. The overcoat's are made with a socket-type pocket on the right shoulder to store the icon, making it appear like a small pauldron or spaulder on that side.

The ranking structure among the ordained are as follows:

- Trainee: these are acolytes who have not yet become ordained
- Field Guard: the typical patrolman of the streets and fields
- Guardian: usually acts as the tactical leader of a squad
- Combat Master: often a trainer for the Church; must have be *forte* in combat
- Warrant Officer: a specialized member of the church with unique skills, such as a cavalier or glider
- Myrmidon: the title requires *forte* in combat and casting 5-point invocations
- Chief Sheriff: this title indicates the Head of the local Church. It may be skill-based, politically-based or both

It should also be noted these ranks are both skill and politically based; thus, just because one has the skills, it does not guarantee a church-member will become that rank.

## Shaynae



## Religion

	Earth Province	Nature Province
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Detect Metals and Minerals</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Opportunity</a> , <a href="#">Re-preserve</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Alter Fate</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Bread Crumbs</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compelled Duel</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Exhaustion</a> , <a href="#">Find the Boss</a> , <a href="#">Fog of War</a> , <a href="#">Foundation of Stone</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Leaf Into Dagger</a> , <a href="#">Lift</a> , <a href="#">Opportunity</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Doubt</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Misstep</a> , <a href="#">Native Port</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Combined Effort</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Greater Acupressure</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harden Armor</a> , <a href="#">Immobilize</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Negative Treatment</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sculpt</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a>	<a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Disrupt Magic</a> , <a href="#">Exultation</a> , <a href="#">Harden Armor</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Holy Storm</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Mask Spirit</a> , <a href="#">Sculpt</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>
Cost:5	<a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a>	<a href="#">Locate</a> , <a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Calm Winds</a> , <a href="#">Circle of Privacy</a> , <a href="#">Hypothermia</a> , <a href="#">Land Lair</a> , <a href="#">Maggots</a> , <a href="#">Spineless</a> , <a href="#">Taint Cuisine</a>
Cost:6	<a href="#">Airy Shadow</a> , <a href="#">Breath of the Elements</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Lightning</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Defense</a> , <a href="#">Deluge</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Breath of Life</a> , <a href="#">Earth Reaver</a> , <a href="#">Elemental Breath</a> , <a href="#">Greater Sculpt</a>	<a href="#">Breath of Life</a> , <a href="#">Elemental Breath</a> , <a href="#">Frost Gaze</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a>
Cost:8	<a href="#">Commune with Earth</a> , <a href="#">Howling Chain</a>	

Shaynae is the goddess of nature, agriculture, beauty, and romantic love. She is sometimes called the Green lady. She and her worshippers are concerned with balancing the wild and the cultivated. They preserve nature's beauty and wild, untamed lands while also promoting the bounty of tended, cultivated areas so that the social races can be fed and prosper. She and her followers also sponsor feasts and parties, as well as encouraging romance and general revelry.

The church of Shaynae is widely revered, nearly as much as that of Yabobe herself. While not all followers are farmers, most share the Green Lady's reverence for growing things and appreciate the balance she works to maintain between untamed and settled lands. It is not uncommon for dwarves, gnomes and wood elves to work with the church of the Shaynae.

Her priests favor simple green robes festooned with garlands of vibrant hue and embroidered with flowers. In their hair they wear only flowers, and their feet are left bare so as to feel the earth from which Shaynae's bounty flows. The holy symbol of the faith is an image of mistletoe.

The ranking structure among the ordained are as follows:

- Seedlings: trainee in the church not yet completing *divine accord*
- Green Child: the rank and title of most in the priesthood
- Watchful: this is the leader of a group, usually a temple but it could be other organizations
- Greenfoster: there is only one of this rank, who is the highest title in the sect

## Telnek

## Religion

Deception and Thievery	
<b>Cost:2</b>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Bolt</a> , <a href="#">Chain of Eyes</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Exhaustion</a> , <a href="#">Fog of War</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Negative Treatment</a> , <a href="#">Opportunity</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Showers</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Doubt</a>
<b>Cost:3</b>	<a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Reprisal</a> , <a href="#">Brambles</a> , <a href="#">Chaotic Fate</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Darkvision</a> , <a href="#">Death Armor</a> , <a href="#">Downpour</a> , <a href="#">Dragonskin</a> , <a href="#">Intuition</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Misstep</a> , <a href="#">Mute</a> , <a href="#">Smear</a> , <a href="#">Tremor</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>
<b>Cost:4</b>	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Bewildering Charm</a> , <a href="#">Blind</a> , <a href="#">Bountiful Chance</a> , <a href="#">Extract Poison</a> , <a href="#">Free Movement</a> , <a href="#">Harden Armor</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Immobilize</a> , <a href="#">Larvated Tone</a> , <a href="#">Seduction</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon of Nightmares</a>
<b>Cost:5</b>	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blindsight</a> , <a href="#">Blood Lust</a> , <a href="#">Circle of Privacy</a> , <a href="#">Land Lair</a> , <a href="#">Obsessions</a> , <a href="#">Spineless</a> , <a href="#">Target of All</a> , <a href="#">Taint Cuisine</a>
<b>Cost:6</b>	<a href="#">Airy Shadow</a> , <a href="#">Blood Lightning</a> , <a href="#">Call the Beast</a> , <a href="#">Briers</a> , <a href="#">Closure of Confusion</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Noxious Fumes</a> , <a href="#">Protection from Lightning</a> , <a href="#">Ride the Lightning</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
<b>Cost:7</b>	<a href="#">Bedevilment</a> , <a href="#">Breath of Life</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a>
<b>Cost:8</b>	<a href="#">Chain of Madness</a> , <a href="#">Discern Lies</a>

Details incomplete.

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	Death	Fires of Hell
<b>Cost:2</b>	<a href="#">Bane</a> , <a href="#">Bless Meal</a> , <a href="#">Blood Wind</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Exhaustion</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Ice</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Opportunity</a> , <a href="#">Re-preserve</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a>	<a href="#">Analyze Portal</a> , <a href="#">Bane</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Celestial Fist</a> , <a href="#">Compelled Duel</a> , <a href="#">Create Flame</a> , <a href="#">Death Perception</a> , <a href="#">Decompose</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Exhaustion</a> , <a href="#">Gibberish</a> , <a href="#">Grace</a> , <a href="#">Guiding Bolt</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Infusion of Lightning</a> , <a href="#">Lacuna</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Re-preserve</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sorcery Bane</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Doubt</a>
<b>Cost:3</b>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Aplomb</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Darkness</a> , <a href="#">Death Armor</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Icy Backlash</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Necrozone</a> , <a href="#">Rapport</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Blood Reprisal</a> , <a href="#">Branding Smite</a> , <a href="#">Chaotic Fate</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Curse of Woe</a> , <a href="#">Damage Ward</a> , <a href="#">Death Armor</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Elemental Infusion</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Heat Metal</a> , <a href="#">Infusion of Chaos</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Mute</a> , <a href="#">Reveal</a> , <a href="#">Smear</a> , <a href="#">Turn Undead</a>
<b>Cost:4</b>	<a href="#">Abolish Shadows</a> , <a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Blind</a> , <a href="#">Bountiful Chance</a> , <a href="#">Contingent Health</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deafen</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Extract Poison</a> , <a href="#">Ghoul Touch</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Lifesilt</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Produce Disease</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Shrine for the Undead</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a>	<a href="#">Abolish Shadows</a> , <a href="#">Anti-Cold Shell</a> , <a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bountiful Chance</a> , <a href="#">Disrupt Magic</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Immobilize</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Sculpt</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Weapon of Nightmares</a>
<b>Cost:5</b>	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Blood Lust</a> , <a href="#">Lightning</a> , <a href="#">Maggots</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a> , <a href="#">Taint Cuisine</a> , <a href="#">Venom</a>	<a href="#">Anti-Venom</a> , <a href="#">Blindsight</a> , <a href="#">Blood Lust</a> , <a href="#">Calm Winds</a> , <a href="#">Obsessions</a> , <a href="#">Radiant Halo</a> , <a href="#">Solar Flare</a> , <a href="#">Spineless</a> , <a href="#">Target of All</a> , <a href="#">Volatile Torch</a>
<b>Cost:6</b>	<a href="#">Airy Shadow</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Grave Robbery</a> , <a href="#">Hellfire Burst</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Breath of the Elements</a> , <a href="#">Death Throes</a> , <a href="#">Defense</a> , <a href="#">Hellfire Burst</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Torus of Terror</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
<b>Cost:7</b>	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Charnel Fire</a> , <a href="#">Exorcism</a> , <a href="#">Reanimation</a>	<a href="#">Breath of Life</a> , <a href="#">Disturb Sleep</a> , <a href="#">Elemental Breath</a> , <a href="#">Exorcism</a>
<b>Cost:8</b>	<a href="#">Enlighten Undead</a> , <a href="#">Flesh Shiver</a> , <a href="#">Heartseeker</a> , <a href="#">Imbue Undead</a> , <a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a> , <a href="#">Taint Body of Water</a>	<a href="#">Instill Vulnerability</a>

Details incomplete.

## Yabobe

Religion

	Community	Knowledge	Life
Cost:2	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Battle Cry</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Celestial Fist</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Create Flame</a> , <a href="#">Detect Harmful Gas</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Disarm Foe</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Lock</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Favorable Wind</a> , <a href="#">Find the Boss</a> , <a href="#">Foundation of Stone</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Ice</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Fire</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a>	<a href="#">Aid Movement</a> , <a href="#">Alter Fate</a> , <a href="#">Analyze Portal</a> , <a href="#">Bless Meal</a> , <a href="#">Bread Crumbs</a> , <a href="#">Breathsense</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Compose Mind</a> , <a href="#">Death Perception</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Discern Language</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Grace</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Infusion of Fire</a> , <a href="#">Know Other</a> , <a href="#">Lacuna</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Negative Treatment</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Re-preserve</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Snow Shape</a> , <a href="#">Sorcery Bane</a> , <a href="#">Static Shield</a> , <a href="#">Surrender</a> , <a href="#">Thicket</a> , <a href="#">Torch</a> , <a href="#">Touch of Appraisal</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a> , <a href="#">Weapon of Nonsense</a>	<a href="#">Aid Movement</a> , <a href="#">Bless Meal</a> , <a href="#">Breathsense</a> , <a href="#">Burden</a> , <a href="#">Chain of Eyes</a> , <a href="#">Clarity</a> , <a href="#">Create Flame</a> , <a href="#">Detect Magic</a> , <a href="#">Devout Combat</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Deterrence</a> , <a href="#">Divine Sacrifice</a> , <a href="#">Escape Ward</a> , <a href="#">Favor</a> , <a href="#">Find the Boss</a> , <a href="#">Free Will</a> , <a href="#">Gibberish</a> , <a href="#">Halfling Vengeance</a> , <a href="#">Lacuna</a> , <a href="#">Lesser Acupressure</a> , <a href="#">Lift</a> , <a href="#">Mask Spirit</a> , <a href="#">Opportunity</a> , <a href="#">Perceive Insanity</a> , <a href="#">Rapid Warmth</a> , <a href="#">Re-preserve</a> , <a href="#">Recruit Medic</a> , <a href="#">Refresh</a> , <a href="#">Remote Listening</a> , <a href="#">Resist Cold</a> , <a href="#">Resist Fire</a> , <a href="#">Resist Lightning</a> , <a href="#">Sail</a> , <a href="#">Self-Reflection</a> , <a href="#">Sorcery Bane</a> , <a href="#">Surrender</a> , <a href="#">Sustenance</a> , <a href="#">Torch</a> , <a href="#">Tranquility</a> , <a href="#">Treat Minor Body Damage</a> , <a href="#">Treat Minor Mind Damage</a> , <a href="#">Treat Minor Spirit Damage</a> , <a href="#">Trickster's Blessing</a>
Cost:3	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Branding Smite</a> , <a href="#">Burrowing Claws</a> , <a href="#">Clarity of Mind</a> , <a href="#">Cloak of Bravery</a> , <a href="#">Combined Effort</a> , <a href="#">Damage Ward</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Clarity of Mind</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Glorify</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Thick Air</a> , <a href="#">Turn Undead</a> , <a href="#">Twist of Fate</a> , <a href="#">Weapon Return</a>	<a href="#">Absorb Song</a> , <a href="#">Acclimate</a> , <a href="#">Animal Spy</a> , <a href="#">Aplomb</a> , <a href="#">Aura of Glory</a> , <a href="#">Blessing of Luck and Resolve</a> , <a href="#">Blood Bond</a> , <a href="#">Combined Effort</a> , <a href="#">Darkvision</a> , <a href="#">Delay Disease</a> , <a href="#">Dragonskin</a> , <a href="#">Echoes of Cowardice</a> , <a href="#">Extend Breath</a> , <a href="#">Fearsome Duplicate</a> , <a href="#">Gentle Repose</a> , <a href="#">Greater Acupressure</a> , <a href="#">Guard Spirit</a> , <a href="#">Intuition</a> , <a href="#">Iron Gut</a> , <a href="#">Momentary Mind Bastion</a> , <a href="#">Native Port</a> , <a href="#">Rapport</a> , <a href="#">Reveal</a> , <a href="#">Turn Undead</a>
Cost:4	<a href="#">Anti-Cold Shell</a> , <a href="#">Backbiter</a> , <a href="#">Banner</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Free Movement</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Weapon Boon</a> , <a href="#">Zealot's Charge</a>	<a href="#">Arcane Disruption</a> , <a href="#">Backbiter</a> , <a href="#">Bewildering Charm</a> , <a href="#">Bountiful Chance</a> , <a href="#">Crown of the Grave</a> , <a href="#">Deathsense</a> , <a href="#">Desecrated Glow</a> , <a href="#">Disrupt Magic</a> , <a href="#">Ghoul Touch</a> , <a href="#">Hallow</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Intellectual Redoubt</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locate</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Remove Disease</a> , <a href="#">Spirit Sight</a> , <a href="#">Suggestive Fear</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Weapon Boon</a>	<a href="#">Abolish Shadows</a> , <a href="#">Backbiter</a> , <a href="#">Bountiful Chance</a> , <a href="#">Capitulation</a> , <a href="#">Contingent Health</a> , <a href="#">Exultation</a> , <a href="#">Harmonic Shabti</a> , <a href="#">Hypnotic Evulsion</a> , <a href="#">Larvated Tone</a> , <a href="#">Lifesilt</a> , <a href="#">Locus</a> , <a href="#">Necrosayance</a> , <a href="#">Poison Ward</a> , <a href="#">Radianance</a> , <a href="#">Remove Disease</a> , <a href="#">Revive</a> , <a href="#">Spirit Sight</a> , <a href="#">Treat Moderate Body Damage</a> , <a href="#">Treat Moderate Mind Damage</a> , <a href="#">Treat Moderate Spirit Damage</a> , <a href="#">Water Breathing</a> , <a href="#">Water Walking</a> , <a href="#">Zealot's Charge</a>
Cost:5	<a href="#">Anti-Venom</a> , <a href="#">Assemble Armor</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Renew Breath</a> , <a href="#">Status</a>	<a href="#">Anti-Venom</a> , <a href="#">Astral Blood</a> , <a href="#">Slow Wound</a> , <a href="#">Sorcery Curse</a> , <a href="#">Status</a>	<a href="#">Anti-Venom</a> , <a href="#">Circle of Privacy</a> , <a href="#">Deeper Darkvision</a> , <a href="#">Life Bolt</a> , <a href="#">Renew Breath</a> , <a href="#">Slow Wound</a> , <a href="#">Status</a>
Cost:6	<a href="#">Champion's Strength</a> , <a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Protection from Fire</a> , <a href="#">Sanctify</a> , <a href="#">Stone Bones</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Grave Robbery</a> , <a href="#">Protection from Fire</a> , <a href="#">Ride the Lightning</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>	<a href="#">Defense</a> , <a href="#">Free Curse</a> , <a href="#">Hearken Lifesong</a> , <a href="#">Life's Grace</a> , <a href="#">Protection from Fire</a> , <a href="#">Protection from Ice</a> , <a href="#">Protection from Lightning</a> , <a href="#">Stone Bones</a> , <a href="#">Tongues</a> , <a href="#">Treat Serious Body Damage</a> , <a href="#">Treat Serious Mind Damage</a> , <a href="#">Treat Serious Spirit Damage</a>
Cost:7	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Greater Sculpt</a> , <a href="#">Hidden Lodge</a> , <a href="#">Pair to Other</a>	<a href="#">Bedevilment</a> , <a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Charnel Fire</a> , <a href="#">Disturb Sleep</a> , <a href="#">Exorcism</a>	<a href="#">Borrow</a> , <a href="#">Breath of Life</a> , <a href="#">Breath of Life</a> , <a href="#">Exorcism</a> , <a href="#">Pair to Other</a> , <a href="#">Treat Mass Wounds</a>
Cost:8	<a href="#">Discern Lies</a> , <a href="#">Instill Vulnerability</a>	<a href="#">Chain of Madness</a> , <a href="#">Déjà Vu</a> , <a href="#">Enlighten Undead</a> , <a href="#">Imbue Undead</a>	<a href="#">Instill Vulnerability</a> , <a href="#">Regenerate</a>

Details incomplete.

## Archetypes

### Archetypes

As characters develop, there are common archetypes that tend to flourish. Below are paths of progression that one of those types might follow. Variances, of course, can occur based on preferences.

#### Explorer

Ranged Fighting	→	Archery Dodge	→	Weapon Forte	→	Strength Bow
				Targeting Focused Shot		
Wilderness Lore	→	Melee Tracker	→	Deflect Missiles	→	Cleaving
				Skinning		
		Cartography Marathon				
		Mountsmanship	→	Mounted-Fighting		
		Wound Care				
		Add Body Score	→		→	Add Body Score

#### Monk

Melee Fighting	→	Pole-Arms Rebuff	→	Weapon Forte		
		Martial Arts	→	Footwork Ground-Fighting Evasive Motion		
Acrobatics		Center Focus	→	Fire Proof	→	Heart of Stone;
		Alertness	→	Keen Alertness		
		Stealth				
		Add Body Score	→		→	Add Body Score
			→	Add Spirit Score	→	Add Spirit Score
			→	Add Mind Score	→	

#### Outlaw

Melee Fighting	→	Slashing Dodge	→	Weapon Forte		
		Dash Parry				
				Berserker Two-Handed Fighting		
Acrobatics		Alertness	→	Keen Alertness		
		Interrogation Lock-Picking Sleight of Hand Stealth				
Tap and Touch		Add Body Score	→		→	Add Body Score

#### Priest

Melee Fighting	→	Bludgeoning	→	Weapon Forte		
Divine Accord	→	1-3 Priestly Points	→	2-4 Priestly Points	→	2-4 Priestly Points
Wound Care	→	Field Medicine				
		Center Focus	→	Disease Resistance		
		Add Spirit Score	→	Add Spirit Score	→	Add Spirit Score
			→	Add Body Score		

## Archetypes

### Sorcerer

Sorcery			
Axiom	→	Axiom	→ Axiom
1 Spell Point	→	1-4 Spell Points	→ 3-5 Spell Points → 4-8 Spell Points
Cantrip Control	→	Cantrip	→ Cantrip
Hurling			
Melee			
		Add Mind Score	→ Add Mind Score → Add Mind Score Add Body Score

### Warrior

Melee Fighting	→	Slashing	→	Weapon Forte
		Parry		
		Rebuff	→	Riposte
		Spinning Moves		
				Two-Handed Fighting
		Ranged Fighting	→	Hurling
Shield-Use	→	Shield-Blitz		
		Mountsmanship	→	Mounted-Fighting → War-Steed
		Add Body Score	→	Add Body Score → Add Body Score

## Appendix A - Character Sheet

Name:  Species:  Size:

Birthdate:  Karma:   
 Height:  Weight:  lbs

Combat Set 1 |  Combat Set 2 |  Combat Set 3

**BODY**

STRENGTH	AGILITY	RESILIENCE
3	3	4
Modifiers		
0	0	1
BODY	MAX	
15	15	

**MIND**

LOGIC	PERCEPTION	JUDGMENT
2	2	2
Modifiers		
0	0	0
MIND	MAX	
9	9	

**SPIRIT**

WILL	FAITH	MUSE
3	4	3
Modifiers		
0	1	0
SPIRIT	MAX	
14	15	

Traits

Ideals

Bonds

Flaws

**COMBAT SET ONE**

ATTACK	ARMOR	SHIELD	A.C.
Name: <input type="text" value="Sword"/>	Armor Value: <input type="text" value="10"/>		Mod Type: <input type="text" value="FAITH"/>
Style: <input type="text" value="Melee"/>	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>		<input type="text" value="1"/>
SndFX: <input type="text" value="sword"/>	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>		Other: <input type="text" value="0"/>
# of d20s: <input type="text" value="1"/>	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>		Total AC: <input type="text" value="11"/>
Weapon Type: <input type="text" value="Normal"/>	<input type="text" value="0"/> <input type="text" value="0"/> <input type="text" value="0"/>	Parry: <input type="checkbox"/>	Init Adj: <input type="text"/>
Weapon Size: <input type="text" value="Medium"/>	<input type="text" value="0"/> <input type="text" value="0"/>	Hand Dominance: <input type="checkbox"/>	Movement: <input type="text"/>
Modifier: <input type="text" value="STR"/>	<input type="text" value="0"/> <input type="text" value="0"/>	Ambidexterity: <input type="checkbox"/>	To Be Hit: <input type="text" value="Normal"/>
Damage Type: <input type="text" value="Blunt"/>	<input type="text" value="0"/> <input type="text" value="0"/>	Shield Value: <input type="text" value="0"/>	
To Hit Bonus: <input type="text"/>	<input type="text" value="0"/> <input type="text" value="0"/>		

Weapon Special Condition

**Inventory & Worth**

	On Person	Box/Pack/Stash	Storage
Silver Bits	<input type="text"/>	<input type="text"/>	<input type="text"/>
Gold	<input type="text"/>	<input type="text"/>	<input type="text"/>
Platinum	<input type="text"/>	<input type="text"/>	<input type="text"/>
Rubies	<input type="text"/>	<input type="text"/>	<input type="text"/>
Sapphires	<input type="text"/>	<input type="text"/>	<input type="text"/>
Emeralds	<input type="text"/>	<input type="text"/>	<input type="text"/>
Diamonds	<input type="text"/>	<input type="text"/>	<input type="text"/>
TOTAL	<input type="text"/>	<input type="text"/>	<input type="text"/>

AppendixA- Character Sheet

**Private Notes**

**Cantrips**

+Add Modify

**Bonuses**

+Add Modify

	Bits	Gold	Plat	R	S	E	D	TOTAL
On Person								lbs
Box/Pack/Stash								lbs
Storage								
GRAND:								

Item	Qty	Value	Maint	lbs
On Person				
+Add				Modify
On Mount/Pack/Wagon				
+Add				Modify
Storage				
+Add				Modify
Monthly Maintenance				

Add New::  Show  Hide

**Racial Skills, Special Skills, Languages**

+Add Modify

**Skills**

+Add Modify

**Sorcery and Divine Powers**

**SORCERY** Add Axiom

Axiom	Cost	Power
+Add		

**DIVINE** Add Invocation

Invocation	Cost
Divine: Bane	1
Divine: Ghoul Touch	3
Divine: Suggestive Fear	3
+Add	
Modify	
<b>TOTAL:</b>	7

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## Appendix B - Skills By Topic

### Animal Skills

#### Adventuring

[Aerial Reins](#)  
[Animal Companionship](#)  
[Beast Bond](#)  
[Foul-Play](#)  
[Kindred Animal](#)  
[Mountsmanship](#)  
[Sea-Horse](#)

#### Combat

[Aerial Commander](#)  
[Aerial Fighting](#)  
[Mounted Fighting](#)  
[War-Steed](#)

#### Fey

[Fey-Binding](#)  
[Summon Pests](#)  
[Summon Small Beast](#)  
[Wildshape](#)

#### Vocational

[Animal Breeding](#)  
[Animal Training](#)  
[Creature Lore](#)  
[Farrier](#)  
[Medical Zoology](#)  
[Skinning](#)

### Attack Skills

#### Adventuring

[Backstab](#)

#### Combat

[Aerial Commander](#)  
[Aerial Fighting](#)  
[Ambidexterity](#)  
[Archery](#)  
[Artery](#)  
[Berserker](#)  
[Blade Mastery](#)  
[Bleed](#)  
[Bludgeoning](#)  
[Charging](#)  
[Cleaving](#)  
[Commander](#)  
[Curved Shot](#)  
[Deadeye](#)  
[Drive](#)  
[Dual Knifing](#)  
[Flail Mastery](#)  
[Focused Shot](#)  
[Footwork](#)  
[Gang Style](#)  
[Heavy Blow](#)  
[Hurling](#)  
[Marksmanship](#)  
[Martial Arts](#)  
[Mechanist](#)  
[Melee Fighting](#)  
[Mounted Fighting](#)  
[Pain](#)



## Appendix B - Skills By Topic

[Polearms](#)

[Projectile Tricks](#)

[Ranged Fighting](#)

[Ricochet](#)

[Rumbling Ground](#)

[Shield Breaker](#)

[Shield-Blitz](#)

[Shield-Dancing](#)

[Silk Sleeve](#)

[Slashing](#)

[Spinning Moves](#)

[Strength Bow](#)

[Style Dominance](#)

[Style Leverage](#)

[Style Specialty](#)

[Swarming](#)

[Takedown](#)

[Targeting](#)

[Teamwork](#)

[Throttle](#)

[Treachery](#)

[Two-Handed Fighting](#)

[Two-Handed Mastery](#)

[War-Steed](#)

[Weapon Disarm](#)

[Weapon Forte](#)

[Weapon Lock](#)

[Whip Master](#)

[Whip Steal](#)

[Whip-Blitz](#)

[Wide Strike](#)

## Construction Skills

### Vocational

[Advanced Clockwork](#)

[Architecture](#)

[Bridge Building](#)

[Carpentry](#)

[Clockwork Engineering](#)

[Engineering](#)

[Gear Mechanics](#)

[Hydraulics](#)

[Masonry](#)

[Statics](#)

[Stone Structures](#)

[Towers](#)

## Defense Skills

### Adventuring

[Acrobatics](#)

[Discipline](#)

[Disease Resistance](#)

[Endurance](#)

[Heart of Stone](#)

[Mental Fortitude](#)

[Poison Resistance](#)

[Stamina](#)

### Combat

[Armor Mastery](#)

[Countermove](#)

[Deflect Missiles](#)

[Dodge](#)

[Evasive Motion](#)

[Grappler's Control](#)

[Ground-Fighting](#)

## Appendix B - Skills By Topic

[Heavy Armor](#)

[Lure](#)

[Medium Armor](#)

[Parry](#)

[Rebuff](#)

[Riposte](#)

[Shield Cover](#)

[Shield Hand](#)

[Shield-Use](#)

[Subdual Control](#)

[Uncanny Dodge](#)

[Weapon Disarm](#)

[Weapon Forte](#)

[Weapon Lock](#)

## Equipment Skills

### Divine Powers

[Divine Artificing](#)

### Fey

[Arbor-Forging](#)

[Green Stitching](#)

### Sorcery

[Arcane Artificing](#)

### Vocational

[Armoring](#)

[Artifice Discipline](#)

[Bowyer](#)

[Cold%20Metallurgy](#)

[Enchanted%20Metal](#)

[Enhanced%20Metal](#)

[Exotic%20Hides](#)

[Leatherworking](#)

[Skinning](#)

[Weaponsmith](#)

## Information Skills

### Adventuring

[Alertness](#)

[Astrology](#)

[Cartography](#)

[Danger Sense](#)

[Keen Alertness](#)

[Kismet](#)

[Tap and Touch](#)

[Tracker](#)

[Wilderness Lore](#)

[Wilderness Survival](#)

### Fey

[Spiritual Nature](#)

### Vocational

[Artifice Research](#)

[Creature Lore](#)

[Creature Specifics](#)

[Flora Lore](#)

[History](#)

[Magical Research](#)

[Mago-mathematics](#)

[Mathematics](#)

[Meta-Phrenology](#)

[Mineralogy](#)

[Occult Lore](#)

[Phrenology](#)

[Religious Studies](#)

[Stone Lore](#)

## Magic Skills

### Divine Powers

[Amiable Vampirism](#)  
[Animate Monster](#)  
[Astral Dreaming](#)  
[Aura Linking](#)  
[Aura of Benevolence](#)  
[Banishment Ritual](#)  
[Beckon Shadows](#)  
[Benison](#)  
[Ceremony](#)  
[Clairvoyant](#)  
[Clone](#)  
[Commissioning](#)  
[De-Sanctification](#)  
[Divine Accord](#)  
[Divine Artificing](#)  
[Divine Luck](#)  
[Divine Preservation](#)  
[Divine Translation](#)  
[Energy Drain](#)  
[Feel Poison](#)  
[Feratu Command](#)  
[Forbiddance](#)  
[Hexation](#)  
[Holy Turning](#)  
[Imbue](#)  
[Infuse](#)  
[Laying on Hands](#)  
[Lifesong Harmony](#)  
[Lifesong Whisper](#)  
[Lightning Rod](#)  
[Pact](#)  
[Path Prophecy](#)  
[Prescience](#)  
[Prolongation](#)  
[Raise Ghoul](#)  
[Rebirth](#)  
[Return to Life Ritual](#)  
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[Tether Soul](#)  
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[Unlife Likeness](#)  
[Vampiric Gaze](#)  
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### Rune Magic

[Rune-Crafting](#)

### Sorcery

[Arcane Artificing](#)  
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### Vocational

[Artifice Research](#)  
[Magical Research](#)  
[Mago-mathematics](#)

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[Field Medicine](#)

[Wound Care](#)

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[Medical Zoology](#)

[Poison Treatment](#)

[Soothe](#)

[Stimulate](#)

[Stitch and Wrap](#)

### Metaphysical Skills

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[Beast Bond](#)

[Center Focus](#)

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[Fish](#)

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#### Fey

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### **Combat**

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### **Vocational**

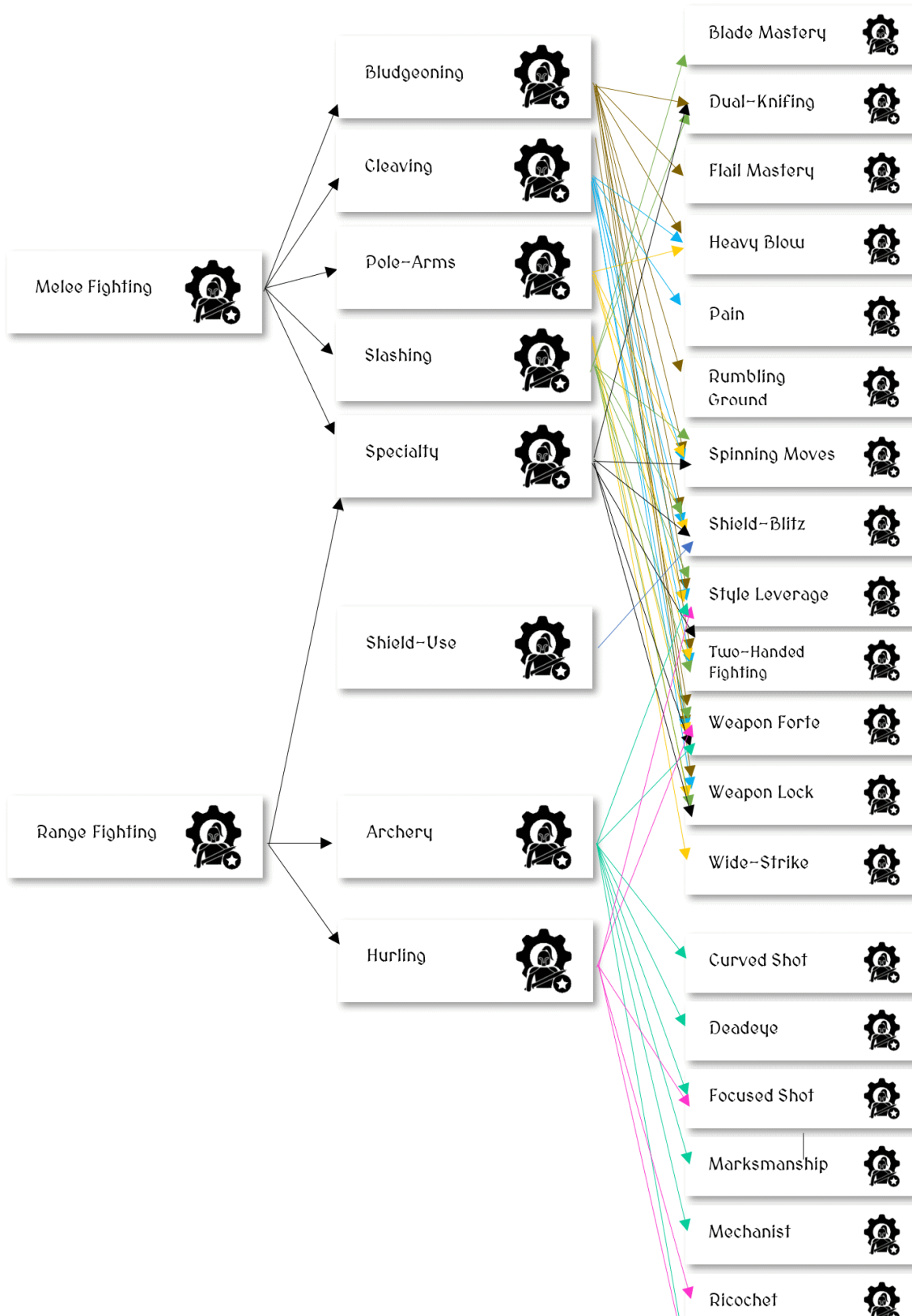
[Bridge Building](#)

[Farrier](#)

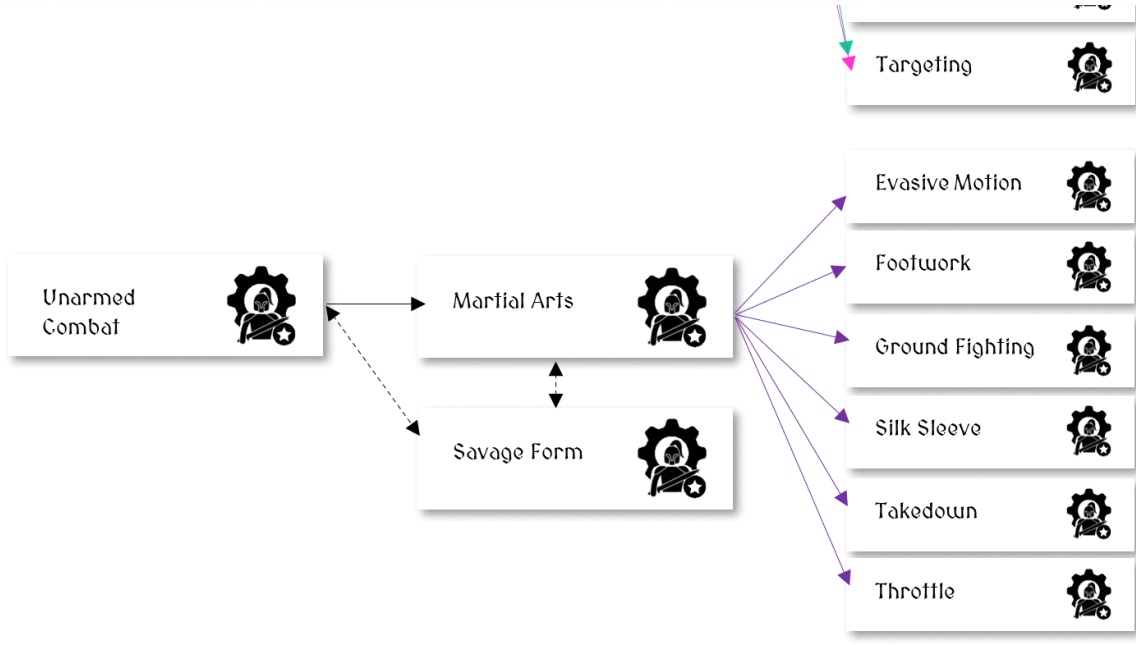
[Sailing](#)

## Appendix C - Skills Chart

Combat Skills Progression Chart



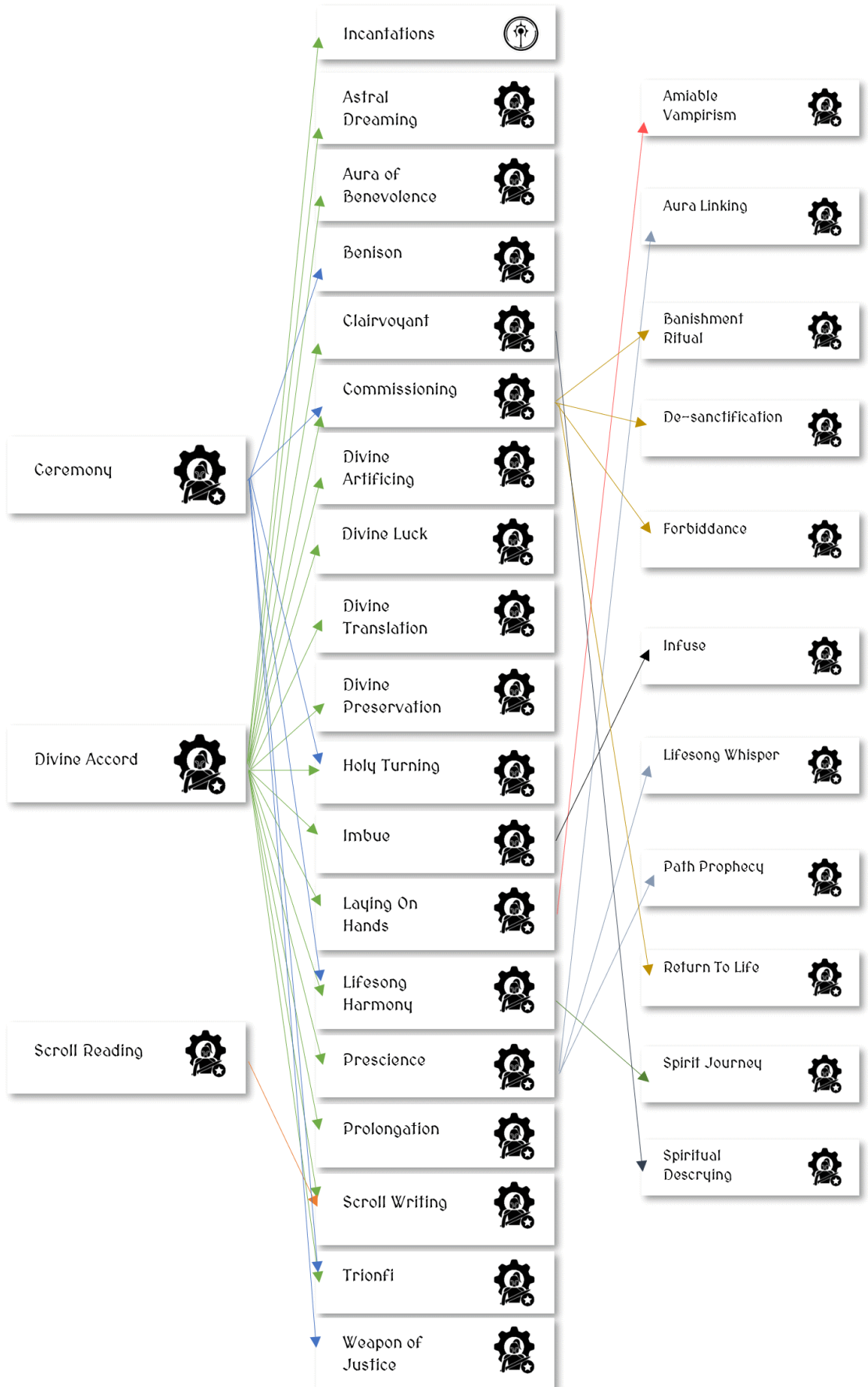
Appendix C - Skills Chart



Divine Powers Progression Chart



Appendix C - Skills Chart



## Appendix D - Quick Reference

Playable Races		
Alseid	Deerlike centaurlike creatures	
Batfolk	Bipeds with batlike features	
Dwarf	Short, stout earth dwellers	
Elf	Forest-dwelling, gaunt, and delicate creatures	
Gnome	Subterranean race related to dwarves	
Halfling	Short and small with keratin feet	
Half-Orc	Orc and human half-breed	
Human		
Jzaka	Blend of human, wolf and panther	
Lizardfolk	Reptilian bipeds with bludgeoning tails	

Skill Usage		
To perform a special action, a skill will be required.		
Compatible skills allow for an increase in dice or performance boost.		
A maximum of 5 dice from skills can be placed in a die pool for an action.		
When successfully performing feats, encounters, story plots, etc, a player is rewarded with points of Karma.		
New skills are gained by spending acquired Karma.		
Karma may also be spent in a one-time scenario to gain advantage.		

Armor	AC Adjustment	Market
<i>Light no penalties; donning requires 30 seconds (3 rounds)</i>		
Padded	11 Fire: -1	35 ☉
Archbishop Robe*	11 Cold: +1; Blunt: +2	Black Market
Bishop Robe*	11 Blunt, Fire: +1	Black Market
Goluka Armor*	11 Blunt, Cold: +1	200 ☉
Leather	11 Piercing: -1	65 ☉
Brigandine Armor*	12 Blunt, Edged: +1	205 ☉
Heavy-Padded*	12 Piercing: +1	150 ☉
Studded Leather	12	150 ☉
Elfin Hauberk*	13 Edged: +1	Black Market
Iron-Skin Leather*	13	1200 ☉
<i>Medium 10-ft movement penalty and -2 to initiative; donning requires 2 minutes (12 rounds)</i>		
Chain Shirt	13 Edged: +1	225 ☉
Jack of Plates	13	30 ☉
Lamellar Armor*	13 Piercing: +1	380 ☉
Breastplate	14 Piercing: +1	385 ☉
Dark Ring*	14 Blunt, Cold: +1	1200 ☉
Dwarven Scale*	14 Blunt, Edged: +1	575 ☉
Ring Mail	14 Edged: +1	300 ☉
Brigandine Chain*	15 Edged: +1	485 ☉
<i>Heavy 25-ft movement penalty and -5 to initiative; donning requires 5 minutes (30 rounds)</i>		
Chain Mail	16 Edged: +2	420 ☉
Splint Mail	17 Blunt, Piercing: +1	515 ☉

Appendix D - Quick Reference

Plate Mail	18	Fire: +1; Edged: +2	600
*Craftsman Armor			
<b>Metals</b>			
Iron		Normal	Armoring / Weaponsmith
Silver Plating		Silver	Enhanced Metals
Steel	+1	Normal	Enhanced Metals
Electrum Alloy	+1	Silver	<i>Enchanted Metals</i>
Orichalcum Alloy	+1	Magic	<i>Enchanted Metals</i>
Meteore	+2	Magic	<i>Enchanted Metals</i>
Scarletite Alloy	+2	Magic	<i>Enchanted Metals</i>
Mythril-Orichalcum Alloy	+2	Magic	<i>Enchanted Metals</i>
Mythril-Scarletite Alloy	+3	Magic	<i>Enchanted Metals</i>
Algidum	+4	Magic	<i>Cold Metallurgy</i>
Adamantine Alloy	+4	Magic	<i>Cold Metallurgy</i>
<b>Combat Strikes</b>			
Method	To Hit		
Melee	each [d20 in die pool + Strength Score + Other Modifiers]		vs AC
Range	each [d20 in die pool + Agility Score + Other Modifiers]		vs AC
Method	Damage		
Melee	(1 per successful die) + Weapon Weight + Strength Modifier		
Range	(1 per successful die) + Agility Modifier		
Single and Multiple Targets			
Strength or Agility modifier can only be used once per target			
<b>Combat Terms</b>			
Round	Ten-second block of combat game-time where each player, NPC and monster are permitted a turn.		
Turn	The moment when a player or creature is permitted to take its action for the round.		
Initiative	The numeric representation of the turn order for the round.		
Action	What one performs on his, her or its turn.		
	• Attack		
	• Skill-Use		
	• Item-Use		
	• Defending		
Reaction	• At-The-Ready		
	An extra and optional action permitted under special circumstances caused by an outside event		
Movement	How far one can travel on the battle map during a turn		
Strike	A die pool of d20s used as a single attack		
Multi-Strike	An action that allows separate die pools to be assigned and used against the same target		
Multiple Targets	Term when a skill or ability allows more than one target to be attacked or affected		
Weapon Weight	Bonus added to damage based on the type of weapon used		
<b>Types of Saves</b>			

Appendix D - Quick Reference

Preservation	<i>d20 + total sub-attribute score</i> Something outside the physical mechanics attacks a character. Other influences, such as magic, can also be added.
Feat or Check	<i>d20 + sub-attribute modifier</i> Use of an innate ability to overcome a challenge where skills do not apply. Since this is purely a measure of the character's natural response, no other influences factor in for this result.
Competition	<i>d12 + sub-attribute modifier.</i> Two or more parties fighting in conflict for a single effect. Other influences, such as terrain, can also be added.

Types of Senses

Normal	
Blindsight	Mystical awareness of surroundings
Darkvision	
Devil Sight	See through magical darkness
Echolocation	Detection by sound
Night Vision	Night vision becomes "normal" when indoors or underground
Spirit Sight	See lifesongs in all directions
Sunlight Sensitivity	Perception disadvantage in direct sunlight
Tremorsense	Detection by vibrations
True Sight	Seeing everything as it is