Annwn

The continuing adventures of King Arthur and the Knights of the Round Table

Annwn

(The continuing adventures of King Arthur and the Knights of the Round Table)

An Introduction to L.A.R.P.ing

L.A.R.P. is an acronym for "Live Action Role Playing". If you are unfamiliar with role-playing games, tabletop or live action, then it can be explained as an elaborate game of "let's pretend." Larping consists of elements common in improvisational theater, historical re-enactments, and martial art weapon sparring. If you are familiar with tabletop role-playing games, you may have had the common argument of "well if this was with real swords and not with dice, I'd kick your butt!" L.A.R.P.ing is the chance to prove it, safely.

Even if you are unfamiliar with role-playing games, you are probably familiar with video games. A character in a role-playing video game performs tasks and fights enemies in an attempt to reach set goals. As the game progress, the experiences of the player character (P.C.) are recorded in the form of points (experience points, or "X.P.") that allow the advancements of skills and abilities. L.A.R.P.ing is similar to a video game without the benefit of electronics. With simple indications, such as costumes, make-up, and masks, the player is encouraged to imagine the enemies and surroundings described by the game officials. A set of rules governs the behaviors of different types of adversarial and helpful plot driven characters (non-player character or "N.P.C."). The P.C. constructs the personality of their character and responds to the constructed world of imagination, as they believe their character would. (Keep in mind; the character has lived in this imagined world of monsters and magic all their life).

Unlike a video game, the player is expected to perform given tasks and fight for real (in a controlled and regulated environment.) A P.C. may choose for his/her character to speak in an archaic manner or with an accent. The P.C. may wish to incorporate psychological habits or conditions they do not posses themselves, in real life. The player is encouraged to be original, as long as their originality conforms to the game rules. Above all, the object is to have fun, allow others to have fun, and maybe get some exercise.

An Overview of the Traditional Story.

Our game is set in the Celtic "other world", after the tragic ending to the story told by Geoffrey of Monmouth. The story we follow is an amalgam of all the tales, emphasizing the Celtic traditions, with Geoffrey's work as the spine. Most people are familiar with the Sir Thomas Mallory telling of the tale, but where Geoffrey and Sir Thomas differ, we side with Geoffrey.

The basic version of the traditional story we adhere to is as follows:

Part 1 (The coming of Merlin)

The villain King Vortigern had been forced to side with the invading Saxons after his nobles were all murdered, while under a flag of truce, at the "Night of the Long Knives". Vortigern was allowed to live as a puppet King. Vortigern's intention was to build a fortress to someday retake Britain.

While attempting to build his fortress, the wall had collapsed several times. Vortigern's wizards informed him that the walls would only be made strong enough to stand if they employed a rarely used Celtic human sacrifice of a boy with no father. The wizards found Merlin, rumored to have no father, and brought him before Vortigern.

Merlin was able to convince Vortigern that his wizards were wrong. He proceeded to prove that the reason the walls would not stand was that beneath the walls was an underground pool, and beneath the pool were Two embattled dragons. The white dragon, a representation of the Saxons, and a red dragon, the representation of the true King's line, (Who Vortigern had poisoned and then banished his children to steal the throne) would fight until the white dragon was defeated. Vortigern dug up the dragons and they finished their fight. Merlin was held captive by Vortigern for a short time, and then disappeared from Vortigern's custody.

Part 2 (The coming of Uther Pendragon)

The sons of the old king, Constantine III (a roman emperor of Britton) came of age and traveled from Brittany (in south France) to Britton, with many men at arms, and took Britton from Vortigern. The eldest brother, Ambrosias, held the throne for two years before assassins, sent by Vortigern, poisoned him. Uther, the younger brother, took the thrown and vanquished Vortigern. Uther then turned his attention to uniting the Bretons.

Part 3 (The coming of Arthur)

Uther united much of Britton. He was the High King with subordinate lesser kings. (Tolkien fans could understand this as Aragorn compared to the king of Rohan). After conquering his enemies, Uther called together the nobles of the land, including Gorlois, Duke of Cornwall and his wife Igrena. Uther made many advances toward Igrena until Gorlois was offended enough to take his wife and leave without notice (a serious breach of court etiquette and protocols).

Uther made war on Gorlois with rudeness as his excuse, but truly, he lusted for the lady Igrena. Gorlois was well provisioned in both his castles, with him in one and the

lady Igrena in the other, at Tintagle. Frustrated at the lack of success against the Duke, Uther was nearly out of his mind with desire. One of Uther's knights suggested that he consult the wizard Merlin that had served his brother Ambrosias.

Merlin gave himself, Uther, and Uther's knight a potion that gave them the appearance of Gorlois and his two companions. They rode into Tintagle and Uther satisfied his desire with Igrena. As circumstances would have it, Gorlois was killed in battle that same night.

As a condition for his help, Merlin said that a child would be conceived that night and when it was born, Uther was to give the child to Merlin. Igrena was married to Uther and had a son as Merlin predicted. They named the child Arthur and gave him to Merlin the night he was born.

Part 4 (The Sword In the Stone)

Merlin took the new born Arthur to be raised by a noble and good knight named Ector. Ector had a son, Kay, who was less than a year older than Arthur, and trained them both to be good knights. Merlin visited often, and instructed Arthur in the ways of magic.

During this time, Uther had died leaving no heir. The land fractured and the nobles quarreled and occasionally warred for control of the empire. To quell this division, Merlin conspired with Dubric, Archbishop of Caerleon. The two conspirators proclaimed a tournament to determine the high Kingship. On Christmas, when all had gathered for the tournament, a sword appeared, in the courtyard. Set in an anvil and a square stone. The stone bore an inscription, to the effect, that who so ever draws the sword would be king.

Arthur had traveled to the tournament as squire to his adopted brother Kay. During the course of the tournament, Kay's sword was broken and Arthur was sent to fetch him a new one. The merchants were out of swords due to the events, and in desperation, Arthur drew the sword from the stone and took it to Sir Kay. When Sir Ector discovered this, Kay reluctantly admitted it was Arthur that drew the sword. Merlin and the Archbishop told all gathered the true tale of Arthur, and after months of argument and continuous challenges to Arthur, the archbishop Dubric crowned Arthur high King. Many magical adventures ensued and Arthur united all of Britton, and then turned to conquer Rome.

Part 5 (The fall of the Round Table and Arthur)

Arthur had united the land in peace and although a Christian, he adopted some Celtic traditions, including a more equal gender perspective to insure the villainy done by his father to his mother Igrena not be repeated.

Arthur had forced all enemies to yield, and had established land in France as part of his domain as well. The petty Roman tyrants of the day demanded tribute from Britton, so Arthur left Britton in the charge of his Queen Gweniver and his nephew Sir Mordred, and marched into Europe.

Arthur dispatched the Romans at every turn and was poised to take Rome itself, when he received word that Mordred had told the kingdom Arthur was dead and he was king now. Mordred also married the Queen (Treason) and had an adulterous affair.

After receiving the news, Arthur withdrew his forces from Rome and returned to Britton with over sixty thousand men. Out numbered greatly by Mordred, Arthur and his men fought until nearly all on both sides were dead. Mordred thrust Arthur through the chest with a spear, and Arthur cut off Mordred's head in one swipe.

Part 6 (Beyond Camelot)

After the battle with Mordred at Camlann Arthur, now mortally wounded, had his knight Percival reluctantly return his sword Caliburn (Excalibur in Latin, not the same sword Arthur had pulled from the stone) to Nimue the lady of the lake. Arthur was then carried to Avalon where the veil between this world and Annwn, (the other world) was thin enough that his wounds might be treated by magic.

Here, with the tragic losses and hope of Arthur's return, the traditional story ends, and the fiction that is our story, begins.

The Story and Chronology of Annwn

After the fall at Camlann Sir Galahad, the purest of all knights, attained the Grail and asked to be relieved of the material matters of this world. This prayer was answered in an interesting way. Galahad was transported to the land of Annwn, the other realm of existence. All the Knights of the Round Table that stood with Arthur traveled there with him, even those that had fallen at Camlann. Not long after arriving, Arthur and his men united to save their new world from the evil death being named Cromm Cruach. Cromm killed the good king of Annwn, Arawn, and started what would become known as "The War of the Veil". Aided by the evil Fey King, Oberon, Cromm plunged the world into chaos. Oberon was transformed into an undead dragon or "dracolich" by Cromm, and is the

most powerful undead creature known. Arthur and his men stood against the forces of Cromm. Gawain and Arthur eventually slayed Cromm, but with his dying curse Cromm sealed the veil. The curse can only be lifted when all of Annwn is under Arthur's command. With the Curse of Cromm the last of all enchanted beings and magic was forced back to Annwn from earth. No magic remained on earth. This caused "The Magic Flux". The unbalancing presence of all magic and magic beings trapped on Annwn caused the way magic worked to change thus plunging all of Annwn into confusion. Annwn is a vast world, much larger than Earth, but Arthur used the disadvantage of the enchanted beings allied against him to his advantage. He established his capital city of New Camelot and used force of arms to secure the eastern seaboard of Albion (the continent on which New Camelot is located). The west is a vast land of endless enchantments and peril, known as "The Frontier". Exploring the frontier has been stalled due to war with the frost giants in the north. Arthur cannot withdraw forces from his current war with the frost giants, so he has sent out a call to the kingdom for adventurers to gather at the nearest outposts, to begin the exploration of the frontier. He promises lands and titles will be given to those proven worthy.

Constructing A Character

A starting character begins with 700 available X.P. to spend on skills or race choices. They receive 5 gold, a normal weapon, shield, and suit of armor. If the player does not have the "G.S.O." (*Game Safe Object*) to use the items, or chooses not to use them, they may sell them to the Narrators for in-game money. The player must choose a name for the character, but not a class. (There are no character classes in this game. All character creation is based off of skills and up to the individual player to customize as they see fit.) Then the player must decide what skills to purchase. They may wish to purchase a variety of skills or to focus their efforts on one vocation. After these basic choices have been decided the player is encouraged to construct a back-story for the character. It is not a good idea to start off with some elaborate back-story of greatness. If your character is such an accomplished hero, why do you only have 700X.P.? Allow the greatness of your character to happen in the game world, with their deeds developing through actual game play. A good rule of thumb when constructing a back-story for your character is "K.I.S.S." or " Keep It Simple, Stupid!"

Players may have as many characters as they wish, and are eligible at Narrator discretion to have a permanent N.P.C. that only they play. 3 or fewer player characters per player is the recommendation, and all characters played by the same player must be absolutely identifiable as different from any other characters played by that player.

Races

Amazon: - start with a twice per game cycle "Combat stubbornness" that allows them to remain at one hit point rather than dropping to zero. In order to use the combat stubbornness feat, the Amazon simply needs to let out a blood-curdling scream or battle roar, rather than dropping from the damage. They can continue to perform what ever action they need to while roaring /screaming, it interrupts nothing. Amazons also start with a +2 to missile weapons (Including thrown weapons). They receive an additional +2 damage on missile weapons at 5th level fighting and +2 at 10th level fighting. (Trugoths can choose to have the bonus to damage applied to spells and as such, start with a +2 to spell damage and gain the additional bonuses at 5th level magic and 10th level magic skills. The choice for Trugoths' damage bonus is chosen at character creation and is always applied to the originally selected skill type. The player does not have to be a woman to play an Amazon, but all Amazon characters are women as far as the game is concerned. Amazons are female warriors from the Greek mythos. There are 4 known amazon factions, Melorites, Bore Clan, Dragon Clan, and Trugoths. Melorites are lead by Arthur's daughter and have a culture resembling Norse people. Dragon Clan are barbaric in mannerisms, loyal to Arthur and enemies to the Bore Clan. The Bore Clan is nearly identical to their blood enemies, The Dragon Clan. Trugoths tend to be more interested in magical combat than physical combat. All are bold, brave, boastful, and confident. It costs 200 starting X.P. to play this race.

Dwarves: – *Immune to poisons (All negative alchemy, but they still receive the results of beneficial alchemy).* Dwarves in the Arthurian realm are much different from the Dwarves of other fantasy genres. In Arthurian legend, mention of dwarves are more closely related to hobbits from Tolkien, or halflings from other fantasy games. These Dwarves are cunning and quiet, favoring the brigand skills above others. They do not often have beards but do have very large round noses and rosy cheeks. They are quiet and reserved and prefer to be second to some other cause, noble or not. They often take on the role as loyal squires to knights or other service oriented roles. Dwarves love being noticed and complemented for there helpful nature. It costs 200 starting X.P. to play this

race. ***Some of the dwarf information may be an exact or near exact quote from the Arthurian bestiary associated with works written by archeologist Daniel Mercy.**

Elves / Dark Elves: – (*Teutonic or "Tolkien-esk" elves*) *Immune to Control and sleep effects.* Elves are distinguished by pointed ears. Not long floppy, "handle-bar" style ears common in Japanese animation or some on-line games, but small pointed ears like "Lord of the Rings" or "Vulcans" on "Star Trek". Elves are forest dwelling people and have a great love of nature. Some can be viewed as pretentious or aloof by those unfamiliar with elves. Dark-elves share appearance with their elfin cousins but have a range of skin tones from medium gray to jet black with silver or white hair, and live underground. Dark-elves do not usually have the same devotion to nature found in the surface dwelling variety of elf. It costs 200 starting X.P. to play this race.

Fairy-Kin: - *Immune to Immobilizing effects.* Fairy-Kin are human-fairy hybrids. They have butterfly like wings and glitter. They often have pointed ears like elves and are notably hyperactive. They are overly nice and extremely curious. It costs 200 starting X.P. to play this race.

Giant-Kin: - *+1 to damage on all weapons they craft and + 2 hardness to all shields and armor they make.* Giant kin are not actually related to giants, but are usually big, strong, and aggressive in personality. This of course has lead to the idea that they were somehow related. Giant kin are comparable to the dwarves of Tolkien (but they are *typically* not short). They are prideful of their long beards and revel in drinking and battle. (*Players playing female giant-kin need to have two braids, real or fake, representing their beards, running from the sideburn areas, not male beards.*) It costs 200 starting X.P. to play this race.

Humans: - You do not spend any starting experience for your race, and have no special makeup or prosthetic requirements.

Norgales: - Start with a once per combat "Berserker Rage" that allows them to take half damage from their selected target and do double damage to that selected target, until that target dies or the norgale is dropped. It is activated by pointing their weapon at their intended target and shouting, "Berserker Rage". Norgales are Norse-men (or Norse-women) that roam the Perilous plane. They are Viking in culture and mannerisms and as such often behave in a seemingly loud and uncouth manner. They are not human, though they are similar in appearance. Their are many tribes of Norgales with many differing traditions, but the same cultural tendencies remain. Any one playing a Norgale must use makeup and/or costuming to give their face a pale blue appearance. It costs 200 starting X.P. to play this race.

Monster-Kin: – *Immune to Fear effects and +2 super strength (See feats of strength).* Monster-Kin are half-human hybrids of other humanoid monsters, such as but

not limited to, orcs, ogres, trolls, or goblins. They behave typically like Conan style barbarians and must exhibit through makeup or masks and costuming, the non-human side of their ancestry. It costs 200 starting X.P. to play this race.

Wizard folk: Large/Small: - *+4 to damage. / Flee Ability.* Wizard folk are the combinations of humanoid species and other, "non-humanoid", living things. (i.e. Animals or plants.) Their origins are said to date back to Arcane beginnings when wizards experimenting with breaking down and combining life, accidentally created new beings. When buying the ability to play this race you must choose 1 of the 2 benefits listed. Note: Use common sense judgment based on the type of wizard folk being played. For example a humming bird or horse wizard folk, should take the Flee ability over the +4 damage (Though an argument could be made for the horse to have the plus to damage, but horses generally deal with things by running away.) (The flee ability is the ability to withdraw from any situation without being pursued unless immobilized by a spell, natural or constructed barrier, or ceremonial magic or effect). Wizard Folk makeup is modeled after the animal or plant you're trying to represent and should be sufficient to identify the P.C. as such most of the time. This is not to say that Wizard folk cannot *sometimes* be confused with an N.P.C. or other player race by ignorant outsiders, but efforts should be taken to make their qualities apparent. It costs 200 starting X.P. to play this race.

Technocrat – Technocrats are a group of explorers and their descendants that were sent out by Arthur to explore the south centuries ago, just prior to The War of the Veil. They found an underground passage into a hidden valley and were in the process of exploring it when the war broke out. They found themselves trapped in Oberon's territory, and the once vibrant King of the Fae was now the grim lord of the undead. Not long after the magic flux occurred, changing the way magic worked, the underground entrance collapsed trapping them in the valley. Unable to return to Arthur and unable to quickly adapt to the new magic, they explored technological means to advance which lead to the advent of tinkering. The recent activities with the frost giants have now reopened the underground passage and made a way for the technocrats to reenter the kingdoms. Technocrat is not a race, but rather a culture adopted by all the player races that have lived in the hidden valley. Technocrats dress in a "Steampunk" or "Clockwork" style. Their clothing, accesseries, and makeup should reflect a victorian style technology in appearance as part of their racial requirments. Any race can be a technocrat, but the character must be a native of Annwn and must start out as a technocrat. Technocrats start with a single shot firing gun and access to the tinkering system with no other prerequsites. Any one chooseing to be a non-human Technocrat surrenders their racial ability and accepts the tinkering system and the starting gun as their new racial bonus.

It costs 200 points to play a Technocrat, but any non-human technocrat does not pay any additional racial cost due to the surrendering of the other racial bonus.

Additional racial information and role-play suggestions are given to characters of that given race at a latter time by game officials.

Combining races such as half-elves, or half-dwarves for role-play purposes and costuming is fine, but only 1 race from the list can be chosen for benefits and technical character reference. (Your character may be a half giant kin, but they are giant kin as far as "game -mechanics" is concerned)

Money

Everything has a price. All players receive 5 gold as starting money the first time they play their character. Gold pieces, silver pieces, and bronze pieces are the standard currency types. Deconstructing items for experience points cost money for the caster/crafter (The gold cost is representative of the materials needed for the ceremonial magic rite or crafting). Players may charge for these services. Expect to pay for items from merchants and, occasionally, even food and drink with game money. There is a real in-game economy and money has value. Deconstructing or constructing items for experience costs gold and that amount is listed by the items or rite in their respective sections. Players are encouraged to run shops or taverns in game. The currency ratio is 10 to 1. 10 bronze pieces are equal to 1 silver piece and 10 silver pieces are equal to 1 gold. Gems, jewelry, and other monetary items will also have a set coin value.

Experience

There are no character levels in Annwn, the game is entirely skill and experience point based. Several experience plateaus are used to assign initial hit points and Soul Points. (It is not possible to gain more than the base amount of Soul Points by going back below an achieved plateau from death, and then reaching that plateau again. Soul Points are awarded only for the "first" time a character reaches a specific plateau).

base 10 Hit Points	5 Soul Points at	500X.P.
base 20 Hit Points	+5 Soul Points at	1500XP.
base 30 Hit Points	+5 Soul Points at	3000X.P.
base 40 Hit Points	+5 Soul Points at	6000X.P.
base 50 Hit Points	+5 Soul Points at	12,000X.P.

base 60 Hit Points   +5 Soul Points   at   24,000X.P.

Beyond 24,000X.P., hit points can be purchased, as a boon, in blocks of 10 hit points for 5000 X.P. per block. Soul points are only available through rare story mechanisms or as awards for role play votes.

"Base hit points" is equal to all the H.P. a character would have with out purchasing skills that would affect their hit point total.

Gaining Experience

There is a standard "flat Rate" at witch experience is given out for playing the game. The flat rate is 275 X.P. per game day (550 X.P. per day game for N.P.C.'s). In addition to the flat rate, many items used for game purposes have an X.P. value. This value can be deconstructed by anyone with the skill to construct the same type of item. Characters with arcane spell skills are the only ones that can deconstruct arcane magic items for their X.P. value, divine casters for divine magic items, thaumaturgy skills for thaumaturgy items, smith skills for mundane weapons and armor, alchemist skills for potions or contact solutions, jeweler skills for jewelry, and tailor skills to deconstruct clothing and fabrics, and so on. Magic rites can only remove the magic effects for X.P., and not the mundane portion of the item. Money, gems, or anything of a more monetary value rather than a material value has no experience value. *(This includes real estate)*

When deconstructing an item for its X.P. value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The *deconstructer* can only deconstruct items if he/she has the skill levels exceeding the amount of the target. For example, an arcane caster with 3rd level Arcane Magic as their highest level in that skill, cannot deconstruct a magic item with an X.P. value equal to or exceeding 700 X.P. (The cost of 1st, 2nd and 3rd level arcane magic is 700 X.P. combined). Please see the section on deconstruction.

NOTE: Deconstructing N.P.C.'s or P.C.'s for X.P. is not possible.

Losing X.P.

Just like gaining X.P., there are several ways to lose X.P. The most common ways of losing X.P. are punishment by plot, making magic items, certain magical effects, and death.

We do not reward role-playing we expect it! The flat rate for playing covers role-playing X.P. (We simply cannot see everyone role-play all the time.) Though X.P. is not, *generally*, given out to reward good role-playing, lack of role-playing can be penalized with a subtraction of X.P. at the Narrator's discretion. *(See Cheating.)*

Certain magical effects used by Narrators may cause a loss of X.P. The Narrator will explain such effects during the game.

Making magical items in any school requires X.P., and so does constructing items through smithing or other skills. X.P. can be deconstructed from items, surrendered by characters, or given up by the caster him/herself. *(See Item Creation.)* Characters can never spend X.P. they have spent on other skills and must use their unspent pool (loose x.p.). Even unspent X.P. cannot be spent if it would put the character's X.P. total below 500.

When a character dies, they lose a Soul Point at resurrection. Losing 3 Soul Points, in this way, will cause the character to lose 20% of their total X.P. (Losing Soul Points from feats will not cause an X.P. loss. *See Death.)*

Soul Points

Soul Points are used to determine the strength of the connection a character's spirit has with Annwn. When they reach 0, the character dies and cannot be raised by a raise dead rite. The character can only be brought back as a starting character with 700 X.P. by a 10th level Divine True Resurrect rite. 5 Soul Points are gained at 6 different experience point plateaus and are available through rare story mechanisms or as awards for role play votes.

Soul Points also represent the strength of a character's spirit, and as such, can be used to perform some miraculous feats. This is known as "burning" Soul Points. 9 feats can be performed by burning Soul Points. The costs are not listed for the feats but none of them are cheap and depending on circumstances, at the discretion of the narrator, initial costs may very. Soul Points can even be spent while a character is dead as long as it has not already been determined that their Soul Points have reached 0. Every 3 Soul Points lost, as a result of character death, will result in a 20% experience loss from a character's total X.P. If a character "burns" Soul Points, what ever single feat they want from the list will happen and will almost always be successful. A character does not need to have enough Soul Points to initiate one of the feats, but if the cost of the feat will put a character's Soul Points to 0 or below, they are permanently dead, and cannot be brought back even with a "True Resurrect" rite. They must make a new character. If a character

some how manages to survive burning Soul Points, they are not accessed the 20% experience lost associated with losing soul points from resurrections.

Soul Point Feats:

This is not a complete list of Soul point feats, and no cost will ever be made commonly known to players. Only Narrators have a cost reference, and costs vary based on Narrator's "opinion" of current factors, but will NEVER be reduced from the suggested costs.

Cast a Single Spell effect on Up to 5 Targets. The character can perform this even if they do not have the spell.

Create Undead. Allows the character to instantly cast a, randomly determined, high-level Thaumaturgical create undead rite permanently, on one valid target other than themselves.

Differ Damage/ Save Another. Soul Points can be used to prevent another character, building, or item from being harmed in a specific situation.

Legendary Strike. A legendary strike will be successfully delivered onto one target, thus killing it instantly. A Legendary Strike delivered from burning Soul Points cannot be blocked or avoided, even by high boons that allow the blocking or avoiding of Legendary Strikes. The character burning Soul Points does not have to have the skill.

Perform an Epic Feat of Strength. This allows the character to perform a feat of strength greater than that allowed by any spell or ability. The cost in Soul Points varies based on the size of the feat, as determined by the Narrator. A character can hold the world on their shoulders or tear down The Colosseum in one blow if they are willing to permanently die.

Permanently or conditionally, seal a portal. This feat is applied to one target portal.

Remove a Quest Curse. This can be done, but will cost _more_ Soul Points than the quest curse did. The character burning Soul Points for this feat must have more Soul Points than the cost of the curse they are attempting to remove. _It is the only feat that is not guaranteed to succeed._

Set a Quest Curse. This allows the character to set a quest on one target, but the quest must be within the capacity of the target to complete _("within the capacity of the target" may be interpreted differently by different narrators)_. For

example, Cromm set such a curse on Arthur to conquer Annwn, but given enough time Arthur has the capacity to do that. Circumstances are up to the Narrator to determine. Once set, the target is compelled to complete the quest regardless of all other responsibilities. The quest cannot force a player to role-play their character in a way that would make the player "uncomfortable". *(Adult situations or graphic violence are examples of acceptable excuses for "uncomfortable")* This feat can be tied to other feats at additional Soul Point cost. **Stop a single "Horrific" event.** "Horrific", is determined by the game officials' and narrators' estimation of circumstances.

Experience from Items

Constructing Items

Constructing an item requires unspent or "loose" X.P. Loose X.P. is X.P. that has not been spent on a skill. Once X.P. has been spent on a skill, it cannot be re-spent by the character on anything else. A character can re-spend X.P. from skills only on other skills and this requires a rite *(See spells and rites).* A caster, smith, or craftsman can only construct items if he/she has the skill levels exceeding the amount of the target. For example, an arcane caster with 3 levels of arcane spell casting can only construct a magic item with an X.P. value not exceeding 400 X.P. The amount of X.P. spent in a specific skill set must equal or exceed the X.P. value of the item. Purchasing lower skill levels will not increase the amount of loose X.P. allowed to be spent on an item. For example, a character that has purchased 1st level Arcane Magic 7 times but not 2nd level Arcane Magic can still only construct magic items of equal to or less than 100 X.P. points in value even though they have spent 700 X.P. in that school of magic and have 700 loose X.P. Even unspent experience cannot be spent if it would put the character's X.P. total below 500. A character can decide to go back in experience total and lose the H.P. benefit associated with a specific experience plateau as long as the X.P. has not been spent on a skill, boon, or hit points and does not drop the character below 500 X.P.

Constructing an item requires 2-15 minutes to complete (*depending on the item*), not counting game stoppages. The "game safe object" (G.S.O.) that will represent the item being created and/or the character(s) that is to be affected, must be present as the

target(s) of the work or rite. For weapons and shields, the G.S.O. must be constructed using game safe materials, but items such as necklaces or rings can be represented by costume jewelry. A character that has purchased magic skills may construct items from other characters loose X.P. if the **player** is willing to allow their points to be used. Only characters that have purchased magic skills, in any school, can manipulate the X.P. of other characters in this manner. Smiths and alchemists cannot **construct** items from the X.P. of others, but they can construct items from *their own* loose X.P. The character must role-play the casting, smithing, or solution mixing of the item for the listed duration, then have a game official initial their character information card(s) to verify the X.P. has been transferred to the item (*Game official must be present for the start and finish of some rites*). Only 1 item per caster using loose X.P. can be produced in 1 rite (this does not apply to smithed items of non-magical nature). A game official will present the creator(s) of the item(s) with a card(s) for it as soon as it or they can be produced by the game staff. A character creating an item from their own loose X.P., does not have to have a game official present for the rite, but must have the X.P. change recorded by a game official before the item can be used.

Deconstructing Items

When deconstructing an item for its X.P. value, only 50% of the value can be given by the caster, alchemist, smith or craftsman to the target character (or themselves, if the caster is the target). The caster can only deconstruct items if he/she has skill levels equal to or exceeding the amount of the target. For example, an arcane caster with 3 levels of arcane spell casting cannot deconstruct a magic item or items with an X.P. value exceeding 700 X.P. Purchasing lower skill levels multiple times **will not increase** the amount of loose X.P. allowed to be gathered from deconstructing an item.

Deconstructing an item requires 2 minutes to complete, not counting game stoppages. The character(s) to be affected, must be present as the target of the work or rite as well as the game card for the target item. Only characters that have purchased magic skills, in any school, can manipulate the X.P. of other characters; however, anyone with skill to deconstruct a target may give the loose X.P. to any number of characters in any combination they wish so long as the desired characters are present during the deconstruction. Any number of targets can be broken down by 1 character in a single deconstruction so long as the total X.P. value of all the items does not exceed the caster, alchemist, or smith's total X.P. value spent in that skill. The castor, alchemist, or smith must role-play the deconstructing for the 2 minute time interval, and then have a game

official initial their character information card(s) to verify the loose X.P. has been transferred from the target to the desired character. The card representing the deconstructed target must then be surrendered to the game official. When deconstructing an item for its X.P. value, only 50% of the value can be given by the caster, alchemists, or smith to the target. The other 50% "returns to the land". Though only 50% of the X.P. is given from the deconstruction, the skill limit to deconstruct is based on the total X.P. value of the item, and not the amount of X.P. made loose by the deconstruction.

A deconstruction and a construction cannot be performed by a single character at the same time; however, if a target is being deconstructed to produce loose X.P. for use constructing a new item or for ceremonial effects or crafting, items used for X.P. for crafting, smithing, or ceremonial effects can be deconstructed during the course of the process to make the new item or effect, as if they were simply loose X.P., and not items. When used as rite, crafting, or smithing components for loose X.P., items give 100% of their X.P. value for the rite, crafting, or smithing, with no points releasing to the land. X.P. can never be given directly from a character's loose X.P. to another character's loose X.P. There is no gold cost to deconstruct an item.

Death

Death will occur if your H.P. drop below 0. If your H.P. reach exactly 0, you are unconscious and bleeding to death. You must receive healing, magic, or alchemy that will prevent you from dieing within 7 minutes or you will die. You cannot be dropped from any positive number to below 0 from 1 hit. You are always considered at 0 while you are falling from the last blow you could take. This means you do not count the damage from the 6 things that all hit you nearly at the same time you reached 0 or while you were falling. Once you have fallen and have been on the ground for 1 minute any valid damage strike or effect on you drops you below 0 and you are instantly dead. In the first minute of bleeding out, no damaging spells or weapons will have any affect on the character, but a 5 second counted "coup de grace" would remove the first minute from the countdown completely and deliver a death blow killing the character instantly. The coup de grace must be done without anything or anyone attempting to prevent it, or it fails. It can be attempted infinitely, but is always easily interrupted by any and all valid "in-game" means.

Any character with any level of Divine magic can choose to resurrect you with a 10 minute 1st Level Raise Dead Rite either where you died or at a safe location of their choosing (As long as they have something that belongs to the dead character and the rite

is performed within 6 hours of the character's death). You must immediately inform a Narrator, Storyteller, or Barrister you have died, so they can record your death. A Raise Dead rite will cost the character 1 of their Soul Points. If you lose 3 Soul Points as a result of deaths, you will lose 20% of your X.P. total. This may cause you to lose hit points. If this will cause you to lose skills, you may choose what skills you will surrender to accommodate the X.P. loss. When the Raise Dead rite is complete, your character will have no memory of the past 2 hours. Any in-game thing you were carrying is left where you died. Anyone can pick up the dropped in-game belongings.

If your Soul Points reach 0, you are permanently deceased (unless your last point was spent on this current raise dead rite). You cannot be brought back by a raise dead rite, without any Soul Points to pay for it. Your character could be resurrected by a 10th Level True Resurrect Rite, unless your Soul Points reach 0 or below as a result of "burning" Soul Points or your X.P. total is dropped below 500. With a 10th Level True Resurrect Rite, you will be brought back with 500 X.P. (700 for humans) and 5 Soul Points but will retain the identity of the resurrected character. You will not remember the last 24 hours prior to the character's death or any time that has passed since the character's death. Raise Dead must be performed within 6 hours of death to be effective, or True Resurrect must be used. True Resurrect can be performed within 1 year of a character's death. If your character's X.P. total goes below 500, your character dies as a result of "Burning" Soul Points to 0 or below, or your character remains dead for over 1 year, you are permanently dead and your character can not be resurrected by a 10th Level True Resurrect Rite, you must make a new character.

Skills

Skills are the heart of the game. Characters can purchase any skill they have unspent X.P. enough to purchase, and cost the same for everyone regardless of race. Everything a character or N.P.C. can do is based on their skills. Skill costs increase for each additional skill level you purchase.

Skills are divided into the following types; Everyman skills, Alchemy skills, Fighting skills, Magic skills, Smithing skills, Craft skills, Brigand skills, Knowledge, and Special skills.

Everyman Skills

Everyman skills are a set of skills most characters in the game are assumed to have. They cost nothing and everyone who chooses to may have all of these skills the first time they play. Though you may choose to play a character that does not have a specific or many specific Everyman Skills, for role-play reasons, it is free to have the skills and costs nothing to learn if you decide to acquire them later. However, if you start a character out unable to read, for example, you must role-play learning the skill. You cannot just wake up one day with the ability, unless the Narrator has informed you that you have it from some magical source.

Acting. – The ability to act. Audience's tastes differ.

Basic Math. – Addition, subtraction, multiplication, and division. Anything else would be an advanced mathematics skill for this world and will require the spending of X.P. to acquire.

Cooking - you can cook and sell your wares for in-game money.

Disarm trap. – Anyone can "attempt" to disarm a non-magical trap, if they know its location.

Horseback riding – Horses are the most common means of transportation, but are rarely seen in towns.

Inn Keeping – You may make in-game money as an innkeeper. (Goes good with cooking)

Lock Pick. – Anyone can "attempt" to pick a non-magical lock. If you can pick a lock, you can pick a lock. If you cannot pick a lock, you can still try and hope you get lucky.

Miscellaneous Everyman Skills. – Anything not covered here that should be an everyman skill can be petitioned to a Narrator and is at the Narrator's discretion to allow or disallow.

Musician – You can play an instrument and read music. (Highly suggested that this skill not be taken if the player can't really do this.)

Performer – Can receive X.P. from Narrator for being entertaining. (Actually entertaining. This is different from The Jester skill.)

Reading and Writing. – If you need this one explained you can probably do neither.

Speak the Common Language (Gortigern) – Any other language skills must be purchased with X.P.

Time Telling. – Your character lives in a world where timepieces are rare, and most characters have become somewhat adept at knowing the time of day by the stars or the position of the sun. If you can't do this out of game, and most of us modern characters don't have this skill, you may use an out of game watch or clock to do this for you. You can also ask someone with a watch for the time as an out of game action and use the information in game with no negative repercussions.

Use Alchemical Substance. – Anyone can put a poison in someone's food or drink, use a potion or antidote, as well as coat their equipment with an alchemical benefit. Only characters that have purchased alchemical skill levels can construct or deconstruct alchemical substances.

Weapon Usage. – Any character in the game can pick up any weapon and use it for 1 point of damage, unless a Narrator or effect delimits the specific item or character in doing so

Brigand Skills

These are skills more commonly known as rogue or thief skills.

Ambush. – With this skill, a character that is aware of an enemy's location, but is undetected by the enemy, can perform a powerful surprise attack. The ambushing character's first strike does triple their attack value for a single strike, <u>or</u> if the ambusher wishes, they may render the target unconscious for 15 minutes (this is not a sleep or immobilization affect). The Ambush skill can be used with other fighting abilities. Once the ambush attack is used as a damage attack, the target now knows the character's location, and the ambush damage action cannot be repeated. Rendering a character or N.P.C. unconscious with this skill does NOT reveal the attacker's location (unless it is unsuccessful), does not require advanced preparation and can be used multiple times in 1 combat as long as it always remains a surprise and all requirements to perform the ambush are met. To perform this skill, the attacker must be clearly behind the intended victim. The call phrase "AMBUSH" must be clearly heard by the victim (it does not have to be called audibly to anyone else). When used as a damage attack, the attacker strikes the target normally with a G.S.O weapon, the damage type is called normally "Slash," "Pierce," "Flame," etc.) followed by an audible damage amount such as, "Slash 45". Ambush as a knockout ability is not stopped by any standard protective spell, though the monster ability *"Desolidification"* can be used to avoid it. Ambush or the higher being

boon *"Obvious Ambush"*, as a knockout ability can not penetrate a helmet of "substantial material" that covers the complete back of the head and at least half of the back of the neck. Substantial material is defined as at least 1/4 inch of hardened leather or sturdier materials such as wood or metal. This must be represented correctly to be used for ambush protection. Ambush as a damage only ability ignores helmets but is stopped by any and all standard weapon defenses.   This skill costs 500 X.P. to acquire and can only be purchased once.

Locate Secret Door. – With this skill, a character can ask a Narrator or Storyteller for the location of any non-magically concealed secret door within 20 feet of their location, and will be told its location if one exists. This skill cannot be used while the character is in combat. This skill costs 200 X.P. to acquire and can only be purchased once.

Locate Trap. – With this skill, a character can ask a Narrator or Storyteller for the location of any non-magically concealed trap within 20 feet of their current location and will be told its location if one exists. Anyone that finds a non-magical trap may attempt to disarm it. This skill costs 200 X.P. to acquire and can only be purchased once.

Pick Pockets. – Anyone without the skill can attempt to pick pockets but must acquire the entire physical representation for the item. With this skill, the player need only acquire the tag for the item from its tag sleeve. Untagged items and out of game items, including costuming, cannot be pick pocketed (tagged costume items can be pick pocketed). This skill costs 200 X.P. to acquire and can only be purchased once.

Professional Disarm Trap. – A character with this skill doesn't have to make an actual attempt to disarm a trap. They must know the location of the trap, then he/she can simply state to the Narrator that they are doing so and are automatically successful (Unless the Narrator decides that there is a magical or story reason that this specific trap can not be disarmed.) There are 4 skill levels, each corresponding to a progressively more difficult trap that can be disarmed. Level 4 of this skill allows the disarming of *"some"* magical traps. Each skill level can only be purchased once. This skill costs 300 X.P. to disarm level 1 traps, 600 for level 2 traps, 1200 for level 3 traps, and 2500 to disarm magical traps. The cost for each level is cumulative with the previous level(s).

Professional Lock Smith. – A character that purchases this skill doesn't have to make an actual attempt to pick any lock. He/she can simply state to the Narrator that they are doing so and are automatically successful (unless the narrator decides that there is a magical or story reason that this specific lock cannot be picked in this manner. There are 4 skill levels, each corresponding to a progressively more difficult lock that can be picked. Level 4 of this skill allows the picking of magical locks, as per the spell magic lock. Each skill level can only be purchased once. With the purchase of each skill level,

the character now has the abilities to construct a normal lock of that level. The construction of a lock costs no xp, but must have an approved G.S.O. accepted as that level of lock by game officials. The construction of the lock costs 1 silver per skill level of the lock. A tag will be provided for the appropriate level when the lock is approved and the coin for its construction is turned in. This skill costs 300 X.P. for the 1st skill level, 600 for the 2nd, 1200 for the 3rd, and 2500 to pick magic locks. The cost for each level is cumulative with the previous level(s).

Professional Tracking. – This allows a character to track another character (P.C. or N.P.C.) in game with the help of the Narrators or Storytellers. Its use and availability is completely at the discretion of the Narrators or Storytellers. The intent of this skill is to help locate "Characters" lost or trapped on an adventure, *not* to track down P.C.s that may have committed roguish acts in game, though at Narrator discretion, some *rare* exceptions can be made. This skill costs 500 X.P. to acquire and can only be purchased once.

Craft skills

Craft skills are skills that allow characters to construct or deconstruct mundane (non-magical) common items. Gold costs for construction of these items vary. All craft skills, including Smithing, Alchemy, and Tinkering, require a G.S.O. set of tools to be visible and used in the construction and deconstruction of items. The construction of such a set of tools is free to the player with the crafting skill.

Carpenter – The ability to construct or repair non-magical wooden items, for example furniture, wooden cups and bowls, or tavern doors. This skill costs 10 X.P. and can only be purchased once. The item created has an X.P. value of 10 to construct and can be deconstructed for a return of 5 X.P.

Fletcher. - The ability to construct or deconstruct non-magical Arrows. This skill costs 20 X.P. and can only be purchased once. Arrows are constructed as a 1 item quiver of 100 arrows. For game purposes, an arrow quiver never runs out but can be deconstructed or otherwise destroyed by all valid game effects that would do so. The item created has an X.P. value of 1 for every 100 arrow quiver to construct and can be deconstructed for a return of 1 X.P. per 2 100 arrow quivers. All normal arrows are piercing damage. To use a bow at least 1 100 arrow quiver must be carried at the time of the character firing the bow. Arrows have no damage value. Their damage is derived from their bow and all bows have a base damage of 3 not considering effects on the bow.

Herbalism. - Herbalism allows the player to gather herbalism material as an award for acting as an NPC for the story tellers for a short time during an event that they are playing their player character. It also allows a character to use herbalism materials as raw XP for alchemy if they have the ability to perform it. This skill costs 10 X.P. and can only be purchased once. (Subject to Narrator defined limits and requirements)

Jeweler. - The ability to construct or deconstruct non-magical jewelry. This skill also allows for the identifying and appraising of nonmagical gems and jewelry. This skill costs 20 X.P. and can only be purchased once. The item created has an X.P. value of 20 to construct and can be deconstructed for a return of 10 X.P..

Mason. – The ability to construct non-magical massive stone or wooden structures, for example; walls or buildings. This skill costs 30 X.P. and can only be purchased once. The item created has an X.P. value of 30 to construct and can be deconstructed for a return of 15 X.P.. Gold cost to construct varies. Consult a Narrator.

Mining – Mining allows the player to gather mining material as an award for acting as an NPC for the story tellers for a short time during an event that they are playing their player character. It also allows a character to use mining materials as raw XP for any other craft they have the ability to perform. *Some* mining materials *may* have special properties that they can transfer to some crafted items when they are used as the majority of the experience points for the crafting. This skill costs 10 X.P. and can only be purchased once. (Subject to Narrator defined limits and requirements)

Painting. – The ability to creating paintings with an X.P. value. You get out what you put in. The base cost for this ability is 5 X.P.

Sculpting. – The ability to create sculptures with an X.P. value. You get out what you put in. The base cost for this ability is 5 X.P.

Skinning. - Skinning allows a character to use skinning materials as raw XP for any other craft they have the ability to perform. *Some* skinning materials *may* have special properties that they can transfer to some crafted items when they are used as the majority of the experience points for the crafting. This skill costs 10 X.P. and can only be purchased once. (Subject to Narrator defined limits and requirements)

Tailor – The ability to construct or deconstruct non-magical fabrics and clothing. This skill costs 20 X.P. and can only be purchased once. The item created has an X.P. value of 20 to construct and can be deconstructed for a return of 10 X.P. Clothing does not need to have an X.P. value for normal use, but any clothing intended to be the target of a rite, must have an X.P. vale.

Trap Making – The ability to construct non-magical, damage or ensnaring traps. This skill allows the trap maker to place any alchemical substance into a trap that when tripped, will activate and effect all targets within a 15 foot radius. (In certain situations

creative players may place substances that give a benefit rather than damage.) There are 3 skill levels, each corresponding to a progressively more difficult trap to disarm. Each skill level can only be purchased once. After a level 3 trap, only a magical trap is more difficult to disarm. A trap maker can choose to make a less difficult trap than their maximum skill level allows, unless they only have 1 skill level in trap making. This skill costs 500 X.P. for the 1st skill level, 1000 for the 2nd, and 2000 for the 3rd skill level. The cost for each level is cumulative with the previous level(s).

Knowledge Skills

Knowledge skills are skills that represent a character's understanding or familiarity with certain person, places, things, common occupations, or conditions. These skills are used mostly for role-play purposes but some knowledge skills can be used to gain information or strategic advantages from the narrator under certain circumstances. This is a very flexible skill, and the list given should by no means be considered the only knowledge skills a character can have, they are just examples. All knowledge skills cost 5 X.P., unless otherwise noted.

Astrology. – The ability to consult game officials for information on story lines or characters, though "astrological" charts/readings.

Brewing – You may bring in non-alcoholic drinks with the real-world labels removed, rename them, and sell them for in-game money as your own brewed pretend-alcoholic beverage.

Butchering – You have the base understanding of anatomy necessary to get good cuts of meat.

Candle Making - You can make and sell candles.

Cartography – You can make and use professional quality maps.

Coffin Making - You make coffins and can sell them for in-game money.

Elemental Lore. – The knowledge of the elemental beings of the land. They must be purchased separately for each elemental type i.e. fire, ice, etcetera.

Farming – You have a knowledge of farming and the local crops.

Ferrying – You have knowledge of the operations and business as well as the locations of water-born ferries.

Geography. – The knowledge of the layout of the lands.

Heraldry. – The knowledge of noble houses, their colors and symbols, as well as local protocols for each culture or kingdom.

Historian – Can receive experience from Narrator for maintaining in game history.

History. – The knowledge of local recorded history.

Masseuse – You can give massages for in-game money.

Merchant – You have a knowledge of the local mercantile structure and system and can buy and sell items for in-game profit.

Race Lore.- The knowledge of a specific race that is not your own. Buying this skill gives you information about 1 other race. You may buy this multiple times for multiple races.

Sailing – Knowledge of operating sailing vessels.

Scribe – Can receive X.P. from Narrator for maintaining stories about other player characters.

Tracking. – The ability to track animals and N.P.C.s. This skill cost 50 X.P.

Translate.- The ability to translate written, non-magical languages. This skill cost 50 X.P.

Undead Lore.- The knowledge of the different types of undead and there basic abilities and weaknesses

Special Skills

These are unique skills, not covered by conventional gamming rules, or that allow unorthodox advantage.

Jester – This unique ability's sole purpose is to add flavor and fun to the game. In essence, it is the ability to cheat in certain circumstances. A character with this ability may demonstrate out of game knowledge of the current in-game situation. They can crack jokes about or react to the "undetectable" approach of N.P.C.s. Having the Jester skill will allow them access to very powerful boons (each boon has additional prerequisites) available only to people with the Jester skill, but all must be distributed exclusively by story tellers and can not be quested after solely on the players self motivated desire. The jester skill does NOT apply to information gained while N.P.C.ing or acting as a game official for the storytellers. This skill can be purchased at initial character creation and at no other time. It is subject to **Narrator** approval to allow a player to even purchase this skill. This skill costs 500 X.P.

Scroll Use. – This ability allows the purchaser to use any scroll containing a castable spell from any school. The user does not need any magic skill and can read from the scroll as if casting the spell. The scroll functions as a 1 use ever magic item and is considered indestructible until used. Once used, the scroll is gone. This skill does NOT enable a character to read ceremonial scrolls (ceremonial scrolls are unique items, sometimes quested for or given out as treasure for nonstandard rites). At fifth level magic, "Scroll Use" as well as the ability to create these types of scrolls comes as a boon to the character taking the 5th level magic skill in any school. The skill at 5th level magic allows the manufacture of scrolls in that specified school only, but allows the use of scrolls from any school. This "Scroll Use" skill only allows the use, not the creation of scrolls. Once this skill has been achieved as a boon for 5th level magic, the purchased version of this skill may be turned in for an amount of scrolls equal to 50 X.P. in value. The X.P. value of the scroll is equal to the level of the spell times ten. The experience spent on this purchased version is not returned to the character, but is compensated in no loss of X.P. for the creation of these scrolls at turn in. The scrolls can be of any type the caster has the skill to make, in any combination equaling 50 X.P.. As with all constructible items, scrolls can be ceremonially deconstructed for their X.P. value and a caster, with the ability, can deconstruct the "turn-in scrolls" for half of their value if they choose to perform a deconstruct rite on them, in-game. This "Scroll Use" skill costs 50 X.P. for any character, and can only be purchased once.

Smithing skills

Smithing skills are the abilities to make normal weapons, shields and armor. These items require X.P. to construct and can be deconstructed for X.P. Constructing Items requires at least 1 level of the appropriate skill. Craft skills have the construction and deconstruction value listed by their skill. A smith or craftsman can deconstruct an item for its non-magical component X.P., even if the item has a magical effect, but doing so will cause all the X.P. from any magical effect to be utterly and completely lost.

With the purchase of 1st level smithing, the smith has the ability to construct a "smithing kit". All craft skills, including Smithing, Alchemy, and Tinkering, require a G.S.O. set of tools to be visible and used in the construction and deconstruction of items. The construction of such a set of tools is free to the player with the crafting skill. A smithing kit also allows the smith to repair or "refit" armor in the field on a 2-minute count. The smith must have a tagged G.S.O. smithing kit in their possession to perform

this action. Once repaired, the armor is restored to its full hardness value (any non-magical armor that has reached a hardness value of 0 or less is utterly destroyed and cannot be repaired in this manner). A smithing kit costs no X.P. or gold to construct, and as such, has no X.P. value for deconstruction (A smithing kit is considered to be the character's preferred tools for the action). Only a character with at least 1 level of smithing can use a smithing kit.

Starting with 2nd level smithing, hardness can be increased on certain items for the cost of 100 X.P. per hardness increase. (Hardness increased is also limited by smithing level.) Hardness, on a shield, is the ability to resist damage from spells but not spell effects. Spells having **both** damage and effects are also blocked completely. Hardness acts as a weapon defense on armor. Armor can withstand being hit by a weapon without delivering any hit point damage to the targeted player one time for every hardness point the armor posses (The call is "Avoid" to use this defense). 1 hardness point is spent rather than losing the the hit points, on any given attack. Hardness on shields applies only to spell damage or destruction effects (Acts as a spell avoid for spells that carry a damage amount, but not spell effects unless the same spell carries both an effect and damage). Hardened armor or shields have an X.P. value of an additional 100 points to their base for every +1 to their base hardness. For example, a shield with a hardness of 6 has an X.P. value of 130 points because shields have a base hardness of 5 and a base X.P. value of 30. A shield with a hardness of 7 would have an X.P. value of 230. Below the leveling list is a chart of the most common items that can be smithed and their base costs in gold and X.P. The smithing must be verified by a Narrator or game official. More than 1 item can be smithed or broken down in the 2 minute period so long as the smith has sufficient ability to deconstruct or construct the total X.P. value of all the items and the total gold cost.

1st Level Smithing. – The ability to construct and deconstruct weapons, shields and armor of 50 X.P. or less in value, and the ability to construct a smithing kit. This skill costs 50 X.P. and can only be purchased once.

2nd Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 100 X.P. in value as well as increase hardness of shields +1 and add +1 hardness to armor. This skill costs 100 X.P. and can only be purchased once.

3rd Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 200 X.P. in value as well as increase hardness of shields +2 and add +2 hardness to armor. This skill costs 200 X.P. and can only be purchased once.

4th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 300 X.P. in value as well as increase hardness of shields +3 and add +3 hardness to armor. This skill costs 300 X.P. and can only be purchased once.

5th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 400 X.P. in value as well as increase hardness of shields +4 and add +4 hardness to armor. Weapons can now be constructed with 1 point of hardness (Functions as a defense against weapon specific damaging effects, such as acid but not disarming effects such as the fumble spell.) The smith also gains the ability to construct weapons that are so sharp they do +1 point of damage, in addition to normal, or any magical effect applied to them. This skill costs 400X.P. and can only be purchased once.

6th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 500 X.P. in value as well as increase hardness of shields +5 and add +5 hardness to armor. This skill costs 500 X.P. and can only be purchased once.

7th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 600 X.P. in value as well as increase hardness of shields +6 and add +6 hardness to armor. This skill costs 600 X.P. and can only be purchased once.

8th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 700 X.P. in value as well as increase hardness of shields +7 and add +7 hardness to armor. This skill costs 700 X.P. and can only be purchased once.

9th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of 800 X.P. in value as well as increase hardness of shields +8 and add +8 hardness to armor. This skill costs 800 X.P. and can only be purchased once.

10th Level Smithing. - The ability to construct and deconstruct weapons, shields and armor of any X.P. in value as well as increase hardness of shields +9 and add +9 hardness to armor. Weapons constructed with this level of smithing can now be considered indestructible by spell and damage effects. Only smithing for deconstruction can destroy weapons made by a smith of this level. The cost of making a weapon indestructible is an additional 500X.P. added to its basic construction cost, and an additional 100 gold. The smith also gains the ability to construct weapons that are so sharp they do +2 point of damage, in addition

to normal, or any magical effect applied to them. This skill costs 900X.P. and can only be purchased once.

NOTE: for an additional 7 silver per item, players with any level of smithing can make a weapon of a non-standard metal, such as but not limited to silver, iron, or bronze, thereby changing the damage call and type for that weapon.

NOTE: Hardness increases listed per smithing level are NOT cumulative. The value listed for each level represents the total hardness increase that can be applied. Reforging an item at a different smithing level will replace any existing hardness amount on it. A smith can always choose to apply fewer hardness points than they have the ability to apply, but not less than the base hardness for the item. Each hardness point applied, regardless of level costs 100xp per hardness point over the base hardness, regardless of the smith's skill level.

Smithing Items

Item	Base Hardness	Damage	Gold Cost	Construction Cost	Deconstruct Value
Weapons					
Dagger *(pierce)*	0	1/0	5 Bronze	10X.P.	5X.P.
Short Sword *(slash)*	0	2/0	1 Silver	20X.P.	10X.P.
Long Sword *(slash)*	0	3/0	3 Silver	30X.P.	15X.P.
Katana (Elvin sword) *(slash)*	0	4/0	4 Silver	40X.P.	20X.P.
2-handed Sword *(slash)*	0	5/0	5 Silver	50X.P.	25X.P.
Work Hammer *(Blunt)*	0	1/0	5 Bronze	10X.P.	5X.P.
Short Hammer/Ax *(Blunt)/ (slash)*	0	2/0	1 Silver	20X.P.	10X.P.
Long Hammer/Ax *(Blunt)/ (slash)*	0	3/0	3 Silver	30X.P.	15X.P.
Great Hammer/Ax *(Blunt)/ (slash)*	0	5/0	5 Silver	50X.P.	25X.P.
Short Staff/Spear *(Blunt)/ (pierce)*	0	2/0	1 Silver	20X.P.	10X.P.
Long Staff/Spear/Bow *(Blunt)/ (pierce)/ (*pierce)*	0	3/0	3 Silver	30X.P.	15X.P.
Thrown-Weapon *(varies)*	0	1/0	5 Bronze	10X.P.	5X.P.

*Unskilled damage is only 1 regardless of weapon.. *Bows are needed for arrows, but can be used to block weapon attacks.

*Projectile Weapons, including thrown weapons and bows, must include any effect damage as part of their call prior to the word "pierce" also as part of the call. "Flame pierce 5"

Item	Base Hardness	Damage	Gold Cost	Construction Cost	Deconstruct Value
Armor					
Very Light	2	n/a	5 silver	10X.P.	5X.P.
Light	4	n/a	1 Gold	30X.P.	15X.P.
Medium	6	n/a	1.5 Gold	40X.P.	20X.P.
Heavy	8	n/a	2 Gold	50X.P.	25X.P.
Very Heavy	10	n/a	3 Gold	60 XP.	30XP.
Shield	5	1 dam, max/0	5 Silver	30X.P.	15X.P.

*Cost is plus 100xp for every hardness pointed added above base hardness at higher skill levels.

*See "Combat Rules, "Armor"" for descriptions of armor types.

Alchemy skills

Alchemy is the ancient study of combining compounds found in nature to attempt to turn lead into gold. During the study for this unattainable goal, those pursuing alchemy skills have discovered many interesting and magically charged recipes for potions and poisons, as well as alchemical remedies. In order to construct or deconstruct a 1st level alchemical solution, the character must have the first Level Alchemical skill. Constructing a solution requires experience to be spent either from the Alchemists' own experience points or from deconstructing an equivalent amount of X.P. from other alchemical solutions. Characters can never spend X.P. they have spent on other skills and must use their unspent pool. Even unspent X.P. cannot be spent if it would put the character's X.P. total below 500. All craft skills, including Smithing, Alchemy, and Tinkering, require a G.S.O. set of tools to be visible and used in the construction and deconstruction of items. The construction of such a set of tools is free to the player with the crafting skill. There are 2 types of alchemical solutions: potions, which must be ingested to take effect, and contact solutions, which need only to touch skin (or the intended target) to be effective. 1st level alchemical skill is a prerequisite for 2nd level alchemical skill. Each level of alchemy can only be purchased once. Alchemical substances that have a per use descriptor, the use refers to each individual substance made.

1st Level Alchemical Skill. – This is the ability to construct or deconstruct 1st level potions and contact solutions. It costs 100 X.P. for this skill and can only be purchased once.

2nd Level Alchemical Skill. – This is the ability to construct 2nd level potions and contact solutions. It costs 200 X.P. for this skill and can only be purchased once.

3rd Level Alchemical Skill. – This is the ability to construct 3rd level potions and contact solutions. It costs 400 X.P. for this skill and can only be purchased once.

4th Level Alchemical Skill. – This is the ability to construct 4th level potions and contact solutions. It costs 800 X.P. for this skill and can only be purchased once.

5th Level Alchemical Skill. – This is the ability to construct 5th level potions and contact solutions. Alchemy 5 allows the alchemist to make any spell 5th level and below, that they have the skill to cast, into a potion. All spells so used are considered 5th level alchemy. They do not count against the casting spell

total for the day. The Alchemist also gains the ability to identify any alchemical substance they study for 5 seconds. It costs 1000 X.P. this skill and can only be purchased once.

6th Level Alchemical Skill. – This is the ability to construct 6th level potions and contact solutions. It costs 1500 X.P. for this skill and can only be purchased once.

7th Level Alchemical Skill. – This is the ability to construct 7th level potions and contact solutions. It costs 2000 X.P. for this skill and can only be purchased once.

8th Level Alchemical Skill. – This is the ability to construct 8h level potions and contact solutions. It costs 2500 X.P. for this skill and can only be purchased once.

9th Level Alchemical Skill. – This is the ability to construct 9th level potions and contact solutions. It costs 3000 X.P. for this skill and can only be purchased once.

10th Level Alchemical Skill. – This is the ability to construct 10th level potions and contact solutions. With 10th level alchemy the alchemist can put any spell of any level they have skill to cast into an alchemical substance. (alchemy constructed using 5th level and below spells are all considered 5th level alchemy. All alchemy constructed using 6th through 10th level spells are considered 10th level alchemy.) The alchemist also gains the ability to invent new alchemical substances to be added to the game after approval by game officials. It costs 3500 X.P. for this skill and can only be purchased once.

NOTE: The list of alchemical substances contains the gold cost for each individual ubstance to be constructed or deconstructed. The cost to construct alchemical substances from spells is 1 silver times the spell level, in addition to the x.p. amount listed for level 5 or level 10 alchemical substances.

Alchemical Substances

Time to construct an Alchemical substance is equal to one minute times the level of the substance, but deconstructs are 2 minutes for all substances regardless of level.

Alchemy Level 1 (X.P. value to construct 10/ Value from Deconstruction 5)

Alchemical Intoxicant. – This substance renders the target so intoxicated that the target loses all game abilities other than the ability to drink potions. The effect lasts 2 hours or until removed. This substance can only be made as a potion. *(Construct 1 silver)*

Alchemical Hallucinogen. – This substance renders the target unable to tell the difference between reality and the hallucinations the substance causes. The effect lasts for 15 minutes or until removed. This substance can be made as a potion or a contact solution. *(Construct 1 silver)*

Alchemical Light. – This substance allows the alchemist to use a modern light source for light. If Light is applied on an item or N.P.C. the alchemist must have the means to attach the light source to the target unobtrusively and safely (glow sticks and battery operated portable lights are good examples). The effect lasts 12 hours. This effect is negated by natural and magic immunities and alchemical protectives. This substance can only be made as a contact solution, and must be applied to an object or surface area. It is not a "free standing" light source. *(Construct 1 silver)*

Damage Coating I. – This substance allows a weapon, that it is applied to, to do an additional 1 point of that weapons damage type for 12 hours. This substance only has effect on weapons and can only be made as a contact solution. *(Construct 1 silver)*

Instant Might I. - This substance allows the alchemist to bestow a + 2 strength to a single target for the duration of a single combat. The + 2 applies to damage and feats of strength. To use this effect the target needs only to add + 2 to their normal damage. It does not make a non-magical attack do magical damage. To use a feat of strength the target must say, "Instant Might" before performing the feat. An example of this use would be to pick up 2 fallen comrades and run to safety. (Out of game the players would run with the feat user, while the feat user pantomimes carrying them) It can also be used to jump a great distance or height, as well as to lift a large gate, but not monstrously large gates. This substance is active as soon as ingested and only lasts for 20 seconds. This substance can only be made as a potion. *(Construct 1 silver)*

Poison Antidote I. – This substance removes the effects of 1 character effecting alchemical substance. The target effect must be known at the time the antidote is created. This substance can only be made as a potion. *(Construct 1 silver)*

Stop Death. – This substance allows the alchemist to raise 1 target from 0 H.P. to 1 H.P. when poured down a target's throat. It will not remove any other

effects and it will not increase the targets H.P. above 1, regardless of repeated uses. This substance can only be made as a potion. *(Construct 1 silver)*

Alchemy Level 2 (X.P. value to construct 20/ Value from Deconstruction 10)

Alchemist's Acid. – This substance removes the effects of Alchemist's Glue I & II. It can only be made as a contact solution. *(Construct 2 silver)*

Alchemist's Glue I. – This substance adheres any 2 surfaces inseparably. It can be removed by Alchemist's Acid, or disarming magic. This substance can only be made as a contact solution. *(Construct 2 silver)*

Confusion. – This substance renders the target unable to use any in game skills due to utter confusion. The effect lasts for 5 minutes or until removed. This substance can be made as a potion or contact solution. *(Construct 2 silver)*

Damage Coating II. – This substance acts as Damage Coating I, except it bestows a + 2 rather than a + 1. It can only be made as a contact solution. *(Construct 2 silver))*

Healing Potion I. – This substance returns 1 lost H.P. to the target. Multiple substances can be used to return additional lost H.P. This substance can only be made as a potion. *(Construct 2 silver)*

Paranoia. - This substance renders a target paranoid. The target will believe everyone, even their friends are out to get them. The effect lasts for 20 minutes, or until removed. This substance can be made as a potion or contact solution. *(Construct 2 silver)*

Sleeping Potion I. – This substance renders the target asleep for 15 minutes or until removed. This substance can only be made as a potion. *(2 silver)*

Alchemy Level 3 (X.P. value to construct 40/ Value from Deconstruction 20)

Alchemist's Glue II. – This substance acts as Alchemist's Glue I, but will endure 1 disarming spell or effect. This effect lasts until removed, or until used to endure a disarming effect. This substance can only be made as a contact solution. *(Construct 3 silver)*

Alchemical Lubricant. – This substance causes the target item to become so slippery it can not be picked-up or stood on. This effect lasts until removed. This substance can only be made as a contact solution. *(Construct 3 silver)*

Black Acid. – This substance will dissolve Alchemist's Glue I & II as well as destroy any non-magical item. This substance can only be made as a contact solution. *(Construct 3silver)*

Instant Might II. – This substance acts as instant Might I, but lasts for 1 combat plus 5 minutes or until used. This substance can only be made as a potion. *(Construct 3 silver)*

Sleeping Potion II. – This substance renders 1 target asleep indefinitely. This effect last until removed. This substance can be made as a potion or contact solution. *(Construct 3 silver)*

Alchemy Level 4 (X.P. value to construct 80/ Value from Deconstruction 40)

Damage Coating III. – This substance acts as Damage Coating I & II, but adds 3 points of damage. This substance can only be made as a contact solution. *(Construct 4 silver)*

Healing II. – This substance returns up to 3 lost H.P. to 1 target per usage. This substance can only be made as a potion. *(Construct 4silver)*

Lotus Nectar. – This substance erases the past 1 hour of memory of 1 target, and allows the alchemist to fill the missing hour with any story they wish, by telling the target what they want them to remember. This effect lasts until removed. If the effect is not removed within 15 minutes, it can not be revered by any means. This substance can only be made as a potion. *(Construct 4 silver)*

Survive Weapon. – This substance is a version of the "Avoidance" spell, but does not count as a spell for the purposes of stacking. It will stack with the spell, but not with addition uses of the substance. This substance can only be made as a contact solution. *(Construct 4 silver)*

Alchemy Level 5 (X.P. value to construct 160/ Value from Deconstruction 80)

Love Potion. – This substance is a 2-dose substance. Both doses must be used before it takes effect. It will cause both targets (specified at time of construction) to fall madly in love with each other. Once the first dose is taken, the second dose must be taken within 10 minutes, or the substance is lost with no effect. This effect lasts until removed. This substance can be made as a potion or contact solution. *(Construct 5 silver)*

White Acid. – Functions as all the other alchemical acid solution, but will destroy any item, even magic items, of the mass of a suit of armor or less. White

Acid is also a poison that causes 40 points of damage when ingested, protection from poison will not stop this effect. This substance can be made as a potion or contact solution. *(Construct 5 silver)*

Alchemy Level 6 (X.P. value to construct 320/ Value from Deconstruction 160)

Damage Coating IV. – This substance functions as damage coating I-III, but adds + 4 points to the damage call. It can be made only as a contact solution. *(Construct 6 silver)*

Deadly Poison. – This substance instantly drops a target's H.P. below 0. It can be made as a potion or contact solution. *(Construct 6 silver)*

Healing III. – This substance returns up to 5 lost H.P. to 1 target, per   use. It can only be made as a potion. *(Construct 6 silver)*

Paralyzing Poison. – This substance renders 1 target completely paralyzed (as if turned to stone) for 1 hour or until removed. This substance can be made as a potion or contact solution. *(Construct 6 silver)*

Survive Spell. – This substance is a version of "spell avoidance". It does stack with the spell, but not with subsequent uses of the substance. It can be made as a potion or contact solution. *(Construct 6 silver)*

Alchemy Level 7 (X.P. value to construct 640/ Value from Deconstruction 320)

Berserk. – This substance causes 1 target to attack the closest available target; friend or ally makes no difference. The target will become a mindless attacking machine, unable to stop attacking with every combat skill or spell available to them, starting with their most powerful spells and/or abilities and working there way down their skill list. They will always choose the target closest to them regardless of all other considerations. The effect lasts 10 minutes or until removed. It can be made as a potion or contact solution. *(Construct 7 silver)*

Poison Antidote II. – This substance removes all negative alchemical effects on 1 target. It can only be made as a potion. *(Construct 7 silver)*

Survive Element. – This substance allows the target to withstand the next elemental attack against them. The type of element must be chosen at the time of creation. This effect lasts until used. It does stack with different elements, but not with multiples of the same element. This substance can only be made as a potion. *(Construct 7 silver)*

Survive Poison. – This substance allows the target to withstand the next negative alchemical substance they ingest or contact. Its effect last until used. It can only be made as a potion. *(Construct 7 silver)*

Alchemy Level 8 (X.P. value to construct 1280/ Value from Deconstruction 640)

Freedom. – This substance allows the alchemist to remove an immobilizing effect from 1 target other than them self, (because they are immobile). It can be made as a potion or a contact solution. *(Construct 8 silver)*

Smelling Salts. – This substance will awaken any target sleeping as a result of a spell, alchemy, or "ambush". It can only be made as a contact solution, (then pantomime inhaled). *(Construct 8 silver)*

Soften Stone. – This substance removes the effects of being turned to stone from 1 target. It can only be made as a contact solution. *(Construct 8 silver)*

Alchemy Level 9 (X.P. value to construct 2560/ Value from Deconstruction 1280)

Black Powder. – This substance can be detonated in a keg doing 150 points of damage to all targets within 20 feet, including walls and buildings.   This substance can only be made in a keg. *(Construct 9 silver)*

Cure All. – This substance removes all alchemical and spell effects active on 1 target. This substance can be made as a potion or a contact solution. *(Construct 9 silver)*

Alchemy Level 10 (X.P. value to construct 5120/ Value from Deconstruction 2560)

Abu`rabu`simbu`tu. – This substance renders 1 target, specified at the time the substance was created, completely mind controlled and enslaved to the alchemist. The effect lasts until removed. This substance can only be made as a potion. (Construct 1 gold)

Tinkering & Tinkering Items

Tinkering is the common production skill among the "Technocrats". The Technocrats are a group of beings made up of all the player races, that have been cut off from the rest of Albion since The War of the Veil. Because of the magic flux created back then, the Technocrats were forced to explore technological advances rather than rely on magic. Tinkering is the result of their technological studies. Technocrats start off with access to the tinkering system , with no other prerequisites. All non-technocrats must have level ten smithing and level ten alchemy as well as be taught in-game by a character or N.P.C. with the tinkering skill, in order to have access to the tinkering system. **All craft skills, including Smithing, Alchemy, and Tinkering, require a G.S.O. set of tools to be visible and used in the construction and deconstruction of items. The construction of such a set of tools is free to the player with the crafting skill.** Time to construct a tinkering item is equal to one minute times the level of the item, but deconstructs are 2 minutes for all items regardless of level. All tinkering items (game tags not G.S.O.s) must be crafted in-game at an event.

For more information regarding Technocrats, see their description under "Races".

1st Level Tinkering Skill. – This is the ability to construct or deconstruct 1st level tinkering items. It costs 100 X.P. for this skill and can only be purchased once.

- **Tinkering Light.** – This crafting results in an item that allows the tinkerer to use a modern light source for light. (Battery operated portable lights/lanterns are good examples). *(Cost to construct 10xp + 1 silver. Deconstruction returns 5xp)*
- **Bullets (Normal)** – This crafting results in an ablative ten times ever use "batch of bullets" that can be fired from a gun per the guns allotted shooting requirements. *(Cost to construct 20xp + 5 silver. Deconstruction returns 10xp)*
- **Gears** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 10xp + 1 bronze. Deconstruction returns 5xp)*
- **Springs** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 10xp + 1 bronze. Deconstruction returns 5xp)*
- **Cogs** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 10xp + 1 bronze. Deconstruction returns 5xp)*

- **Pocket Watches** - This crafting results in an item that keeps time and should be represented in-game by this exact named item. To create this item the tinkerer must have and use 3 cogs, 2 springs, and 3 gears. The cogs, springs, and gears are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 5xp + 5silver. Deconstruction returns 2.5xp)*

- **Sun Glasses** - This crafting results in an item that can be worn over the eyes to protect the individual using it from the sun or to make them look trendy. The item should be represented in-game by this exact named item. To create this item the tinkerer must have and use 2 lenses. The lenses are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 2xp + 1 bronze. Deconstruction returns 1xp)*

- **Optical Lens** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 10xp + 1 bronze. Deconstruction returns 5xp)*

2nd Level Tinkering Skill. – This is the ability to construct or deconstruct 2nd level tinkering items. It costs 200 X.P. for this skill and can only be purchased once.

- **Alchemical Injector 1** - This crafting results in an item that allows the tinkerer to pre-load a 1st level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply a stop death when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2" X 2" and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 100xp + 1Gold. Deconstruction returns 50xp)*

- **Ratchets** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 20xp + 1 Silver. Deconstruction returns 10xp)*

- **Levers** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 20xp + 1 Silver. Deconstruction returns 10xp)*
- **Tubes** - This crafting results in an item that can be used in the construction of more complicated items requiring this specific part. *(Cost to construct 20xp + 1 Silver. Deconstruction returns 10xp)*
- **Timer/Detonator** - This crafting results in an item that can be attached to the ninth level alchemical black powder keg, or to any trap, that will cause the attached item to "go off" or activate at a specified time interval. The item is completely destroyed upon use. To create this item the tinkerer must have and use 1spring, 1lever, and 1ratchet. The spring, lever, and ratchet are "used" in the item construction and are returned as those parts when the item is deconstructed, but not if the item is lost due to use. *(Cost to construct 20xp + 7 Silver. Deconstruction returns 10xp)*
- **Compass** - This crafting results in an item that will indicate true north. The item should be represented by the actual item of this name. *(Cost to construct 20xp + 7 Silver. Deconstruction returns 10xp)*
- **Crossbow** - This crafting results in an item that can be used to rapidly fire crossbow bolts. The bolts do pierce damage (any effect in addition to pierce such as divine or flame, must be called prior to calling pierce damage; for example, "Flame pierce 5"). A Nerf repeating crossbow should be used to represent this item in-game. The bolts can be validated by a standard quiver tag and must be of Nerf type in material. Crossbows do base 5 damage. To create this item the tinkerer must have and use 6 cogs, 3springs, 2 ratchets, 1 lever, and 2 gears. The cogs, springs, ratchets, lever, and gears, are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 50xp + 1 Gold. Deconstruction returns 25xp)*

3rd Level Tinkering Skill. – This is the ability to construct or deconstruct 3rd level tinkering items. It costs 400 X.P. for this skill and can only be purchased once.

- **Alchemical Injector 2** - This crafting results in an item that allows the tinkerer to pre-load a 2nd level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply healing when the user's hit points drop to

zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 200xp + 2Gold. Deconstruction returns 100xp)*

- **Re-Breather** - This crafting results in an item that allows the user to breathe and cast while under water. This item must be represented by an item that contains a mouth piece and a hose connecting the mouth piece to a visible tank of some sort. The tank does not have to be large and can be represented by two or more parts. To create this item the tinkerer must have and use 3 cogs, 2 tubes, 1 ratchet, and 2 gears. The cogs, tubes, gears, and ratchet are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 100xp + 2Gold. Deconstruction returns 50xp)*

- **Triple Shot Alchemical Injector 1** - This crafting results in an item that allows the tinkerer to pre-load three 1st level alchemical substances that will automatically inject a single or all three of the substances into them when a given circumstance or circumstances arises. For example; the injector would apply a stop death when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 9 cogs, 3spring, 3tube, and 6 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 200xp + 2Gold. Deconstruction returns 100xp)*

4th Level Tinkering Skill. – This is the ability to construct or deconstruct 4th level tinkering items. It costs 800 X.P. for this skill and can only be purchased once.

- **Alchemical Injector 3** - This crafting results in an item that allows the tinkerer to pre-load a 3rd level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2" X 2" and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 400xp + 2Gold. Deconstruction returns 200xp)*

- **Auto Lock Picks 1** - This crafting results in an item that can be used to automatically pick any non-magical level 1 lock. The player using the device does not need the "Professional Lock Smith" skill for the attempt to be automatically successful. One tube is destroyed each time the device is used and must be replaced before the device will function again. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed, unless a tube has been used and not replaced, then all but the used tube will be returned. *(Cost to construct 100xp + 1Gold. Deconstruction returns 50xp)*

- **Triple Shot Alchemical Injector 2** - This crafting results in an item that allows the tinkerer to pre-load three 2nd level alchemical substances that will automatically inject a single or all three of the substances into them when a given circumstance or circumstances arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2" X 2" and strapped to the user's arm. To create this item the tinkerer must have and use 9 cogs, 3spring, 3tube, and 6 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned

as those parts when the item is deconstructed. *(Cost to construct 400xp + 4 Gold. Deconstruction returns 200xp)*

5th Level Tinkering Skill. – This is the ability to construct or deconstruct 5th level tinkering items. Tinkering 5 allows the tinkerer to apply an additional effect to any bullet they craft. The effects that can be added are; Divine, Spirit, Arcane, Flame, Ice/water, Air/wind, Earth/Stone, or Time. Both the additional damage and bang damage are called. For example; "Divine Bang 50!" It costs 1000X.P. this skill and can only be purchased once.

- **Alchemical Injector 4** - This crafting results in an item that allows the tinkerer to pre-load a 4th level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 600xp + 4 Gold. Deconstruction returns 300xp)*
- **Auto Lock Picks 2** - This crafting results in an item that can be used to automatically pick any non-magical level 2 lock. The player using the device does not need the "Professional Lock Smith" skill for the attempt to be automatically successful. One tube is destroyed each time the device is used and must be replaced before the device will function again. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed, unless a tube has been used and not replaced, then all but the used tube will be returned. *(Cost to construct 200xp + 2Gold. Deconstruction returns 100xp)*

- **Triple Shot Alchemical Injector 3** - This crafting results in an item that allows the tinkerer to pre-load three 3rd level alchemical substances that will automatically inject a single or all three of the substances into them when a given circumstance or circumstances arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 9 cogs, 3spring, 3tube, and 6 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 600xp + 8 Gold. Deconstruction returns 300xp)*

6th Level Tinkering Skill. – This is the ability to construct or deconstruct 6th level tinkering items. It costs 1500 X.P. for this skill and can only be purchased once.

- **Alchemical Injector 5** - This crafting results in an item that allows the tinkerer to pre-load a 5th level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 800xp + 8 Gold. Deconstruction returns 400xp)*
- **Triple Shot Alchemical Injector 4** - This crafting results in an item that allows the tinkerer to pre-load three 4th level alchemical substances that will automatically inject a single or all three of the substances into them when a given circumstance or circumstances arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an

alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector in one minute. This item must be represented by an item that is square and approximately 2″ X 2″ and strapped to the user's arm. To create this item the tinkerer must have and use 9 cogs, 3spring, 3tube, and 6 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 800xp + 10 Gold. Deconstruction returns 400xp)*

Goggles of Identification - This crafting results in an item that allows the crafter only to use to identify any magical item of any single school. For half the crafting cost, and additional school may be added to the goggles as a second and/or third lens. This item should be represented by "Steam-Punk" appropriate goggles, in-games. To create this item the tinkerer must have and use 2 cogs, 3 spring, 3 ratchets, 2-6 lenses, and 6 gears for each lens type. The cogs, spring, gears, lenses, and ratchets are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 800/400/400xp + 10/5/5 Gold. Deconstruction returns 400/200/200xp)*

Auto Lock Pick 3 - This crafting results in an item that can be used to automatically pick any non-magical level 3 lock. The player using the device does not need the "Professional Lock Smith" skill for the attempt to be automatically successful. One tube is destroyed each time the device is used and must be replaced before the device will function again. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed, unless a tube has been used and not replaced, then all but the used tube will be returned. *(Cost to construct 400xp + 4 Gold. Deconstruction returns 200xp)*

Spell Steal Device 1 - This crafting results in an item that the crafter or any character must carry to use, with the ability to steal any spell, fifth level or lower, cast at the user from one of the three standard schools of magic. The effect acts as a spell defense, but now allows the individual using the item to cast that spell rather than take damage or effect from that spell. This is not a spell reversal, and the stolen spell may be kept indefinitely until used. Once stolen, the user of the item may cast the spell as if from memory. Once the item contains a stolen spell, it cannot be used to steal any additional spells.

The stolen spell must be cast from the item before it has room to steal any more spells. The item maintains the spell it carries when in the possession of a different user but cannot be used to steal another spell until it is emptied. If the item is given to another character while it contains a stolen spell, they cannot use the spell, only the individual that stole the spell can cast it. To steal a spell with the item, the user must say "steal" as a spell defense at the time they are successfully struck by the spell they are stealing. The item can be used repeatedly but is destroyed at the start of the next game cycle if it is used more often than once per combat. If not used more than once per combat, the device is indefinitely reusable. No more than one spell steal device of any level of any kind can be equipped and/or used at any one time. It must be represented in-game by jewelry or a constructed prop that appears capable of serving its designed purpose. To create this item the tinkerer must have and use 2 gears, 1 ratchet, and 2 tubes. The gears, ratchet, and tubes are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 400xp + 4 Gold. Deconstruction returns 200xp)*

7th Level Tinkering Skill. – This is the ability to construct or deconstruct 7th level tinkering items. It costs 2000 X.P. for this skill and can only be purchased once.

- **Advanced Targeting Solar Optic Site** - This crafting results in an item that can be attached to any gun allowing that gun to do triple damage 1 X/ game cycle. The Site is attached to the gun and not the player so transferring a gun to a different player will not reset the sites ability. The site should be represented by a laser pointer of some sort attached to the gun. To create this item the tinkerer must have and use 2 cogs, 3 lenses, and 1 tube. The cogs, lenses, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 1200xp + 12 Gold. Deconstruction returns 600xp)*
- **Re-Breathing Environmental Protection Filter Mask** - This crafting results in an item that allows the user to breathe and cast while under water and to function on alternate planes and in environmentally hazardous areas as if under the effects of the 7th level "Planar Shield" spell. This item should be represented in-game by some sort of "Steam-Punk" appropriate gas mask to plague mask. To create this item the tinkerer must have and use 3 cogs, 6

tubes, 2 ratchet, 2 lenses, and 4 gears. The cogs, tubes, gears, and ratchet are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 1200xp + 12 Gold. Deconstruction returns 600xp)*

- **Mechanical Wings (Super leap and slow fall)** - This crafting results in an item that will allow the wearer to super leap as if they possessed a plus 6 super human strength and slow fall from great heights without injury. This item must be represented in-game by wings that look mechanical and that will not be confused with wings worn by Fairy-kin. To create this item the tinkerer must have and use 6 cogs, 3 gears, and 6 tubes, and 2 ratchets. The cogs, gears, ratchets, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 1200xp + 12 Gold. Deconstruction returns 600xp)*

- **Spell Steal Device 2** - This crafting results in an item that the crafter or any character must carry to use, with the ability to steal any spell, tenth level or lower, cast at the user from one of the three standard schools of magic. The effect acts as a spell defense, but now allows the individual using the item to cast that spell rather than take damage or effect from that spell. This is not a spell reversal, and the stolen spell may be kept indefinitely until used. Once stolen, the user of the item may cast the spell as if from memory. Once the item contains a stolen spell, it cannot be used to steal any additional spells. The stolen spell must be cast from the item before it has room to steal any more spells. The item maintains the spell it carries when in the possession of a different user but cannot be used to steal another spell until it is emptied. If the item is given to another character while it contains a stolen spell, they cannot use the spell, only the individual that stole the spell can cast it. To steal a spell with the item, the user must say "steal" as a spell defense at the time they are successfully struck by the spell they are stealing. The item can be used repeatedly but is destroyed at the start of the next game cycle if it is used more often than once per combat. If not used more than once per combat, the device is indefinitely reusable. No more than one spell steal device of any level of any kind can be equipped and/or used at any one time. It must be represented in-game by jewelry or a constructed prop that appears capable of serving its designed purpose. To create this item the tinkerer must have and use 2 gears, 1 ratchet, and 2 tubes. The gears, ratchet, and tubes are "used" in the item construction and are returned as

those parts when the item is deconstructed. *(Cost to construct 1200xp + 12 Gold. Deconstruction returns 600xp)*

8ᵗʰ Level Tinkering Skill. – This is the ability to construct or deconstruct 8h level tinkering items. It costs 2500 X.P. for this skill and can only be purchased once.

- **Infused Armor** - This crafting results in an item that is permanently attached to the character in the form of "Steam-Punk" style gears. The armor must cover 15% of the player's body and must be visible to receive the benefit. The armor can be repeatedly built for full price and added to the player under the same requirements. At 15% the armor offers a threshold of 2 making the player immune to all damage of 2 hit points or less. At 30% covering, the threshold becomes 3 hit points, at 45% the threshold becomes 4 hit points, at 60% the threshold becomes 5 hit points. No additional benefit passed a threshold of five is given for repeated crafting or from adding additional gear/armor to the player. To create this item the tinkerer must have and use 6 cogs and 6 gears per crafting. The cogs and gears, "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 2400xp + 15 Gold. Deconstruction returns 1200xp)*
- **Attached Melee** Weapon - This crafting results in a melee weapon that is part of the player and must always be worn as part of the player's costuming. The weapon cannot be removed and cannot be disarmed by spell or effect, though some spells or effects may still render the weapon unusable for a time, such as "hands of stone" or "blindness".. The weapon must be made from an existing in-game weapon constructed from smithing or tinkering. In addition to the weapon, the tinkerer must have and use 6 tubes and 2 levers, and 4 ratchets. The tubes, ratchets, and levers, are "used" in the item construction and are returned as those parts when the item is deconstructed, but the weapon initially used is destroyed by and not returned from deconstruction. *(Cost to construct 2400xp + 15 Gold. Deconstruction returns 1200xp)*
- **Triple Shot Spell Steal 1** - This crafting results in an item that the crafter or any character must carry to use, with the ability to steal 3 spells, fifth level or lower, cast at the user from one of the three standard schools of magic. Only the exact same spell may be captured in the spell steal device at

one time. The effect acts as a spell defense, but now allows the individual using the item to cast that spell rather than take damage or effect from that spell. This is not a spell reversal, and the stolen spells may be kept indefinitely until used. Once stolen, the user of the item may cast the spell as if from memory. Once the item contains 3 stolen spells, it cannot be used to steal any additional spells. At least one stolen spell must be cast from the item before it has room to steal any more spells. The item maintains the spell it carries when in the possession of a different user but cannot be used to steal another spell until it is emptied. If the item is given to another character while it contains a stolen spell, they cannot use the spell, only the individual that stole the spell can cast it, but the user may continue to capture the same spell if the device is not full and then may cast the spells they have captured. To steal a spell with the item, the user must say "steal" as a spell defense at the time they are successfully struck by the spell they are stealing. The item can be used repeatedly but is destroyed at the start of the next game cycle if it is used to steal more than three spells in one combat. If not used to steal more than three spells in one combat, the device is indefinitely reusable. No more than one spell steal device of any level of any kind can be equipped and/or used at any one time. It must be represented in-game by jewelry or a constructed prop that appears capable of serving its designed purpose. To create this item the tinkerer must have and use 6 gears, 3 ratchets, and 6 tubes. The gears, ratchets, and tubes are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 2400xp + 15 Gold. Deconstruction returns 1200xp)*

9th Level Tinkering Skill. – This is the ability to construct or deconstruct 9th level tinkering items. It costs 3000 X.P. for this skill and can only be purchased once.

- **Gun** - This crafting results in an item that can be used to fire a bullet at a target once before needing reloaded. Reloading the gun takes a full uninterrupted minute of concentration and absolutely any distraction from the act of reloading, even talking, will cause the person reloading the gun to have to start over. The projectile does "Bang 50" damage and as such ignores all protectives except for protection from missiles and the agility dodge boon.

The gun must be represented in-game by a Nerf gun the fires the standard Nerf ammunition used by Annwn (the small foam darts). To create this item the tinkerer must have and use 3 cogs, 4 gears, 1tube, and 2 ratchets. The cogs, gears, ratchets, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 3000xp + 20 Gold. Deconstruction returns 1500xp)*

- **Sturdy Alchemical Injector** - This crafting results in an item that allows the tinkerer to pre-load any level alchemical substance that will automatically inject the substance into them when a given circumstance arises. For example; the injector would apply healing when the user's hit points drop to zero, or would apply an alchemical antidote if the user was targeted by a harmful alchemical substance. It is intended as, but not restricted to, a counter, cure, or heal. An alchemical substance can be loaded into the injector on a two count. This item must be represented by an item that is square and approximately 2" X 2" and strapped to the user's arm. To create this item the tinkerer must have and use 3 cogs, 1spring, 1tube, and 2 gears. The cogs, spring, gears, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 3000xp + 20 Gold. Deconstruction returns 1500xp)*

- **Triple Shot Spell Steal 2** - This crafting results in an item that the crafter or any character must carry to use, with the ability to steal y 3 spells, tenth level or lower, cast at the user from one of the three standard schools of magic. Only the exact same spell may be captured in the spell steal device at one time. Differing spells cannot be held simultaneously. For example if the user steals a "web" spell, the next two spells that can be stolen must also be "web" spells, until all spells have been used leaving the device empty for another spell to be stolen. The effect acts as a spell defense, but now allows the individual using the item to cast that spell rather than take damage or effect from that spell. This is not a spell reversal, and the stolen spells may be kept indefinitely until used. Once stolen, the user of the item may cast the spells as if from memory. If the item is transferred to another character or removed from the user's possession, any spells stored in it are lost, but the item retains its spell stealing ability. Once the item contains 3 stolen spells, it cannot be used to steal any additional spells. At least one of the stolen spells must be cast from the item before it has room to steal any more spells. This limitation cannot be avoided by transferring possession of the item to another character and then back. The item maintains the spells it

carries when in the possession of a different user until it is used to steal another spell, at which point it is emptied of all but the newly captured spell. If the item is given to another character while it contains a stolen spell, they cannot use the spell, only the individual that stole the spell can cast it. To steal a spell with the item, the user must say "steal" as a spell defense at the time they are successfully struck by the spell they are stealing. The item can be used repeatedly but is destroyed at the start of the next game cycle if it is used to steal more than three spells per combat. If not used to steal more than three spells per combat, the device is indefinitely reusable. No more than one spell steal device of any level of any kind can be equipped and/or used at any one time. It must be represented in-game by jewelry or a constructed prop that appears capable of serving its designed purpose. To create this item the tinkerer must have and use 6 gears, 3 ratchets, and 6 tubes. The gears, ratchets, and tubes are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 3000xp + 20 Gold. Deconstruction returns 1500xp)*

10th Level Tinkering Skill. – This is the ability to construct or deconstruct 10th level tinkering items. With 10th level tinkering the tinkerer becomes an "Inventor". Being an inventor allows the tinker to petition narrators for the creation and inclusion in-game of their own invented tinkering items. It costs 3500 X.P. for this skill and can only be purchased once.

- **2 Shot Gun** - This crafting results in an item that can be used to fire a bullet at a target twice before needing reloaded. Reloading the gun takes a full uninterrupted minute of concentration for each bullet and absolutely any distraction from the act of reloading, even talking, will cause the person reloading the gun to have to start over. (Each bullet is considered a separate reloading so interrupting the second reloading will only result in having to start that reloading over and not both of them.) The projectiles do "Bang" damage and as such ignore all protectives except for protection from missiles and the agility dodge boon. The gun must be represented in-game by a Nerf gun the fires the standard Nerf ammunition used by Annwn (the small foam darts). If the player has only a single shot Nerf gun representing their two-shot weapon, they may use the two shot gun as a "quick-loader" allowing them to immediately reload the gun in real time with interruptions and distractions not effecting them in–

game. To create this item the tinkerer must have and use 6 cogs, 8 gears, 2tube, and 4 ratchets. The cogs, gears, ratchets, and tube are "used" in the item construction and are returned as those parts when the item is deconstructed. *(Cost to construct 6000xp + 40 Gold. Deconstruction returns 3000xp)*

Fighting Skills

Fighting skills represent the fighting prowess and combat athleticism of the character. The cost of fighting skills increase with the level of the skill, and come not only with the ability to use a weapon at more than base value, but increase character H.P.. (Base values for all weapons vary, but a player with no fighting skill can use any weapon and deal 1 point of damage per strike. Individual preference decides what weapon a player will use at any given time, providing they have an approved G.S.O. for the weapon, and a valid item tag.) Certain levels of fighting skills also give additional benefits. Each fighting skill is a prerequisite for the next level fighting skill, for example; a character with no fighting skills must purchase 1st Level Fighting skill prior to purchasing 2nd Level fighting skill and so on. Fighting skills are not required to use shields or ware armor of any type (a valid item tag and G.S.O. or valid tag and costuming is required to use them).

1st Level Fighting Skills. - The player can now swing any weapon for the weapon specific base damage value and receive +5 H.P.. This skill costs 100 X.P. and can only be purchased once.

2nd Level Fighting Skills. - +1 additional damage with every strike. +5 H.P. This skill costs 200 X.P. and can only be purchased once.

3rd Level Fighting Skills. - +1 additional damage with every strike. +5 H.P. This skill costs 400 X.P. and can only be purchased once.

4th Level Fighting Skills. - +1 additional damage with every strike. +5 H.P. This skill costs 800 X.P. and can only be purchased once.

5th Level Fighting Skills. - +1 additional damage with every strike. +5 H.P. In addition, you now have the ability to perform an Epic Strike 3 times per game day. An Epic Strike allows the character to strike for 3 times the total damage they would otherwise yield. An Epic Strike is performed by calling out "Epic Strike!" prior to delivering the blow with the damage amount. This skill lasts until a target is struck or a magical or other type of defense cancels out the strike. Striking a shield will not cancel the strike. The player may continue to

swing their Epic Strike after contact with a shield, until contact is made with the target or a valid defense other than a shield cancels out the strike. Once called, an Epic Strike is used on the next valid target struck. If combat breaks for more than five minute, the strike is lost as if used, but no damage is delivered to any one. This skill costs 1600 X.P. and can only be purchased once.

6th Level Fighting Skills. - +1 to base damage with every strike. +5 H.P. This skill costs 3200 X.P. and can only be purchased once.

7th Level Fighting Skills. - +1 to base damage with every strike. +5 H.P. This skill costs 6400 X.P. and can only be purchased once.

8th Level Fighting Skills. - +1 to base damage with every strike. +5 H.P. This skill costs 10,000 X.P. and can only be purchased once.

9th Level Fighting Skills. - +1 to base damage with every strike. +5 H.P. This skill costs 15,000 X.P. and can only be purchased once.

10th Level Fighting Skills. - +2 additional damage with every strike. +5 H.P. In addition, you now have the ability to perform a Legendary Strike 1 time per game cycle. A Legendary Strike allows the character to strike a target killing it or destroying it instantly without charging the target of the strike any soul points to resurrect (this is often referred to as "the ten minute timeout"). There is NO defense to a Legendary Strike other than a greater being   boon   specifically designed to do so. A Legendary Strike is performed by calling out "Legendary Strike!" prior to delivering the blow. No damage amount needs to be called for a Legendary Strike. A shield cannot block a legendary strike. Impacting a shield will cause the strike to take effect just as a spell effect would. Once called, a Legendary Strike can only be used on the target at the time. If combat with that target breaks, the strike may be "put on hold"   until such time as that exact target becomes valid in combat again. Striking other targets normally during melee will NOT cause a Legendary Strike to be used or lost, only "put on hold". A Legendary Strike can remain on hold until the next skill reset period that would restore it. At that reset, the strike on hold is replaced by a fresh unused strike. This skill costs 20,000 X.P. and can only be purchased once.

Magic Skills

There are 3 standard player schools of magic in the game; Arcane Magic, Divine Magic, and Thaumaturgy. The school purchased must be specified when the magic level is purchased. Magic is purchased by the school of magic specifically, and allows you

access to all the spells of the school and level purchased. Each purchased spell level gives the character the ability to cast 10 spells of that school, of that level per day in any combination. It also allows the character to perform ceremonial magic rites of that school and level, as well as to construct or break down magic items of that school for X.P.. Multiple rites can be performed simultaneously by multiple casters (1 caster per rite is required) or rites can be performed one right after another by a single caster. Time and costs are the only limitations. Unlike fighting and alchemical skills, magic skills may be purchased multiple times, for example; a character can buy 1st Level Arcane Magic skill three times and may now cast 30 1st Level Arcane spells per day. Just like fighting however, 1st level magic is a prerequisite for 2nd level magic and so on. Purchasing a spell level "unlocks" the character's ability to purchase the next spell level in that school any amount of times they have enough loose X.P. to spend on it. Players may decide they prefer many 2nd level spells but not 1st level spells so they may purchase 2nd level magic multiple times, but 1st level magic only once just to "unlock" the second level spells. Purchasing spell levels in one school of magic does not prevent you from purchasing spell levels in other schools of magic, but it does NOT unlock the next spell level of any school other than its own.

All spells have an effect type associated with them, this is primarily to allow players to know if their specific race immunities apply to a given spell, what protectives may apply, or what spells are effected by any plot points. It is not necessary to memorize the spell types, but would be a good idea to know if you are immune to them.

Most spells require an incantation before the effect can be delivered. Should the incantation be mispronounced, interrupted by the caster's decision making, or otherwise not completed properly, under most circumstances, the spell is lost from the caster's spell pool, and the spell does not function; however, spells cast while not in a combat situation *can be* viewed less stringently in regards to this rule, unless they are combat only spells such as damage or immobilizing spells. Healing, protectives, or other spells that specifically DO NOT impart a combat affect can be touch cast without the use of a spell packet. This includes the act of casting protectives or "buffs" on your own character during combat.

1st Level Magic. – This gives the character the ability to cast 10 1st level spells and any number of 1st level rites of a specific school per day. This skill costs 100 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased.

2nd Level Magic. - This gives the character the ability to cast 10 2nd level spells and any number of 2nd level rites of a specific school per day. This skill costs 200 X.P.

and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

3rd Level Magic. - This gives the character the ability to cast 10 3rd level spells and any number of 3rd level rites of a specific school per day. This skill costs 400 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

4th Level Magic. - This gives the character the ability to cast 10 4th level spells and any number of 4th level rites of a specific school per day. This skill costs 800 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school) .

5th Level Magic. - This gives the character the ability to cast 10 5th level spells and any number of 5th level rites of a specific school per day. In addition, this skill gives the character the ability to construct magic spell scrolls of that school, and use magic spell scrolls of all schools. To create a spell scroll, a G.S.O. of paper of at least 3″ by 5″ must be designated as the scroll. Only 1 spell per scroll can be present on the scroll, and the spell to be placed is deducted from the creating caster's spell total for that level for that cycle, as if cast. The scroll must be prepared in advance of use, when the caster is NOT in combat, but IS at an official Annwn game event. The player needs to cast the desired spell onto the intended G.S.O. paper, write down the specific spell, school, and level on the G.S.O. and sign it with their real out of game signature to make the scroll a valid, tagged, in-game item. It costs no X.P. to create this scroll and unlike "turn-in scrolls" scrolls created with the 5th level magic boon have NO X.P. value. Once created, the magic spell scroll can be used by any character with the skill to use magic spell scrolls. This skill costs 1600 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

6th Level Magic. - This gives the character the ability to cast 10 6th level spells and any number of 6th level rites of a specific school per day. This skill costs 3200 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

7th Level Magic. - This gives the character the ability to cast 10 7th level spells and any number of 7th level rites of a specific school per day. This skill costs 6400 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

8th Level Magic. - This gives the character the ability to cast 10 8th level spells and any number of 8th level rites of a specific school per day. This skill costs 10,000 X.P.

and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

9th Level Magic. - This gives the character the ability to cast 10 9th level spells and any number of 9th level rites of a specific school per day. This skill costs 15,000 X.P. and may be purchased multiple times. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

10th Level Magic. - This gives the character the ability to cast 10 10th level spells and any number of 10th level rites of a specific school per day. In addition, the caster can now use any hand-held game safe item as a vehicle through which they can cast any spell they have skill and spells to cast as if it were a non-thrown spell packet, three times per game cycle. For example, any healing or damaging spell, or spell effect can be delivered in the same manner as a weapon damage call, when using the game safe item. This skill costs 20,000 X.P. and may be purchased multiple times. Purchasing the skill multyiple times will NOT increase the three times per game cycle spell strike ability. The character chooses the school each time the skill is purchased (Providing the character has the previous spell level in that school).

Spell List By School

Level	School	Spell	Verbal	Effect/Damage	Duration
1	A-D-T	Avoidance	"I bestow avoidance" ... ("Avoid")	Weapon Defense *(Protective)*	Until Used
1	A-D-T	Distraction	"Distraction"	Target chooses another opponent *(Fumble)*	1 Attack
1	A-D-T	Light	"Light"	Makes Light *(Utility)*	24 Hrs.
1	A-D-T	Startle	"Startle, booga booga"	Target Flees *(Fear)*	L.O.S.
1	A-D	Bump of Direction	"The way to (given location) is"	Discover Direction *(Utility)*	N/A
1	D-T	Trip	"Trip"	Target kneels defenseless *(Fumble)*	5 Sec.
1	A	Elemental Strike	"Flame, stone, wind, or water 5"	5 Elemental Damage x3 *(Elemental)*	N/A
1	A	Fire Dance	"Feet of flames"	Target dances in place defenseless *(Fumble)*	5 Sec.
1	A	Magical Mending	"Magic mend"	Repair Armor 50% *(Utility)*	N/A
1	D	Detect Poison	"Detect poison"	Detects Poison *(Healing)*	N/A

Level	School	Spell	Verbal	Effect/Damage	Duration
1	D	Respite	"I bestow respite"	Raise to 1 H.P. *(Healing)*	N/A
1	D	Spirit Talk	N/A	Talk to Spirits *(Healing)*	Resurrect
1	D	Turn Undead I	"Abominations turn 2"	Destroys Undead *(Turning)*	N/A
1	T	Hero's Might	"I bestow hero's might"	+2 Strength *(Utility)*	1 Combat
1	T	Spirit Mark	"I mark your spirit"	Makes Mark *(Utility)*	Removed
1	T	Summoning Level I	"I bestow the aspect of the troll/lion"	+3Hard./ +2Dam. *(Utility)*	1 Combat
1	T	Survive Poison	"I bestow protection from poison"	Alchemy Defense *(Protective)*	Until Used
Level	**School**	**Spell**	**Verbal**	**Effect/Damage**	**Duration**
2	A-D-T	Detect Magic	"Detect magic"	Detects Magic *(Utility)*	N/A
2	A-D-T	Identify (school) Item	"Identify"	Identify Magic Item *(Utility)*	N/A
2	A-D-T	Magic Alarm	"I set a magic alarm"	Sets a Magic Alarm *(Utility)*	Until Used
2	A-D-T	Spell Avoidance	"I bestow spell avoidance" … ("Avoid")	Spell Defense *(Protective)*	Until Used
2	A-D-T	Trackless Step	"Shadows hide my fate"	Hides Tracks *(Utility)*	2 Days
2	A-T	Protection/Weapons	"I bestow protection from weapons" ("Avoid")	Weapon Defense *(Protective)*	Until Used
2	A	Ethereal Strike	"Arcane 10"	10 Arcane Dam. x3 *(Damage)*	N/A
2	A	Rush of Wind	"Rush of wind"	Target falls to the ground *(Fumble)*	10 Sec.
2	A	Wizard's Arrow	"Wizard's arrow 10"	10 Arcane Dam. *(Damage)*	Until Hit
2	D	Divine Weapon	"Divine weapon"	Creates Divine Wpn. *(Utility)*	1 Combat
2	D	Halt Undead	"Halt undead"	Target Undead stays 10 ft. away *(Turning)*	Indefinite
2	D	Healing	"Healing 5"	Heals 5 H.P. *(Healing)*	N/A
2	D	Pebbles	"Magic pebbles, stone 2"	2 stone x5 *(Damage)*	Until Used
2	T	Conceal Item	"Conceal item"	Conceals 1 Item *(Utility)*	1 Cycle

Level	School	Spell	Verbal	Effect/Damage	Duration
2	T	Horrible Laughter	Laugh you bastard	Incapacitates Target *(Control)*	5 Min
Level	School	Spell	Verbal	Effect/Damage	Duration
3	A-D-T	Bind	"I bind you"	Binds Target's hands behind back *(Immobilizing)*	L.O.S.
3	A-D-T	Fumble	"Drop your (item to be dropped)"	Target Drops Item *(Fumble)*	10 Sec.
3	A-D-T	Magic Lock	"Magic lock"	Lock Target Magically *(Utility)*	Removed
3	A-D	Web	"Web"	Immobilizes Target *(Immobilizing)*	L.O.S.
3	A-T	Spirit Servant	"Spirit attend me"	Creates Spirit Servant *(Utility)*	Drop
3	A	Flame Burst	"Flame 15"	15 Flame Dam. x3 *(Elemental)*	N/A
3	A	Hands of Stone	"Hands of stone"	Target drops items *(Fumble)*	5 Sec.
3	D	Advanced Healing	"Healing 10"	Heals 10 H.P. *(Healing)*	N/A
3	D	Blindness	"I inflict you with blindness"	Blinds Target *(Immobilizing)*	10 Sec.
3	D	Detect Tracks	"Show tracks"	Reveals hidden tracks *(Utility)*	Instant
3	T	Elemental Endurance	"I bestow elemental endurance"	Elemental Defense *(Protective)*	Until Used
3	T	Halt Enemy	"Halt"	Immobilizes Target's feet *(Immobilizing)*	L.O.S.
3	T	Summoning Level II	"I bestow the aspect of a turtle/griffon"	+5 Hard./+4 Dam. *(Utility)*	1 Combat
3	T	Unmark Spirit	"I unmark your spirit"	Remove Spirit Mark *(Utility)*	N/A
Level	School	Spell	Verbal	Effect/Damage	Duration
4	A-D-T	Protection/Missiles	"I bestow protection from missiles"	Missile Defense *(Protective)*	Until Used
4	A-D-T	Magic Sleep	"Sleep"	Target falls asleep *(Sleep)*	5 Min.
4	D-T	Clear Mind	"Clear mind"	Removes Mind Efcts. *(Utility)*	N/A
4	A-T	Mesmerize Creature	"Mesmerize creature"	Target becomes passive *(Sleep)*	Until disturbed
4	A	Enchant Weapon	"I enchant you"	+1 Arcane Dam. *(Utility)*	1 Combat
4	A	Fire Trap	"I trap this (target)"	20 Flame Dam.	Until Used

Level	School	Spell	Verbal	Effect/Damage	Duration
				(Elemental)	
4	A	Magic Boulder	"Stone 20"	20 Stone Dam. x3 *(Elemental)*	N/A
4	A	Splash	"Wake-up"	Removes Sleep *(Utility)*	N/A
4	A	Wind Strike	"Wind 20"	20 Wind x3 *(Elemental)*	N/A
4	D	Detect Charm	'Manifest charm"	Detects Charm *(Utility)*	N/A
4	D	Endure Poison	"Endure poison"	Alchemy Defense *(Protective)*	Until Used
4	D	Expert Healing	"Expert healing"	Restores 50% H.P. *(Healing)*	N/A
4	D	Sun Ray	"Divine 20"	20 Divine Dam. *(Damage)*	N/A
4	T	Giant Strength	"I bestow a giant's strength"	+5 Str *(Utility)*	1 Combat or Str. Feat.
4	T	Obscure Tracks	"I obscure these tracks"	Obscures tracks *(Utility)*	Perm.
4	T	Spirit Blade	"I bestow a spirit blade"	+3 Spirit *(Utility)*	1 Combat
4	T	Spirit Burst	"Spirit 20"	20 Spirit Dam. *(Damage)*	N/A
4	T	Traceless Steps	"I bestow traceless steps"	Target Untrackable *(Utility)*	24 Hrs.
Level	**School**	**Spell**	**Verbal**	**Effect/Damage**	**Duration**
5	A-D-T	Dismiss	"I dismiss you"	Dismiss Planar Being *(Utility)*	48 Hrs.
5	A-D-T	Feeble Mind	"Taste purple"	Target Confused *(Fumble)*	5 Min.
5	A	Flame Strike	"Flame 25"	25 Flame Dam. x3 *(Elemental)*	N/A
5	A	Protection From Spells	"I bestow protection from spells"	Spell Defense *(Protective)*	N/A
5	A	Stone Strike	"Stone 25"	25 Stone Dam. x3 *(Elemental)*	N/A
5	A	Water Breathing	"Wind and water, water and air"	Water Breathing *(Elemental)*	5 Min.
5	A	Water Strike	"Water 25"	25 Water Dam. x3 *(Elemental)*	N/A
5	A	Wind Strike	"Wind 25"	25 Wind Dam. x3 *(Elemental)*	N/A
5	D	Bless	"I bestow a bless upon you"	Selects for Mass	12 Hrs.

Level	School	Spell	Verbal	Effect/Damage	Duration
				(Utility)	
5	D	Complete Healing	"You are healed"	Healed to full *(Healing)*	N/A
5	D	Divine Grace	"By grace, you are free"	Removes Spells *(Healing)*	N/A
5	D	Turn Undead II	"Abominations Turn 5!"	Destroys Undead *(Turning)*	N/A
5	T	Imbue Spell	"I empower you to cast"	Imbues Spell *(Utility)*	Until Used
5	T	Life Transference I	"Transfer 5"	-5HPtarget +5 Caster *(Transfer)*	N/A
5	T	Protection/Life Transfer	"I bestow protection from life transference" ("Avoid")	Life Transference Def. *(Protective)*	Until Used
5	T	Spirit Taint	"I taint your spirit"	Take Double Damage *(Utility)*	Removed
5	T	Summoning Level III	"I bestow the aspect of the dragon"	+10Hard./+5Dam. *(Utility)*	1 Combat
Level	**School**	**Spell**	**Verbal**	**Effect/Damage**	**Duration**
6	A-D-T	Freedom	"I free you"	Remove Imm. Spell *(Utility)*	N/A
6	A-D-T	Spirit Vision	"I bestow spirit vision"	See Invisible *(Utility)*	1 Min.
6	D-T	Spirit Touch	"Open your mind to me"	Read Spirit *(Utility)*	5 Min.
6	A	Fire Ball	"Flame 30"	30 Flame Dam. x3 *(Elemental)*	N/A
6	A	Fire Brand	"Fire brand"	Double Dam./Flame *(Elemental)*	Removed
6	A	Stone Shroud	"I inflict you with/shroud of stone"	Turn Target To Stone *(Elemental)*	5 Min.
6	A	Storm	"Stone 30"	30 Stone Dam. x3 *(Elemental)*	N/A
6	A	Wind Blast	"Wind 30"	30 Wind Dam. x3 *(Elemental)*	N/A
6	D	Divine Armor	"I bestow Divine armor"	+5 Hardness *(Utility)*	Until Used
6	D	Divine Lightning	"Divine Lightning 25"	25 Lightning Dam. *(Damage and Shock)*	5 Sec.
6	D	Mass Respite	"Mass I bestow respite"	Mass Respite *(Healing)*	N/A
6	D	Turn Undead III	"Abominations turn 6!"	Destroys Undead *(Turning)*	N/A
6	D	Smite	"Divine 30"	30 Divine Dam.	N/A

Level	School	Spell	Verbal	Effect/Damage	Duration
				(Damage)	
6	T	Acid Arrow	"Acid Arrow"	Acid effect. *(Utility)*	N/A
6	T	Enrage Spirit	"I enrage your spirit"	Berserk *(Control)*	10 Min.
6	T	Interrupt teleport	"Interrupt teleport"	Interrupts Teleport *(Utility)*	N/A
Level	School	Spell	Verbal	Effect/Damage	Duration
7	A-D-T	Dispel Magic	"I dispel (spell to be removed)"	Removes a single spell *(Utility)*	N/A
7	A-D-T	Dominate Creature	"You're in my power"	Controls Creature *(Control)*	5 Min.
7	A-D-T	Extinguish	"Extinguish"	Neutralizes Flame *(Utility)*	N/A
7	A-D-T	Planar Shield	"I shield you from (plane or description of plane)"	Makes Plane Safe *(utility)*	Removed
7	A-T	Chain Lightning	"Chain Lightning 5, lightning 5…"	5 lightning X6 *(Damage and Shock)*	Until Used
7	D-T	Restore Spirit	"I restore your spirit"	Removes Weaken *(Utility)*	N/A
7	A	Rip Tide	"Water 35"	35 Water Dam. x3 *(Elemental)*	N/A
7	A	Stone Brand	"Stone brand"	Double Dam./Stone *(Elemental)*	Removed
7	A	Wind Storm	"Wind storm 25"	25 Wind Dam., target knocked down *(Elemental)*	10 sec.
7	D	Divine Flame	"Divine flame 40"	40 Divine/Flame *(Damage and Elemental)*	N/A
7	D	Mass Healing	"Mass healing 5"	Mass Healing *(Healing)*	N/A
7	D	Turn Undead IV	"Abominations turn 7!"	Destroys Undead *(Turning)*	N/A
7	T	Cloak of Bravery	"I bestow a cloak of bravery" … ("Immune")	Immune to Fear *(Protective)*	1 Combat
7	T	Create Undead	"Create undead"	Create Undead *(Utility)*	1 Combat
Level	School	Spell	Verbal	Effect/Damage	Duration
8	A-D-T	Cobweb	"Cobweb"	Immobilize Target *(Immobilizing)*	Removed
8	A	Ice Arrow I	"Ice 40"	40 Ice Dam. x3 *(Elemental)*	N/A
8	D-T	Stifle Spirit	"I stifle your spirit"	Can't Cast *(Fumble)*	5 Min.

Level	School	Spell	Verbal	Effect/Damage	Duration
8	A	Crush	"Stone 40"	40 Stone Dam. x3 *(Elemental)*	N/A
8	A	Explosive Runes I	"I charge this rune with (cast chosen spell)"	Spell Trap *(Utility)*	1 Week
8	A	Immolate	"Immolate"	10 Dam. Per Action *(Elemental)*	Removed
8	A	Stones	"Stones, stone 20"	20 Stone x4 simultaneous *(Elemental)*	N/A
8	D	Mass Advan. Healing	"Mass healing 10"	Mass Healing *(Healing)*	N/A
8	D	Purify	"I rid you of (effect)"	Removes Alchemy *(Healing)*	N/A
8	D	Turn Undead V	"Abominations turn 8!"	Destroys Undead *(Turning)*	N/A
8	T	Feign Death	"Feign"	Protection *(Utility)*	10 Min.
8	T	Invisible Tracker	"I will see you"	Tracks Target Item *(Utility)*	24 Hrs.
8	T	Life Transference II	"Transfer 10"	-10target +10 Caster *(Transfer)*	N/A
Level	**School**	**Spell**	**Verbal**	**Effect/Damage**	**Duration**
9	A-D	Lightning Strike	"Lightning Strike 30"	30 Lightning Dam. *(Damage and Shock)*	N/A
9	A	Ice Arrow II	"Ice 45"	45 Ice Dam. x3 *(Elemental)*	N/A
9	A	Explosive Runes II	"I charge this rune with (cast chosen spell)"	Spell Trap *(Utility)*	N/A
9	A	Stones II	"Stones, Stone 20"	20 Stone Dam. x6 simult. *(Elemental)*	N/A
9	A	Suffocate	"Suffocate"	Kills *(Elemental)*	2 Min
9	A	Tsunami	"Water 45"	45 Water Dam. x3 *(Elemental)*	N/A
9	D	Damnation	"Back to Hell"	Banish Demon *(Utility)*	N/A
9	D	Delayed Spell	"I guard you with(cast the spell to be delayed)"	Contingent Spell *(Utility)*	Until Used
9	D	Divine Purge	"I purge magic from you"	Dispels Magic *(Healing)*	N/A
9	D	Mass Expert Healing	"Mass expert healing"	Mass Healing *(Healing)*	N/A
9	D	Turn Undead VI	"Abominations turn 9!"	Destroys Undead *(Turning)*	N/A

Level	School	Spell	Verbal	Effect/Damage	Duration
9	T	Forget	"You will forget"	Target Forgets 20 Min. *(Utility)*	N/A
9	T	Illithid's Kiss	"Illithid's kiss"	Remove Spell Level *(Utility)*	Until Reset
9	T	Trance	N/A	Protection *(Utility)*	Until Drop
Level	School	Spell	Verbal	Effect/Damage	Duration
10	A-D-T	Teleport	"By mist and shadow I teleport to (state location)"	Teleport *(Utility)*	N/A
10	A	Dominate Person	"You are mine"	Controls Target *(Control)*	15 Min.
10	A	Instant Rite	"I cast an instant (name) rite"	Instant Rite *(Utility)*	N/A
10	A	Invisibility	"I call upon the powers of arcane"	Turn Invisible *(Utility)*	2 Min.
10	A	Meteor Storm	"Bring forth a meteor storm" "stone 25, flame 25,…"	25 Stone x5/ 25 Flame x 5 *(Elemental and Elemental)*	N/A
10	D	Divine Retribution	"I bestow divine retribution"	Cast While Dead *(Utility)*	N/A
10	D	Holy Sword	"Holy sword"	Creates Holy Sword *(Utility)*	1 Combat
10	D	Judgment	"Divine judgment 50"	50 Divine *(Damage)*	N/A
10	D	Mass Complete Heal	"Mass you are healed"	Mass Complt. Heal *(Healing)*	N/A
10	T	Invoke Elemental	"I invoke (element) upon you"	Read Description *(Utility)*	1 Combat
10	T	Spirit Blast	"Spirit 100"	100 Spirit Dam. *(Damage)*	N/A
10	T	Summoning Level IV	"I bestow the aspect of a god"	Invulnerable. + Leg. Str. *(Utility)*	20 Sec.
10	T	Walking Trance	N/A	Protection *(Utility)*	Until Drop

Arcane Magic Spells and Descriptions

Each purchased spell level gives the character the ability to cast 10 spells of that school, of that level per day in any combination, and any number of Arcane rites of that level, per day.

1st Level Arcane Magic Spells.

Avoidance- *(Protective)* To cast this spell the caster must say, "I bestow avoidance" before striking the target with a packet. To use this spell, the target must say "Avoid" when struck by the attack they choose to avoid. This spell allows the caster to bestow the target with the ability to ignore 1 weapon attack of the target's choosing. This spell only works once per casting and does not stack with other castings of Avoidance.

Bump of Direction– *(Utility effect)* To cast this spell, the caster must say, "The way to (*given location*) is" then strike the ground with a packet. This spell allows a caster to determine in what direction to travel to reach a given destination. This spell must be cast outside. The caster must have previously been to the location. A game official will then tell the caster the correct direction.

Distraction– *(Fumble effect)* To cast this spell the caster must say, "Distraction", before striking the target with a packet. This spell allows the caster to cause 1 target opponent to choose an enemy target, within 20 feet, other than the caster for at least their next attack. If the caster is the only opponent for the target, the spell has no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Elemental Strike– *(Elemental effect)* The caster must utter the phrase "*(flame, Stone, wind, or water) 5*" and strike the target with a packet. This spell allows the caster to strike a target and inflict 5 points of earth, flame, wind, or water, damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Fire Dance- *(Fumble effect)* To cast this spell the caster must say "Feet of flames" then strike the target with a packet. This spell causes no damage, but causes the target to lose all in game actions for 5 seconds. The target must react as if they are standing bare foot on a burning hot stove. The spell is negated by natural and magic immunities and spell negating and elemental protections.

Light– *(Utility effect)* To cast the spell, the caster must utter the word "Light" and strike the target with a packet, or produce the target light source. This allows the caster to use a modern light source for light. If Light is cast on an item or N.P.C. the caster must have the means to attach the light source to the target unobtrusively and safely. This spell lasts 12 hours. This spell is negated by natural and magic immunities and spell protectives.

Magical Mending– *(Utility effect)* To cast this spell, the caster must utter the phrase "Magic mend" then strike the target armor with a packet. This spell allows the caster to repair armor to 50% of its total hardness points. It has no effect on undamaged armor or armor that already contains more than 50% of its maximum hardness points.

Startle– *(Fear Effect)* To cast the spell, the caster must utter the phrase "Startle" then strike the target with a spell packet. After striking the target, the caster must make an aggressive motion or sound toward the target. This spell allows the caster to cause 1 target character or N.P.C. to flee from them in fear. The target is affected with fear and must flee from the caster until it breaks the caster's line of sight. The spell is negated by natural and magic immunities as well as spell protectives. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities and spell negating protectives.

2nd *Level Arcane Magic Spells.*

Detect Magic– *(Utility effect)* To cast this spell, the caster must say, "Detect magic" before striking the target with a packet. This spell allows the caster to determine instantly if magical properties exist on a target. This spell is negated by natural and magic immunities and spell negating.

Ethereal Strike– *(Damage effect)* To cast this spell, the caster must utter the phrase "Arcane 10" and strike the target with a packet. This spell allows the caster to deliver 10 points of non-elemental type damage, thus avoiding any specific elemental spell defense. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. The spell is negated by natural and magic immunities as well as spell protectives and hardness.

Identify Arcane Magic Item. – *(Utility effect)* To cast this spell, the caster must utter the word "Identify" and strike the target with a packet. This spell allows the caster to identify all the properties of any arcane magic item. Once cast, the Narrator will then show the player the information card for the item or N.P.C., or explain the game effect if necessary.

Magic Alarm– *(Utility effect)* To cast this spell, the caster must say, "I set a magic alarm." Then the caster must strike the target to be alarmed with a packet. This spell allows the caster to set a magic alarm that will sound when an entrance, compartment,

or chest is opened. The caster must provide the means by which to make the sound and that means must be approved by a game official before its use. An annotated card indicating that the alarm is in effect must be kept with the targeted item.

Protection from Weapons– *(Protective)* To cast this spell, the caster must say, "I bestow weapon protection". To use this spell, the caster must say, "Avoid" each of the 3 times they are struck by a weapon. This spell allows the caster to ignore the next 3 weapon strikes against them (user cannot choose which attacks, the spell ignores only the very next 3 attacks). This spell will stack with avoidance, but not with subsequent castings of Protection from Weapons. This spell lasts until used.

Rush of Wind- *(Fumble effect)* To cast this spell, the caster must say "Rush of wind" and then strike the target with a packet. This spell causes no damage but forces the target to the ground, for 5 seconds, as if struck by a forceful gust of wind. The target can defend themselves from attack or swing weapons at opponents close to them, but can not crawl or stand for the duration of the spell effect. The spell is negated by natural and magic immunities, elemental and spell negating protectives.

Spell Avoidance- *(Protective effect)* To cast this spell the caster must say, "I bestow spell avoidance" before striking the target with a packet. To use this spell, the target character must say "Avoid" when struck by the spell they choose to avoid. This spell functions like the 1st level avoidance spell, but applies to spells and not weapons, (even weapons swinging magical damage or carrying effects are considered weapons and not spells). This spell only works once per casting and does not stack with other castings of Spell Avoidance.

Trackless Step– *(Utility effect)* To cast this spell the caster must utter the phrase "Shadows hide my fate". This spell allows the caster to conceal his/her tracks from detection. The spell has duration of 2 days and lasts even after death. It can be dispelled by dispel magic. This spell is negated by natural and magic immunities and spell negating effects.

Wizard's Arrow- *(Damage effect)* To cast this spell, the caster must utter the phrase "Wizard's Arrow, Arcane 10" and attempt to strike the target with a packet. If the caster misses the target, they may continue throwing packets at the target as if they had cast the spell again, until they strike the target, repeatedly uttering the phrase, "Arcane 10" when they throw. If the caster becomes unconscious, immobilized or otherwise unable to cast spells while a Wizard's Arrow is in effect, the *player* can continue to throw packets until the Wizard's Arrow hits to represent that the spell will continue to seek its target. This spell allows the caster to deliver 10 points of non-elemental type damage (arcane), thus avoiding any specific elemental, or magic spell defense. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available

spells as if they had cast it, but will have no effect. The phrase must be uttered with each packet thrown. This spell cannot be negated by spell defenses. It is negated by natural immunities, weapon avoidance, hardness on armor but not from shields (but shields will not cancel the spell, though blocking with a shield will prevent damage), and protection from missiles.

3rd Level Arcane Magic Spells.

Bind– (*Immobilizing effect)* To cast this spell the caster must say, "I bind you" before striking the target with a packet. This spell allows the caster to magically bind 1 target's hands behind them. The target does not have to drop any items they choose to hold, but must put their hands behind their back and can take no in-game actions requiring use of their hands. This spell is line of site, or until the caster is dropped. This spell is negated by natural and magic immunities and spell protectives.

Flame Burst- *(Elemental effect)* To cast this spell the caster must say "Flame 15" before the packet strikes the target. This spell causes 15 points of fire damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. The spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Fumble– *(Fumble effect)* To cast this spell, the caster must say, "Drop your (*item to be dropped*)" before striking the target with a packet. The target item must be specified. This spell allows the caster to cause 1 target to drop 1 item not magically locked to them. The target will be unable to pick up the dropped item for 10 seconds. This spell is negated by natural and magic immunities and spell negating protectives.

Hands of Stone- *(Fumble effect)* To cast this spell the caster must say "Hands of stone" then strike the target with a packet. This spell renders the target unable to wield any thing in either hand for 5 seconds. Both hands are forced open turned to stone for the duration of the spell. This spell is negated by natural and magic immunities and spell negating and elemental protectives.

Magic Lock– *(Utility effect)* To cast this spell the caster must say, " Magic lock" before striking the target with a packet. This spell allows the caster to magically lock an entrance, chest, or compartment. The caster can choose to remove the lock at any time, but must recast the spell each time they wish to re-secure the target after removing the previous spell casting.

Spirit Servant– *(Utility effect)* To cast this spell, the caster must utter the phrase "Spirit attend me". This spell allows the caster to carry item cards in excess of his actual

ability to carry the G.S.O. for all the items. Once cast, the caster can now carry multiple item cards in 1 location on their person, as if the actual items were being carried by an invisible servant. The caster may use any of these items as long as the G.S.O. representing the item is in hand before and during its use. This spell is in affect until the caster is rendered unconscious, killed, or has the effect dispelled. The spirit servant dissaperars if the "caster" is struck with an effect that dispells all magic on them or dispells the spirit servant specifically. If the spell effect stops prematurely, the caster must place all the items the invisible servant was carrying on the ground within a 3-foot distance of the caster. The items being carried must be kept together in a clear plastic zipper bag, and the caster must wear a purple ribbon on their arm to signify that a pile of equipment carried by an invisible spirit servant is floating around with them.

Web– (*Immobilizing effect)* To cast this spell the caster must say "Web" before striking the target with a packet. This spell allows the caster to immobilize a target. The spell duration is line of sight, or until the caster is dropped. The target, once affected by the spell, cannot be moved from their current location while the spell is active. The spell is negated by natural and magic immunities and spell negating protectives.

4th Level Arcane Magic Spells.

Enchant Weapon– *(Utility effect)* To cast this spell, the caster must touch the weapon and say, "I enchant you". This spell allows the caster to enchant any weapon with a + 1 to damage and change the damage delivered by the weapon to arcane damage for the length of 1 combat.

Fire Trap– *(Elemental effect)* To cast this spell the caster must say, "I trap this (*entrance, compartment, chest, or object*) with flame." This spell allows the caster to cause 1 entrance, compartment, chest, or object with a damage delivering attack of flame 20 when entered, opened or picked up. The trap will deliver the damaged based on annotated instructions displayed on paper on the target item. The damage effect is negated by natural and magic immunities and spell negating and elemental protectives.

Magic Boulder– *(Elemental effect)* To cast this spell, the caster must say, "Stone 20" before striking the target with a packet. This spell allows the caster to strike a target for 20 points of stone damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses.This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Magic Sleep– *(Sleep effect)* To cast this spell the caster must utter the phrase "Sleep" then strike the target with a packet. This spell allows the caster to render a target character or N.P.C. asleep for 5 minutes. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities, and spell negating protectives.

Mesmerize Creature– *(Sleep effect)* To Cast this spell the caster must say, "Mesmerize creature." This spell allows the caster to entrance 1 creature to the point that if otherwise hostile it will not attack. This spell lasts until the target creature is interacted with, attacked, or the caster breaks line of site contact. This spell is negated by natural and magic immunities and spell negating protectives.

Protection from Missiles– *(Protective)* To cast this spell the caster must say, "I bestow protection from missiles" before striking the target with a packet. To use this spell, the target must say, "Avoid" after each of the 3 times they are struck while the spell is in effect. This spell allows the target to ignore the next 3 missile or damage spell attacks that hit them. (Even spells that are specifically elemental type, or are damaging spells that carry additional effects such as lightning spells, are stopped utterly; but spells that have no damage component to them are not stopped by this protective.) The target cannot choose the attacks to avoid. It applies only to the very next 3 attacks of the correct type. This spell will stack with spell avoidance, avoidance, and any alchemical protectives, but not with subsequent castings of protection from missiles. This spell lasts until used.

Splash- *(Utility effect)* To cast this spell the caster must say "Splash" then strike the target with a packet and shout, "wake-up" at the target. This spell splashes magical water over the target removing any magical, non-alchemical sleep effect.

Wind Strike I- *(Elemental effect)* To cast this spell the caster must say "Wind 20" before the packet strikes the target. This spell causes 20 points of wind damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

5th Level Arcane Magic Spells.

Dismiss– *(Utility effect)* To cast this spell the caster must say, "I dismiss you" before striking the target with a packet. This spell allows the caster to return 1 extra planar being to its native plane. This spell is negated by natural and magic immunities

and spell negating protectives. The extra planer being must not return for at least 48 Hours.

Flame Strike- *(Elemental effect)* To cast this spell, the caster must say "Flame 25" before the packet strikes the target. This spell delivers 25 points of flame damage to the target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Feeble Mind– *(Fumble effect)* To cast this spell, the caster must say, "Taste purple!" before striking the target with a packet. This spell allows the caster to render 1 target utterly confused and useless for 5 minutes. The target will have no in-game skills and will role-play being confused. This spell is negated by natural and magic immunities and spell negating protectives.

Protection From Spells - *(Protective)* To cast this spell, the caster must say, "I bestow spell protection". To use this spell, the caster must say, "Avoid" each of the 2 times they are struck by a "nondamaging spell, such as "Web" or "Feeble Mind". This spell allows the caster to ignore the next 2 nondamaging spell strikes against them (user cannot choose which attacks the spell ignores only the very next 2 attacks). This spell will stack with spell avoidance, but not with subsequent castings of protection from spells. This spell lasts until used.

Stone Strike- *(Elemental effect)* . To cast this spell, the caster must say "Stone 25" before the packet strikes the target. This spell delivers 25 points of stone damage to the target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Water Breathing. - *(Elemental Effect)* To cast this spell, the caster must say "wind and water, water and air" then strike the target with a packet. This spell allows the target to breath and cast, for 5 minutes, while under water.

Water Strike- *(Elemental effect)* To cast this spell the caster must say "Water 25" before striking the target with a packet. This spell delivers 25 points of water damage to the target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Wind Strike II. - *(Elemental Effect)* To cast this spell the caster must say "Wind 25" before striking the target with a packet. This spell delivers 25 points of wind damage

to the target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

6th Level Arcane Magic Spells.

Fire Ball. – *(Elemental Effect)* To cast this spell, the caster needs to say, "flame 30" before striking the target with a packet. This spell allows the caster to deliver 30 points of flame damage to a target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Fire Brand- *(Elemental Effect)* To cast this spell the caster must say "fire brand" before striking the target with a packet. This spell causes no direct damage, but while under its effect, the target will take double damage from all flame attacks and spells. Any water spell or water strike from a weapon will end the firebrand effect. The effect lasts for the duration of the combat or until removed. This spell is negated by natural and magic immunities, and spell negating and elemental protectives.

Freedom. – *(Utility Effect)* To cast this spell the caster must say, "I free you" before striking the target with a packet. This spell allows the caster to remove an immobilizing spell effect from 1 target other than themselves.

Spirit Vision. – *(Utility Effect)* To cast this spell the caster must say, "I bestow spirit vision" before striking the target with a packet. This spell allows the caster to bestow upon 1 target the ability to see invisible things. They may not make an attack against an invisible target. This spell lasts for 1 minute.

Storm. – *(Elemental Effect)* To cast this spell, the caster needs to say, "water 30" before striking the target with a packet. This spell allows the caster to deliver 30 points of water damage to a target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Stone Shroud- *(Elemental Effect)* To cast this spell the caster must say "I inflict you with a shroud of stone" before striking the target with a packet. This spell allows the caster to turn any target to stone for 5 minutes. The target will become a stone statue

and cannot move, speak, or take any in game actions for 5 minutes. The target will still take damage from additional strikes and spells while under this effect. This spell is negated by natural and magic immunities and spell negating and elemental protectives.

Wind Blast. – *(Elemental Effect)* To cast this spell, the caster needs to say, "wind 30" before striking the target with a packet. This spell allows the caster to deliver 30 points of wind damage to a target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

7th Level Arcane Magic Spells.

Chain Lightning. – *(Damage and shock Effects)* To cast this spell, the caster must say, "Chain lightning 5, lightning 5, lightning 5 (*and so on*)" before striking the target with a packet. This spell allows the caster to strike multiple targets for 5 points of damage 6 times and stun them for 5 seconds. The caster may use all 6 attacks on 1 target or any combination of targets. While stunned, the target can take no action. This spell is negated by natural and magic immunities, and spell negating protectives as well as protection from missiles.

Dispel Magic. – *(Utility Effect)* To cast this spell the caster must say, "I dispel (spell to be removed)" before striking the target with a packet. This spell allows the caster to remove a single "spell cast" magical effect on 1 target.

Dominate creature. – *(Control Effect)* To cast this spell, the caster must say, "You're in my power" before striking the target with a packet. This spell allows the caster to control 1, non-player race, NPC for 5 minutes. This spell will not have any affect on a player race, even if that race is being used as an N.P.C. Once under the effect of the spell, the target will obey the instructions of the caster. This spell is negated by natural and magic immunities and spell negating protectives.

Extinguish- *(Utility Effect)* To cast this spell the caster must say "extinguish" before striking the target with a packet. This spell drenches the target in magical water, removing all non-ceremonial, non-natural, fire/flame and acid effects.

Planar Shield. – *(Utility Effect)* To cast this spell the caster must say, "I shield you from (*state the plane or description of the plane*)" before striking the target with a packet. This spell allows the caster to render 1 target able to withstand existing on a naturally hostile plane of existence. (*life support*) It does not render the target immune to any

damage incurred because of a trap or attack. This spell lasts until the target leaves that plane or is magically deprived of the spell.

Rip Tide. – *(Elemental Effect)* To cast this spell, the caster needs to say, "water 35" before striking the target with a packet. This spell allows the caster to deliver 35 points of water damage to a target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Stone Brand- *(Elemental Effect)* To cast this spell the caster must say, "Stone brand" before striking the target with a packet. This spell causes no direct damage, but while under its effect, the target will take double damage from all stone attacks and spells. Any fire spell or fire strike from a weapon will end the stone brand effect. The effect lasts for the duration of the combat or until removed. This spell is negated by natural and magic immunities, and spell negating and elemental protectives.

Wind Storm- *(Elemental Effect)* To cast this spell the caster must say "wind storm 25" before striking the target with a packet. This spell acts as the second level rush of wind spell, but also causes 25 points of wind damage to the target. This spell is negated by natural and magic immunities, spell negating and elemental protectives.

8th Level Arcane Magic Spells.

Cobweb. – (*Immobilizing effect)* To cast this spell, the caster must say, "Cobweb" before striking the target with a packet. This spell allows the caster to immobilize a target indefinitely. The target can still speak, but not move. Other characters, not under its effect, can remove the cobweb by using a sharp G.S.O. item or weapon to cut the target out of the effect of the cobweb by pantomiming and counting off the action for 5 seconds, only after they have applied an alchemical lubricant to the cobweb, or they will also become immobilized by contact with the effected character. This effect lasts until removed. This spell is negated by natural and magic immunities and spell negating protectives.

Crush- *(Elemental Effect)* To cast this spell the caster must say "stone 40" before striking the target with a packet. This spell causes the target to receive forty points of stone damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Explosive Runes I. – *(Utility Effect)* To cast this spell the caster must say, "I charge this rune with (*cast chosen* spell)." This spell allows the caster to set a repeating *harmful* spell, 5th level or below, to go off when someone, other than those individuals the caster chooses at the time of casting, opens, crosses over, or otherwise violates 1 entrance, compartment, chest, or object. This spell lasts for 1 week, or until removed, and must be annotated with an out of game card indicating the effect is active on the targeted item.

Ice Arrow I. – *(Elemental Effect)* To cast this spell the caster must say "ice 40" before striking the target with a packet. This spell causes the target to receive forty points of ice damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Immolate- *(Elemental Effect)* To cast this spell, the caster must say, "immolate" before striking the target with a packet. This spell acts as the 6th level fire brand spell, except it causes the target to receive 10 points of flame from every in game action the target performs. This spell is negated by natural and magic immunities as well as spell negating and elemental protectives. Protection from missiles will *not* stop this spell, because it delivers no direct damage.

Stones I. – *(Elemental Effect)* To cast this spell the caster must say "Stones, stone 20" before striking the target with the packets. This spell allows the caster to strike multiple targets, with 4 packets thrown simultaneously for 20 points of stone damage each packet. This spell is negated by natural and magic immunities, hardness, and spell negating protectives as well as protection from missiles.

9th Level Arcane Magic Spells.

Explosive Runes II. – *(Utility Effect)* To cast this spell the caster must say, "I charge this rune with (*cast chosen* spell)." This spell allows the caster to set a repeating *harmful* spell of any level they have ability to cast, to go off when someone, other than those individuals the caster chooses at the time of casting, opens, crosses over, or otherwise violates 1 entrance, compartment, chest, or object. This spell lasts for 1 week, or until removed, and must be annotated with an out of game card indicating the effect is active on the targeted item.

Ice Arrow II. - *(Elemental Effect)* To cast this spell the caster must say "ice 45" before striking the target with a packet. This spell causes the target to receive 45 points of ice damage. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against

the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Lightning Strike. – *(Damage and Shock Effects)* To cast this spell, the caster must say, "Lightning Strike 30" before striking the target with a packet. This spell allows the caster to strike a target for 30 points of damage and render them unconscious for 5 minutes. This spell is negated by natural and magic immunities, and spell negating protectives as well as protection from missiles.

Stones II. – *(Elemental Effect)* To cast this spell the caster must say "Stones, stone 20" before striking the target with the packets. This spell allows the caster to strike multiple targets, with 6 packets thrown simultaneously, for 20 points of stone damage each packet. This spell is negated by natural and magic immunities, hardness, and spell negating protectives as well as protection from missiles.

Suffocate- *(Elemental Effect)* To cast this spell the caster must say "suffocate" before striking the target with a packet, then remain focused on the target with their hand in a pantomimed choke of the target for the full 2 minutes (think "Darth Vader"). This spell causes the target to lose all in game skills, and the ability to speak, instantly. After 2 minutes, the target is dropped to zero hit points, unless the spell is canceled or removed before the 2-minute time limit. This spell is negated by natural immunities, spell protectives, or lack of a need to breath. If the caster is interrupted, takes another in-game action, or for any reason stops the pantomime choke, prior to the full 2 minute completion, the spell effect is immediately gone from the target.

Tsunami- *(Elemental Effect)* To cast this spell the caster must say "water 45" before striking the target with a packet. This spell inflicts 45 points of water damage to the target. The spell empowers the caster with the ability to throw three packets, one at a time, for the full damage each time. Each packet counts as a seperate attack against the target's defenses. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

10th Level Arcane Magic Spells.

Dominate Person. – *(Control Effect)* To cast this spell, the caster must say, "You are mine" before striking the target with a packet. This spell allows the caster to control 1, player race, NPC or P.C. Once under the effect of the spell, the target will obey the instructions of the caster. This spell lasts for 15 minutes. This spell is negated by natural and magic immunities and spell negating protectives.

Instant Rite. - *(Utility Effect)* To cast this spell the caster must have all required elements for the rite and say, "I cast an instant (*name and level of rite*) rite". This spell allows the caster to perform any arcane magic rite, below fifth level. Instantly.

Invisibility. – *(Utility Effect)* To cast this spell, the caster must say, *"I call upon the powers of arcane magic to cloud the minds of my enemies and bend the universe around me that I may render myself undetectable to site."* The caster then puts their hand on top of their head to signify out of game, that they are invisible. This spell allows the caster to become invisible. The caster can take no combat action while invisible or the spell is broken. The caster can only use this spell on them self. Only characters with special story abilities can see invisible characters, unless a spell that allows them to do so has been cast on them. All others cannot take any in game action toward the invisible character. If the caster is struck intentionally by 1 of these special characters, or falls victim to a trap or some magical equivalent, the invisibility spell is broken. This spell lasts for 2 minutes.

Meteor Storm- *(Elemental Effect)* To cast this spell, the caster must say "bring forth a meteor storm". The caster can then throw 5 packets of stone and 5 packets of flame (10 packets total), at any combination of targets for 25 points per packet. The caster must say "stone 25" or "flame 25" before striking the target with a packet. Once cast, this spell allows the caster to throw a total of 10 packets of flame or stone for 25 points of damage each. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Teleport- *(Utility Effect)* To cast this spell the caster must say, *"By mist and shadow I call upon the transient spirits of the mutable universal causeway to teleport me to (the name of the location)"*, then strike the ground in front of them with a packet. They then go out of game to the location before going back into game at the new location. This spell allows the caster to disappear and reappear at a different location without passing through the space in-between. The caster must have previously been to the target location. This spell cannot be used to planar shift. The caster's possessions, and all that they carry (except other characters, or objects of mass greater than or equal to the caster's) teleport with them. Narrators may make exceptions for small living beings, i.e. infants, or small animals, or exceptionally large/heavy weapons or armor sported by the caster in a standard manner.

Divine Magic spells and Descriptions

Each purchased spell level gives the character the ability to cast 10 spells of that school, of that level per day in any combination.

1st Level Divine Magic Spells.

Avoidance- *(Protective)* To cast this spell the caster must say, "I bestow avoidance" before striking the target with a packet. To use this spell, the target must say "Avoid" when struck by the attack they choose to avoid. This spell allows the caster to bestow the target with the ability to ignore 1 weapon attack of the target's choosing.   This spell only works once per casting and does not stack with other castings of avoidance.

Bump of direction. – *(Utility Effect)* To cast this spell, the caster must say, "the way to (given location) is" then strike the ground with a packet. This spell allows a caster to determine in what direction to travel to reach a given destination. This spell must be cast outside. The caster must have previously been to the location. A game official will then tell the caster the correct direction.

Detect Poison- *(Healing Effect)* To cast this spell, the caster must say "detect poison" before touching the target or its container. This spell allows the caster to detect the presence of alchemy in food and drink. It does not identify the substance if one is detected.

Distraction. – *(Fumble Effect)* To cast this spell the caster must say, "Distraction", before striking the target with a packet. This spell allows the caster to cause 1 target opponent to chose an enemy target, within 20 feet, other than the caster for at least their next attack. If the caster is the only opponent for the target, the spell has no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Light. – *(Utility Effect)* To cast the spell, the caster must utter the word "light" and strike the target with a packet, or produce the target light source. This allows the caster to use a modern light source for light. If cast on an item or NPC the caster must have the means to attach the light source to the target unobtrusively and safely. This spell lasts 12 hours. This spell is negated by natural and magic immunities and spell protectives.

Respite- *(Healing Effect)* To cast this spell the caster must say, "Respite" before striking the target with a packet. This spell allows the caster to raise 1 target from zero hit points to 1 hit point. It will not remove any other effects and it will not increase the targets hit points above 1, regardless of repeated casting.

Spirit Talk. – *(Healing Effect)* To cast this spell the caster need only acknowledge the presence of the spirit. This spell is used to inform the caster that a spirit needs a

resurrection performed. This spell does NOT count against the caster's spell pool for the cycle. It is free to cast. This spell allows the caster to speak to the spirit of a dead character before they are raised or resurrected. The spirit will not have memory or knowledge they would not have after being resurrected. The spirit can indicate to the caster that they would like to have them cast this spell. The caster can refuse. (*The spirit can only talk to the caster to indicate they want it cast. They may not touch them or use an item to make contact with them.*)

Startle. – *(fear effect)* To cast the spell, the caster must utter the phrase "Startle" then strike the target with a spell packet. After striking the target, the caster must make an aggressive motion or sound toward the target. This spell allows the caster to cause 1 target character or NPC to flee from them in fear. The target is affected with fear and must flee from the caster until it breaks the caster's line of sight. The spell is negated by natural and magic immunities as well as spell protectives. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Trip. - *(Fumble Effect)* To cast this spell, the caster must say, "trip" before striking the target with a packet. This spell causes no damage but forces the target to the ground as if tripped. The target cannot get up for 5 seconds, and cannot block or attack. This spell is negated by natural and magic immunities, and spell negating effects or protectives.

Turn Undead I. – *(*Turning Effect)* To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 2" All undead N.P.C.s within 20 feet of the caster, equal to or below monster level 2 will be instantly turned to dust. All undead created by P.C. or N.P.C. characters through game devices or spells are considered monster level 1 for the purposes of this spell, unless otherwise specified by rite description or storytellers.

2nd *Level Divine Magic Spells.*

Detect Magic. – *(Utility Effect)* To cast this spell, the caster must say, "Detect magic" before striking the target with a packet. This spell allows the caster to determine instantly if magical properties exist on a target.

Divine Weapon- *(Utility Effect)* To cast this spell, the caster must have the G.S.O. to represent the weapon and must say "Divine Weapon". This spell allows the caster to summon a long or short sword or hammer. The weapon does a base attack of 1 divine damage, and lasts until the end of the combat. The weapon may then be wielded normally

in battle, but will not do more than 1 divine damage, regardless of fighting skill, and can only be used by the caster. This spell is intended as an emergency weapon to replace one that has been destroyed, or to affect a target that only takes damage from divine.

Identify Divine Magic Item. – *(Utility Effect)* To cast this spell, the caster must utter the word "Identify" and strike the target with a packet. This spell allows the caster to identify all the properties of any divine magic item. The narrator will then show the player the information card for the item or NPC, or explain the game effect if necessary.

Halt Undead. – *(Turning Effect)* To cast this spell the caster must say, "Halt undead" before striking the target with a packet and pointing at it. The caster can point with either hand but may not switch hands once they have started pointing. This spell allows the caster to protect them self from 1 targeted undead for as long as they point at it. While under this effect the target cannot approach or attack the caster. The target must remain at least 10 feet away from the caster as long as safety and topography permit. The spell lasts as long as the caster is pointing in the general direction of the target (any reasonable attempt to keep pointing at the target, regardless of the target attempting to circumvent the action, is still valid.) This spell is negated by spell negating protectives.

Healing. - *(Healing Effect)* To cast this spell the caster must say "Healing 5" before striking the target with a packet. This spell allows the caster to restore 5 lost hit points to 1 target. It will not raise the targets hit points above there normal maximum. Repeated castings of this spell will return 5 hit points each time, until the targets maximum hit points are restored, then it will do nothing.

Magic Alarm. – *(Utility Effect)* To cast this spell, the caster must say, "I set a magic alarm." Then the caster must strike the target to be alarmed with a packet. This spell allows the caster to set a magic alarm that will sound when an entrance, compartment, or chest is opened. The caster must provide the means by which to make the sound and that means must be approved by a game official before its use. An annotated card indicating that the alarm is in effect must be kept with the targeted item.

Pebbles- *(Damage Effect)* . To cast this spell, the caster must place 5 spell packets in his/her hand and say "magic Pebbles". The 5 spell packets are now magic stones. They may be thrown at any combination of targets up to 5. When throwing the stones the caster must say "stone 2" before the target is struck by the packet. (Must say "stone 2" for each packet thrown.) The spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Spell Avoidance- *(Protective)* To cast this spell the caster must say "I bestow spell avoidance" before striking the target with a packet. To use this spell, the target character

must say, "avoid" when struck by the spell they choose to avoid. This spell functions like the first level avoidance spell, but applies to spells and not weapons. (even weapons swinging magical damage or carrying effects are considered weapons and not spells). This spell only works once per casting and does not stack with other castings of spell avoidance.

Trackless Step. – *(Utility Effect)* To cast this spell the caster must utter the phrase "shadows hide my fate". This spell allows the caster to conceal his/her tracks from detection. The spell has duration of 2 days and lasts even after death. It can be dispelled by dispel magic. This spell is negated by natural and magic immunities and spell negating effects.

3rd *Level Divine Magic Spells.*

Advanced Healing- *(Healing Effect)* To cast this spell the caster must say "Healing 10" before striking the target with a packet. This spell functions exactly like the second level spell healing, but restores 10 lost hit points.

Bind. – *(Immobilizing Effect)* To cast this spell the caster must say, "I bind you" before striking the target with a packet. This spell allows the caster to magically bind 1 target's hands behind them. The target does not have to drop any items they chose to hold, but must put their hands behind their back and can take no in game actions requiring use of their hands. This spell is line of site, or until the caster is dropped. This spell is negated by natural and magic immunities and spell protectives.

Blindness. – *(Fumble Effect)* To cast this spell, the caster must say, "I inflict you with blindness" before striking the target with a packet. This spell allows the caster to render 1 target blind for 10 seconds. While blind, the target can take no combat action. If the target is already blinded this spell will have no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Detect Tracks. – *(Utility Effect)* To cast this spell the caster must say, "Show tracks" before striking the ground with a packet. This spell allows the caster to detect the tracks of any character that has concealed their tracks with the trackless step spell. (So long as the caster posses the skill tracking) The tracks only become visible to the caster and only the caster can track them, if the caster has the tracking skill.

Fumble. – *(Fumble Effect)* To cast this spell, the caster must say, "Drop your (*item to be dropped*)" before striking the target with a packet. The target item must be specified. This spell allows the caster to cause 1 target to drop 1 item not magically locked to them. The target will be unable to pick up the dropped item for 10 seconds. This spell is negated by natural and magic immunities and spell negating protectives.

Magic Lock. – *(Utility Effect)* To cast this spell the caster must say, " Magic lock" before striking the target with a packet. This spell allows the caster to magically lock an entrance, chest, or compartment. The caster can choose to remove the lock at any time, but must recast the spell each time they wish to re-secure the target after removing the previous spell casting.

Web. – *(Immobilizing Effect)* To cast this spell the caster must say " Web" before striking the target with a packet. This spell allows the caster to immobilize a target. The spell duration is line of sight, or until the caster is dropped. The target, once affected by the spell, cannot be moved from their current location while the spell is active. The spell is negated by natural and magic immunities and spell negating protectives.

4th Level Divine Magic Spells.

Clear Mind- *(Healing Effect)* To cast this spell the caster must say "Clear Mind" before striking the target with a packet. This spell allows the caster to remove all mind altering, magical effects, from the target.

Detect Charm. – *(Utility Effect)* To cast this spell the caster must say, "Manifest Charm" before striking the target with a packet. This spell allows the caster to detect charm effects on 1 target. This spell will detect all magical mind influencing effects, but not alchemical ones.

Endure poison. – *(Protective)* To cast this spell the caster must say, "endure poison" before striking the target with a packet. This spell allows the caster to make 1 target able to sustain their next 3 contacts with an alchemical poison, or monster ability poison that would otherwise have affected the target detrimentally. This effect does not prevent beneficial alchemy from working on the target. The target cannot choose the attacks to avoid. Only the very next 3 will be avoided. This spell lasts until used.

Expert Healing- *(Healing Effect)* To cast this spell, the caster must say "expert healing" before striking the target with a packet. This spell allows the caster to restore half the normal maximum hit points to 1 target. Uneven numbers are rounded in the targets favor. ("half" is considered a numbered amount for the purpose of this spell. If the character's normal total hit points are 10, for example, then this spell will restore 5 hit points, because 5 is "half" of 10.) If the target is at or above their normal maximum hit points, this spell will have no effect.

Magic Sleep. – *(sleep Effect)* To cast this spell the caster must utter the phrase "Sleep" then strike the target with a packet. This spell allows the caster to render a target character or NPC asleep for 5 minutes. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had

cast it, but will have no effect. This spell is negated by natural and magic immunities, and spell negating protectives.

Protection from Missiles. – *(Protective)* To cast this spell the caster must say, "I bestow protection from missiles" before striking the target with a packet. To use this spell, the target must say, "avoid" after each of the 3 times they are struck while the spell is in effect. This spell allows the target to ignore the next 3 missile or damage spell attacks that hit them. (Even spells that are specifically elemental type, or are damaging spells that carry additional effects such as lightning spells, are stopped utterly; but spells that have no damage component to them are not stopped by this protective.) The target cannot choose the attacks to be avoided; only the very next 3 of the appropriate type are avoided. This spell will stack with avoidance, spell avoidance, and any alchemical protectives, but will not stack with subsequent castings of protection from missiles. This spell lasts until used.

Sun Ray. – *(Damage Effect)* To cast this spell the caster must say, "divine 20" before striking the target with a packet. This spell allows the caster to strike 1 target for 20 points of divine damage. This spell is negated by natural and magic immunities, hardness, and spell negating protectives, as well as protection from missiles.

5th Level Divine Magic Spells.

Bless. – *(Utility Effect)* To cast this spell the caster must say, "I bestow a bless upon you" before touching the target(s). This spell allows the caster bestow his/her blessing on all desired targets in the immediate area of the spell caster. This spell acts as an ability rather than a spell and as such can be cast unlimited times. It does not count against the caster's daily spell total. Once blessed the target(s) will be considered allies for the purposes of mass group affecting spells.

Complete Healing- *(Healing Effect)* To cast this spell the caster must say "You are healed" before striking the target with a packet. This spell allows the caster to restore the target to full hit points, regardless of current hit point total of the target.

Dismiss. – *(Utility Effect)* To cast this spell the caster must say, "I dismiss you" before striking the target with a packet. This spell allows the caster to return 1 extra planer being to its native plane. This spell is negated by natural and magic immunities and spell negating protectives. The extra planer being must not return for at least 48 Hours. This spell is negated by spell negating protectives.

Divine Grace- *(Healing Effect)* To cast this spell the caster must say "By grace, you are free" while touching the target. This spell allows the caster to remove all harmful spell effects on 1 target. (This spell does not remove ceremonial effects or alchemy).

Feeble Mind. – *(Fumble Effect)* To cast this spell, the caster must say, "Taste purple!" before striking the target with a packet. This spell allows the caster to render 1 target utterly confused and useless for 5 minutes. The target will have no in game skills and will role-play being confused. This spell is negated by natural and magic immunities and spell negating protectives.

Turn Undead II. – *(*Turning Effect)* . To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 5" All undead N.P.C.s within 20 feet of the caster, equal to or below monster level 5 will be instantly turned to dust.

6th Level Divine Magic Spells.

Divine Armor- *(Protective)* To cast this spell the caster must say "Divine armor 5" before striking the target with a packet. This spell allows the caster to instill an additional 5 hardness points to armor on the target. The 5 hardness points last until they are used. Once used, the hardness points granted from the spell are gone and cannot be restored by reffiting the armnor. This spell will NOT stack with additional castings of Divine Armor.

Divine Lightning. – *(Damage and Shock Effects)* To cast this spell, the caster must say, "Divine lightning 25" before striking the target with a packet. This spell allows the caster to strike a target for 25 points of damage and stun them for 5 seconds. While stunned, the target can take no action. This spell is negated by natural and magic immunities, and spell negating protectives as well as protection from missiles.

Freedom. – *(Utility Effect)* To cast this spell the caster must say, "I free you" before striking the target with a packet. This spell allows the caster to remove an immobilizing spell effect from 1 target other than themselves.

Mass Respite- *(Healing Effect)* To cast this spell the caster must say "Mass Respite." This spell functions like the first level respite spell, but will effect multiple targets. All allies are then affected as long as they are close enough to the caster to clearly hear the incantation (The spell will not affect allies more than roughly 15 feet from the caster.)

Smite- *(Damage Effect)* To cast this spell, the caster must say "divine 30" before striking the target with a packet. This spell allows the caster to call down thirty points of divine damage on the target. This spell is negated by natural and magic immunities and spell negating protectives, as well as protection from missiles.

Spirit Touch. – *(Healing Effect)* To cast this spell the caster must touch the target and say "Open your mind to me". The caster must then role-play for 5 minutes with the target to negotiate an end to their problem. This spell allows the caster to read the spirit of 1 willing target. The target must be willing and not under a magical or alchemical

control. While reading the spirit, the caster is able to ease mental trauma, remove role-playing insanity, and will restore magically induced or alchemically induced memory loss. The spell takes 5 minutes to completely cast. Only 1 issue can be addressed per casting. The caster leads the role-play and the target will follow that lead. If a lotus-nectar has been in effect for more than 15 minutes, the memory loss can not be regained from this spell.

Spirit Vision. –*(Utility Effect)* To cast this spell the caster must say, "I bestow spirit vision" before striking the target with a packet. This spell allows the caster to bestow upon 1 target the ability to see invisible things. They may not make an attack against an invisible target, but may know the location and movements of an invisible target. This spell lasts for 1 minute.

Turn Undead III. – *(*Turning Effect)* To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 6" All undead N.P.C.s within 20 feet of the caster, equal to or below monster level 6 will be instantly turned to dust.

7th Level Divine Magic Spells.

Dispel Magic. – *(Utility Effect)* To cast this spell the caster must say, "I dispel (spell to be removed)" before striking the target with a packet. This spell allows the caster to remove a single "spell cast" magical effect on 1 target.

Divine Flame. – *(Damage and Elemental Effects)* To cast this spell, the caster needs to say, "divine flame 40" before striking the target with a packet. This spell allows the caster to deliver 40 points of divine flame damage to a target. If a character or NPC would take extradamage or effect from divine or flame the entire amount is counted as the damage that would effect them in that way. This spell is negated by natural and magic immunities, hardness, and spell negating and elemental protectives as well as protection from missiles.

Dominate creature. – *(Control Effect)* To cast this spell, the caster must say, "You're in my power" before striking the target with a packet. This spell allows the caster to control 1, non-player race, NPC for 5 minutes. Player races, even those being played by N.P.C.s, are not affected by this spell. Once under the effect of the spell, the target will obey the instructions of the caster. This spell is negated by natural and magic immunities and spell negating protectives.

Extinguish- *(Utility Effect)* To cast this spell the caster must say "extinguish" before striking the target with a packet. This spell drenches the target in magical water, removing all non-ceremonial, non-natural, fire/flame and acid effects.

Mass Healing- *(Healing Effect)* To cast this spell, the caster must say "mass healing 5". All allies are then healed for 5 hit points, as long as they are close enough to the caster to clearly hear the incantation. This spell functions like the second level healing spell, but will affect multiple targets. (The spell will not affect allies more than roughly 20 feet from the caster.)

Planar Shield. – *(Utility Effect)* To cast this spell the caster must say, "I shield you from (*state the plane or description of the plane*)" before striking the target with a packet. This spell allows the caster to render 1 target able to withstand existing on a naturally hostile plane of existence. (*life support*) It does not render the target immune to any damage incurred because of a trap or attack. This spell lasts until the target leaves that plane or is magically deprived of the spell.

Restore Spirit. – *(Healing Effect)* To cast this spell, the caster must say, "I restore your spirit" before striking the target with a packet. This spell allows the caster to remove the effect of a taint spirit spell or effect.

Turn Undead IV. – *(*Turning Effect)* To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 7" All undead N.P.C.s within 20 feet of the caster, equal to or below monster level 7 will be instantly turned to dust.

8th Level Divine Magic Spells.

Cobweb. – (*Immobilizing effect)* To cast this spell, the caster must say, "Cobweb" before striking the target with a packet. This spell allows the caster to immobilize a target indefinitely. The target can still speak, but not move. Other characters, not under its effect, can remove the cobweb by using a sharp G.S.O. item or weapon to cut the target out of the effect of the cobweb by pantomiming and counting off the action for 5 seconds, only after they have applied an alchemical lubricant to the cobweb, or they will also become immobilized by contact with the effected character. This effect lasts until removed. This spell is negated by natural and magic immunities and spell negating protectives.

Mass Advanced Healing- *(Healing Effect)* To cast this spell, the caster must say "mass healing 10" All Allies are then healed for 10 points , as long as they are close enough to the caster to clearly hear the incantation. This spell functions as the third level advanced healing spell, but will affect multiple targets. (The spell will not affect allies more than roughly 20 feet from the caster.)

Purify- *(Healing Effect)* To cast this spell, the caster must say, "I rid you of (*effect*)" while touching the target. This spell allows the caster to remove a single, chosen alchemical effect from the target character.

Stifle Spirit. – *(Fumble Effect)* To cast this spell the caster must say, "I stifle your spirit" before striking the target with a packet. This spell allows the caster to render a target unable to cast spells for 5 minutes. This spell is negated by natural and magic immunities, and spell negating protectives.

Turn Undead V. – *(*Turning Effect)* To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 8" All undead N.P.C.s within 20 feet of the caster, equal to or below monster level 8 will be instantly turned to dust.

9th Level Divine Magic Spells.

Damnation- *(Utility Effect)* To cast this spell the caster must say "Back to Hell" before striking the target with a packet. This spell allows the caster to banish 1 target demon to Hell, instantly. This spell is negated by spell negating protectives.

Delayed Spell. – *(Utility Effect)* To cast this spell the caster must say, "I guard you with (*cast the spell to be delayed.*)" before striking the target with a packet. This spell allows the character to cast a spell, fifth level or below, on 1 target character and then cast an additional spell that will not take affect until certain conditions are met. For example, a healing spell could be delayed so that it would go off when the target's hit point reached zero.

Divine Purge. – *(Healing Effect)* To cast this spell the caster must say, "I purge magic from you" before striking the target with a packet. This spell allows the caster to remove all "spell cast" magical properties on 1 target. This spell ignores all magical protectives and dispels them.

Lightning Strike. – *(Damage Effect and Shock)* To cast this spell, the caster must say, "Lightning Strike 30!" before striking the target with a packet. This spell allows the caster to strike a target for 30 points of damage and render them unconscious for 5 minutes. This spell is negated by natural and magic immunities, and spell negating protectives as well as protection from missiles.

Mass Expert Healing- *(Healing Effect)* To cast this spell the caster must say "Mass expert healing". This spell functions like the 4th level expert healing spell, but will affect multiple targets. All allies receive half their normal hit point maximum, as long as they are close enough to the caster to clearly hear the incantation, and are not already at or above their normal hit point maximum. (The spell will not affect allies more than roughly 20 feet from the caster.)

Turn Undead VI. – *(*Turn Effect)* To cast this spell the caster must hold up a G.S.O. holy symbol and say, "Abominations, Turn 9" All undead N.P.C.s within 20 feet of the caster, equal to or **below** monster level 10 will be instantly turned to dust.

10th Level Divine Magic Spells.

Divine Retribution. – *(Utility Effect)* To cast this spell the caster must say, "I bestow divine retribution" before striking the target with a packet. The spell that is then cast by the now dead recipient, does not miss. This spell allows the caster to enable 1 target to cast 1 spell from the target's own available spells, after they are dead, at the target that they view as responsible for their death. This spell must be cast before the target is killed.

Holy Sword. – *(Utility Effect)* To cast this spell, the caster must have the G.S.O. to represent the weapon and must say "Holy Sword". The weapon may then be wielded normally in battle, and *MAY DO* more than 15 divine damage, based on fighting skill. This spell allows the caster to summon a holy sword. The weapon does a base attack of 15 divine damage, and lasts until the end of the combat. The Holy sword can only be used by the caster.

Judgment- *(Damage Effect)* To cast this spell the caster must say "divine judgment 50" before striking the target with a packet. This spell allows the caster to call down fifty points of divine damage on 1 target. If the damage is sufficient to drop the target to zero or below, the target is dead and must immediately go to be resurrected, without any count down or bleeding effects. This spell is negated by natural and magic immunities, hardness, and spell negating protectives as well as protection from missiles.

Mass Complete Healing – *(Healing Effect)* To cast this spell the caster must say "Mass you are healed." All allies are then effected as long as they are close enough to the caster to clearly hear the incantation. This spell functions like the fifth level complete healing spell, but will effect multiple targets. (The spell will not affect allies more than roughly 20 feet from the caster.)

Teleport- *(Utility Effect)* To cast this spell the caster must say, *"By mist and shadow I call upon the transient spirits of the mutable universal causeway to teleport me to (the name of the location)"*, then strike the ground in front of them with a packet. They then go out of game to the location before going back into game at the new location. This spell allows the caster to disappear and reappear at a different location without passing through the space in-between. The caster must have previously been to the target location. This spell cannot be used to planar shift. The caster's possessions, and all that they carry (except other characters, or objects of mass greater than or equal to the caster's) teleport with them. Narrators may make exceptions for small living beings, i.e. infants, or small animals, or exceptionally large/heavy weapons or armor sported by the caster in a standard manner.

Thaumaturgy Spells and Description

Each purchased spell level gives the character the ability to cast 10 spells of that school, of that level per day in any combination.

1st Level Thaumaturgy Spells.

Avoidance- *(Protective)* To cast this spell the caster must say, "I bestow avoidance" before striking the target with a packet. To use this spell, the target must say "Avoid" when struck by the attack they choose to avoid. This spell allows the caster to bestow the target with the ability to ignore 1 weapon attack of the targets choosing. This spell only works once per casting and does not stack with other castings of avoidance.

Distraction. – *(Fumble Effect)* To cast this spell the caster must say, "Distraction", before striking the target with a packet. This spell allows the caster to cause 1 target opponent to chose an enemy target, within 20 feet, other than the caster for at least their next attack. If the caster is the only opponent for the target, the spell has no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Hero's Might. -*(Utility Effect)* To cast this spell the caster must say, "I bestow a hero's might" before striking the target with a packet. To use this spell the target needs only to add plus 2 to their normal damage. This spell allows the caster to bestow plus 2 strength to a single target, for the duration of a single combat. The plus 2 applies to damage and feats of strength. It does not make a non-magical attack do magical damage. To use a feat of strength the target must say, "hero's might" before performing the feat. An example of this use would be to pick up 2 fallen comrades and run to safety. (Out of game the players would run with the feat user, while the feat user pantomimes carrying them) It can also be used to jump a great distance or height, as well as to lift large gates, but not monsterously large gates (see "feats of strength"). This spell will NOT stack with other strength boosting spells such as "Giant's Stregnth".

Light. – *(Utility Effect)* To cast the spell, the caster must utter the word "light" and strike the target with a packet, or produce the target light source. This allows the caster to use a modern light source for light. If cast on an item or NPC the caster must have the means to attach the light source to the target unobtrusively and safely. This spell lasts 12 hours. This spell is negated by natural and magic immunities and spell protectives.

Spirit Mark. –*(Utility Effect)* To cast this spell the caster must say, "I mark your spirit" before touching the target. This spell allows the caster to place a visible, identifying mark on 1 target. The mark is placed on the target wherever the caster chooses. This

effect lasts until removed or the target suffers a death. (The caster must provide the out-of-game item(s)/makeup necessary to place this visible mark on the target.)

Startle. – *(Fear Effect)* To cast the spell, the caster must utter the phrase "Startle" then strike the target with a spell packet. After striking the target, the caster must make an aggressive motion or sound toward the target. This spell allows the caster to cause 1 target character or N.P.C. to flee from them in fear. The target is affected with fear and must flee from the caster until it breaks the caster's line of sight. The spell is negated by natural and magic immunities as well as spell protectives. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities and spell negating protectives.

Summoning Level I – *(Utility Effect)* To cast this spell the caster must say, "I bestow the aspect of the (Troll or Lion) on you." This spell allows the caster to bestow upon a target either the aspect of a troll or a lion. The aspect of the troll will give the target 3 hardness points on their person, that acts just like hardness points on armor. The aspect of the lion will give the target a plus 2 to their damage for the duration of 1 combat. Only one summoning spell can be active on a target at one time. This spell does not stack with any additional casting of any summoning spell of any level.

Survive poison. – *(Protective)* To cast this spell the caster must say, "I bestow protection from poison" before striking the target with a packet. This spell allows the caster to make 1 target able to sustain their next contact with an alchemical poison that would otherwise have affected the target detrimentally. This spell lasts until used.

Trip. - *(Fumble Effect)* To cast this spell, the caster must say, "trip" before striking the target with a packet. This spell causes no damage but forces the target to the ground as if tripped. The target cannot get up for 5 seconds, and cannot block or attack. This spell is negated by natural and magic immunities, and spell negating protectives.

2nd *Level Thaumaturgy Spells.*

Conceal Item- *(Utility Effect)* To cast this spell, the caster must say, "Conceal *'item to be concealed*'" before striking the target object with a packet. This spell allows the caster to hide 1 targeted item, on their person, that cannot be found with a standard search action. The spell lasts until the beginning of the next game cycle. This spell cannot be cast multiple times on the same item. This effect can be circumvented by use of the 9th level "divine purge" spell.

Detect Magic. – *(Utility Effect)* To cast this spell, the caster must say, "Detect magic" before striking the target with a packet. This spell allows the caster to determine

instantly if magical properties exist on a target. This spell is negated by natural and magic immunities and spell negating protectives.

Horrible Laughter. – *(Control Effect)* To cast this spell the caster must say, "Laugh you bastard" before striking the target with a packet. This spell allows the caster to cause 1 target to be overcome with laughter for 5 minutes. The target can take no in game actions while under this effect. This spell is negated by natural and magic immunities, and spell negating protectives.

Identify Thaumaturgical Magic Item. – *(Utility Effect)* To cast this spell, the caster must utter the word "Identify" and strike the target with a packet. This spell allows the caster to identify all the properties of any Thaumaturgical magic item. The narrator will then show the player the information card for the item or NPC, or explain the game effect if necessary.

Protection from Weapons. – *(Protective)* To cast this spell, the caster must say, "I bestow protection from weapons". To use this spell, the caster must say, "avoid" each of the 3 times they are struck by a weapon. This spell allows the caster to ignore the next 3 weapon strikes against them. The target cannot choose the attacks to be avoided; only the next 3 attacks of the appropriate type are avoided. This spell will stack with weapon avoidance and spell avoidance, but not with subsequent castings of protection from weapons. This spell lasts until used.

Magic Alarm. – *(Utility Effect)* To cast this spell, the caster must say, "I set a magic alarm." Then the caster must strike the target to be alarmed with a packet. This spell allows the caster to set a magic alarm that will sound when an entrance, compartment, or chest is opened. The caster must provide the means by which to make the sound and that means must be approved by a game official before its use. An annotated card indicating that the alarm is in effect must be kept with the targeted item.

Spell Avoidance- *(Protective)* To cast this spell the caster must say, "I bestow spell avoidance" before striking the target with a packet. To use this spell, the target character must say, "avoid" when struck by the spell they choose to avoid. This spell functions like the first level avoidance spell, but applies to spells and not weapons. (even weapons swinging magical damage or carrying effects are considered weapons and not spells). This spell only works once per casting and does not stack with other castings of spell avoidance.

Trackless Step. – *(Utility Effect)* To cast this spell the caster must utter the phrase "shadows hide my fate". This spell allows the caster to conceal his/her tracks from detection. The spell has duration of 2 days and lasts even after death. It can be dispelled by dispel magic. This spell is negated by natural and magic immunities and spell negating effects.

Unmark Spirit. – *(Utility Effect)* To cast this spell the caster must say, "I unmark your spirit" before touching the target. This spell allows the caster to remove a spirit mark.

3rd *Level Thaumaturgy Spells.*

Bind. – *(Immobilizing Effect)* To cast this spell the caster must say, "I bind you" before striking the target with a packet. This spell allows the caster to magically bind 1 target's hands behind them. The target does not have to drop any items they chose to hold, but must put their hands behind their back and can take no in game actions requiring use of their hands. This spell is line of site, or until the caster is dropped. This spell is negated by natural and magic immunities and spell protectives.

Elemental Endurance- *(Protective)* To cast this spell the caster must say, "I bestow elemental endurance" before striking the target with a packet. To use this spell the target must say, "avoid" after being struck with the elemental damage attack. This spell allows the caster to imbue 1 target with the ability to endure 1 elemental strike or packet, regardless of damage amount or effect. The target chooses when to use this ability and the type of element to be endured. This spell will stack with other avoidance spells but not with subsequent castings of elemental endurance. This spell lasts until used.

Fumble. – *(Fumble Effect)* To cast this spell, the caster must say, "Drop your (*item to be dropped*)" before striking the target with a packet. The target item must be specified. This spell allows the caster to cause 1 target to drop 1 item not magically locked to them. The target will be unable to pick up the dropped item for 10 seconds. This spell is negated by natural and magic immunities and spell negating protectives.

Halt Enemy- *(Immobilizing Effect)* To cast this spell the caster must say "halt" before striking the target with a packet. This spell allows the caster to immobilize the feet of a target. The spell duration is line of sight, or until the caster is dropped. This spell is negated by natural and magic immunities and spell negating protectives.

Magic Lock. – *(Utility Effect)* To cast this spell the caster must say, " Magic lock" before striking the target with a packet. This spell allows the caster to magically lock an entrance, chest, or compartment. The caster can choose to remove the lock at any time, but must recast the spell each time they wish to re-secure the target after removing the previous spell casting.

Obscure Tracks. – *(Utility Effect)* To cast this spell the caster must say, "I obscure these tracks" before striking the target tracks (the ground) with a packet. This spell allows the caster to conceal 1 set of tracks permanently.

Spirit Servant. – *(Utility Effect)* To cast this spell, the caster must utter the phrase "Spirit attend me". This spell allows the caster to carry item cards in excess of his actual ability to carry the G.S.O. for all the items. Once cast, the caster can now carry multiple item cards in 1 location on their person, as if the actual items were being carried by an invisible servant. The items can only be carried to one destined location. This spell cannot be used to carry items constantly. The caster may use any of these items as long as the G.S.O. representing the item is in hand before and during its use. This spell is in affect until the caster is rendered unconscious, killed, or reaches the intended destination. If the spell effect stops prematurely, the caster must place all the items the invisible servant was carrying on the ground within a 3-foot distance of the caster.

Summoning Level II. –*(Utility Effect)* To cast this spell the caster must say, "I bestow the aspect of the (*turtle or Griffon*) on you." This spell allows the caster to bestow upon a target either the aspect of a turtle or a griffon. The aspect of the turtle will give the target 5 hardness points on their person, that acts just like hardness points on armor. The aspect of the griffon will give the target a plus 4 to their damage for the duration of 1 combat. Only one summoning spell can be active on a target at one time. This spell does not stack with any additional casting of any summoning spell of any level.

4th Level Thaumaturgy Spells.

Clear Mind- *(Utility Effect)* To cast this spell the caster must say "Clear Mind" before striking the target with a packet. This spell allows the caster to remove all mind altering, magical effects, from the target.

Giant Strength. – *(Utility Effect)* To cast this spell the caster must say, "I bestow a giant's strength" before striking the target with a packet. To use this spell the target needs only to add plus 5 to their normal damage. This spell allows the caster to bestow plus 5 strength to a single target, for the duration of a single combat, or the performance of 1 feat of strength. The plus 5 applies to damage and feats of strength. It does not make a non-magical attack do magical damage. To use a feat of strength the target must say "Giant Strength" before performing the feat. An example of this use would be to pick up a wagon full of people and run to safety. (Out of game the players would run with the feat user, while the feat user pantomimes carrying them) It can also be used to jump a great distance or height, as well as to lift monstrously large gates. Once the feat of strength has been used, all effect of the spell, even the damage increase for that combat, is exhausted. The damage increase can be used for the entire combat, if no strength feat is used, or can be used up until a strength feat is used. This spell will NOT stack with other strength boosting spells such as "Hero's Might ".

Magic Sleep. – *(Sleep Effect)* To cast this spell the caster must utter the phrase "Sleep" then strike the target with a packet. This spell allows the caster to render a target character or NPC asleep for 5 minutes. The phrase must be uttered completely before the packet strikes the target or a spell is lost from the caster's available spells as if they had cast it, but will have no effect. This spell is negated by natural and magic immunities, and spell negating protectives.

Mesmerize Creature. – *(Sleep Effect)* To Cast this spell the caster must say, "Mesmerize creature." This spell allows the caster to entrance 1 creature to the point that if otherwise hostile it will not attack. This spell lasts until the target creature is interacted with, attacked, or the caster breaks line of site contact. This spell is negated by natural and magic immunities and spell negating protectives.

Protection from Missiles. – *(Protective)* To cast this spell the caster must say, "I bestow protection from missiles" before striking the target with a packet. To use this spell, the target must say, "avoid" after each of the 3 times they are struck while the spell is in effect. This spell allows the target to ignore the next 3 missile or damage spell attacks that hit them. (Even spells that are specifically elemental type, or are damaging spells that carry additional effects such as lightning spells, are stopped utterly; but spells that have no damage component to them are not stopped by this protective.) The target cannot choose the attacks to be avoided. Only the next 3 attacks of the appropriate type are avoided. This spell will stack with avoidance, spell avoidance, and any alchemical protectives, but not with subsequent castings of protection from missiles. This spell lasts until used.

Spirit Blade- *(Utility Effect)* To cast this spell the caster must touch the weapon and say, "I bestow a spirit blade". This spell allows the caster to empower 1 weapon with a plus 3 to damage, making all damage that weapon causes to be spirit. The duration is the length of the combat in which it is used. If there is no combat occurring when this spell is cast, the spell has no effect. The spell is on the weapon and not the wielder, therefore the weapon can be used by anyone with the skill to do so.

Spirit Burst- *(Damage Effect)* To cast this spell the caster must say, "   spirit 20" before striking the target with a packet. This spell allows the caster to deliver 20 points of thaumaturgical magical damage. This spell is negated by natural and magic immunities, hardness, and spell negating protectives as well as protection from missiles.

Traceless Steps. – *(Utility Effect)* To cast this spell the caster must say, "I bestow traceless steps" before striking the target with a packet. This spell allows the caster to render 1 target untrackable for 24 hours.

5th Level Thaumaturgy Spells.

Dismiss. – *(Utility Effect)* To cast this spell the caster must say, "I dismiss you" before striking the target with a packet. This spell allows the caster to return 1 extra planer being to its native plane. The extra planer being must not return for at least 48 Hours. This spell is negated by spell negating protectives.

Feeble Mind. – *(Fumble Effect)* To cast this spell, the caster must say, "Taste purple!" before striking the target with a packet. This spell allows the caster to render 1 target utterly confused and useless for 5 minutes. The target will have no in game skills and will role-play being confused. This spell is negated by natural and magic immunities and spell negating protectives.

Imbue Spell- *(Utility Effect)* To cast imbue spell the caster must say "I empower you to cast" then the caster or another participating caster must cast the spell, to be imbued, on the target. To use this spell the target need only cast the spell that has been imbued as if it were from their own skill. This spell allows the caster to bestow upon the target character, the ability to cast 1 specific spell. The spell to be imbued must be cast on the target character immediately after casting the imbue. The spell to be imbued can come from any caster participating. Casting imbue can never be used as a spell defense. Any caster contributing the imbued spell must be aware and willing for the spell to be used in this way. This spell does not stack.

Life Transference I. - *(Transfer Effect)* To cast this spell the caster must say "transfer 5" prior to striking the target with a packet. This spell allows the caster to damage a target for 5 points of damage and transfer those 5 points to the caster's hit point total. If the target has less than 5 hit points, then they are at 0 and the caster still gains 5 hit points. Hit points gained from this spell can not put the casters' hit points above there normal hit point maximum. This spell is negated by natural and magic immunities and spell negating protectives.

Protection from life transference. – *(Protective)* To cast this spell, the caster must say, "I bestow protection from Life Transference." This spell allows the caster to bestow protection from the spell life transference on 1 target. This spell will stack with all other protective spells, but not with subsequent castings of protection from life transference. The target cannot choose what attacks can be avoided. The protection applies only to the very next 2 life transference spell attacks. This spell lasts until used.

Spirit Taint. – *(Utility Effect)* To cast this spell the caster must say, "I taint your spirit" before striking the target with a packet. This spell allows the caster to cause 1 target to take double damage from all attacks. This spell lasts until removed. Repeated

castings on a target already affected by this spell will have no effect. This spell is negated by natural and magic immunities, spell negating and elemental protectives.

Summoning Level III. -*(Utility Effect)* To cast this spell the caster must say, "I bestow the aspect of the dragon on you." This spell allows the caster to bestow upon a target the aspect of a dragon. This will give the target 10 hardness points on their person, that acts just like hardness points on armor and a plus 5 to their damage for the duration of 1 combat. This spell lasts for the duration of 1 combat. Only one summoning spell can be active on a target at one time. This spell does not stack with any additional casting of any summoning spell of any level.

6th Level Thaumaturgy Spells.

Acid Arrow. – *(Utility)* To Cast this spell the caster must say, "Acid Arrow." This spell allows the caster to strike 1 target for acid effect. Acid reduces ALL the hardness of shields and armor instantly to zero. This spell will also remove all hardness points from any spell currently active on the target. Hardness on a shield will NOT prevent the effect of this spell. This spell is negated by spell avoidance and protection from spells.

Enrage Spirit. – *(Control Effect)* To cast this spell the caster must say, "I enrage your spirit" before striking the target with a packet. This spell allows the caster to cause 1 target to attack the closest available target, friend or ally makes no difference. The target will become a mindless attacking machine, unable to stop attacking with every combat skill or spell available to them,. They will always choose the target closest to them regardless of all other considerations. This spell lasts 10 minutes, until the effected target looses consciousness, or until removed. This spell is negated by natural and magic immunities, and spell negating protectives.

Freedom. – *(Utility Effect)* To cast this spell the caster must say, "I free you" before striking the target with a packet. This spell allows the caster to remove an immobilizing spell effect from 1 target other than themselves.

Interrupt teleport. –*(Utility Effect)* To cast this spell the caster must say, "Interrupt teleport" before striking the target with a packet. This spell allows the caster to interrupt beings they recognize as casting a teleport spell or using a teleporting ability, to stop the spell from being completed, as long as the interrupt teleport spell is cast in its entirety and the packet has struck the target before the target has completed the casting of their teleport spell. The caster cannot willingly stop teleporting to try to save their spell. Once a verbalization has begun, it must be finished or the spell is lost.

Spirit Touch. – *(Utility Effect)* To cast this spell the caster must touch the target and say " Open your mind to me". The caster must then role-play for 5 minutes with the

target to negotiate an end to their problem. This spell allows the caster to read the spirit of 1 willing target. The target must be willing and not under a magical or alchemical control. While reading the spirit, the caster is able to ease mental trauma, remove role-playing insanity, and will restore magically induced or alchemically induced memory loss. The spell takes 5 minutes to completely cast. Only 1 issue can be addressed per casting. The caster leads the role-play and the target will follow that lead. If a lotus-nectar has been in effect for more than 15 minutes, the memory loss can not be regained from this spell.

Spirit Vision. – *(Utility Effect)* To cast this spell the caster must say, "I bestow spirit vision" before striking the target with a packet. This spell allows the caster to bestow upon 1 target the ability to see invisible things. They may not make an attack against an invisible target, but may know the location and movements of an invisible target. This spell lasts for 1 minute.

7th Level Thaumaturgy Spells.

Chain Lightning. – *(Damage and Shock Effects)* To cast this spell, the caster must say, "Chain Lightning 5, Chain lightning 5, (*and so on*)" before striking the target with a packet. This spell allows the caster to strike multiple targets (up to 6) or a single target for 5 points of damage 6 times and stun them for 5 seconds. The caster may use all 5 attacks on 1 target or any combination of targets. While stunned, the target can take no action. This spell is negated by natural and magic immunities, and spell negating protectives as well as protection from missiles.

Cloak of Bravery. – *(Protective)* To cast this spell the caster must say, "I bestow a cloak of bravery" before striking the target with a packet. This spell allows the caster to render 1 target immune to fear affects for the length of 1 combat. This spell does not remove fear affects already in effect on the target.

Create Undead. – *(Utility Effect)* To cast this spell the caster must say, "Create undead" before striking the target with a packet. This spell allows a caster to turn a target that is at zero hit points into a level 1 undead creature with 20 hit points. The spell lasts 1 combat or 20 minutes. Rather than killing the creature or character, when the spell expires, the target is normal and at 1 hit point. If the target is attacked and dropped to zero while under the effect of being "undead", they are instantly dead and must resurrect. This spell is negated by natural and magic immunities.

Dispel Magic. – *(Utility Effect)* To cast this spell the caster must say, "I dispel (spell to be removed)" before striking the target with a packet. This spell allows the caster to remove a single "spell cast" magical effect on 1 target.

Dominate creature. – *(Control Effect)* To cast this spell, the caster must say, "You're in my power" before striking the target with a packet. This spell allows the caster to control 1, non-player race, NPC for 5 minutes. Player races, even those being played by N.P.C.s are not affected by this spell. Once under the effect of the spell, the target will obey the instructions of the caster. This spell is negated by natural and magic immunities and spell negating protectives.

Extinguish- *(Utility Effect)* To cast this spell the caster must say "extinguish" before striking the target with a packet. This spell drenches the target in magical water, removing all non-ceremonial, non-natural, fire/flame and acid effects.

Planar Shield. – *(Utility Effect)* To cast this spell the caster must say, "I shield you from (*state the plane or description of the plane*)" before striking the target with a packet. This spell allows the caster to render 1 target able to withstand existing on a naturally hostile plane of existence. (*life support*) It does not render the target immune to any damage incurred because of a trap or attack. This spell lasts until the target leaves that plane or is magically deprived of the spell.

Restore Spirit. – *(Utility Effect)* To cast this spell the caster must say, "I restore your spirit" before striking the target with a packet. This spell allows the caster to remove the effect of a taint spirit spell.

8th Level Thaumaturgy Spells.

Cobweb. – (*Immobilizing effect)* To cast this spell, the caster must say, "Cobweb" before striking the target with a packet. This spell allows the caster to immobilize a target indefinitely. The target can still speak, but not move. Other characters, not under its effect, can remove the cobweb by using a sharp G.S.O. item or weapon to cut the target out of the effect of the cobweb by pantomiming and counting off the action for 5 seconds, only after they have applied an alchemical lubricant to the cobweb, or they will also become immobilized by contact with the effected character. This effect lasts until removed. This spell is negated by natural and magic immunities and spell negating protectives.

Feign Death. – *(Utility Effect)* To cast this spell the caster must fall down. This spell allows the caster to drop into a trance like state and appear dead. They are immune to weapon strikes as if they are dead. The spell lasts for 10 minutes and the caster can not chose to wake up before that time has expired. All that check the target will believe the target to be dead.

Invisible Tracker. - *(Utility Effect)* To cast this spell the caster must say, "I will see you" before striking the target item with a packet. This spell allows the caster to know

the whereabouts of 1 item for 24 hours. The item must have an out of game indication of time and date of casting on it. That indicating mark may be concealed, but must be shown to a game official when recovering or perusing an item.

Life Transference II. - *(Transfer Effect)* To cast this spell the caster must say, "Transfer 10" before striking the target with a packet. This spell allows the caster to damage a target for 10 points of damage and transfer those 10 points to the caster's hit point total. If the target has less than 10 hit points, they are at zero and the caster still gains 10 hit points. Hit points gained from this spell **can** put the caster's hit points above their normal hit point maximum for the duration of the current combat only. The hit points gained from this spell, can, at the caster's discretion, be given to an ally rather than them self, by saying (Divert 10) and striking the intended recipient with a packet. The intended recipient must acknowledge that they have received these hit points, but may chose not to receive them. If they chose not to receive them, they automatically go to the caster as if they were never diverted. Any intended recipient, other than the caster, cannot have their normal hit point maximum exceeded by this spell. The beneficial aspect of this spell does not consider protectives, only the willingness of the target recipient. The offensive aspect of this spell is negated by natural and magic immunities and spell negating protectives.

Stifle Spirit. – *(Fumble Effect)* To cast this spell the caster must say, "I stifle your spirit" before striking the target with a packet. This spell allows the caster to render a target unable to cast spells for 5 minutes. This spell is negated by natural and magic immunities, and spell negating protectives.

9th Level Thaumaturgy Spells.

Forget. – *(Utility Effect)* To cast this spell the caster must say, "You will forget" before striking the target with a packet. This spell allows the caster to cause 1 target to forget the past 20 minutes permanently unless otherwise restored, and renders them stunned for 15 seconds. This spell is negated by natural and magic immunities, and spell negating protectives.

Illithid's Kiss. – *(Utility Effect)* To cast this spell the caster must say, "Illithid's kiss" before striking the target with a packet. This spell allows the caster to remove 1 spell level from a single target. The level with the most spells available to cast will be lost. If more than 1 level has the most spells available, then the target may choose the spell level. Targets with multiple schools of magic, choose the school. The lost spell level will return at the next game reset. This spell is negated by natural and magic immunities, and spell negating protectives.

Trance. - *(Utility Effect)* To cast this spell the caster must sit in the traditional lotus meditation position (*or as close to it as their physique will allow*) and place both hands on top of their head. This spell allows the caster to place themselves in a magic trance. While entranced, the caster cannot move, speak, or take any in game action. In addition, while entranced, the caster takes no damage from any attack or effect from any spell. This spell lasts until the caster moves, speaks, takes an in game action, or chooses not to be entranced.

10th Level Thaumaturgy Spells.

Invoke elemental. – *(Utility Effect)* To cast this spell the caster must say, "I invoke (*fire, water, stone, wind, or spirit*) upon you" before striking the target with a packet. This spell allows the caster to grant 1 target the abilities of 1 element for the duration of 1 combat. Once affected, the target gains; the chosen element to their weapon damage calls, and half damage from the chosen element. The target also receives a plus 3 to their damage strikes and a temporary plus 10 hit points. If at the end of the spell the target has lost hit points taking them below their normal maximum, their hit point total does not change, but if their hit points are above their normal hit point maximum, they return to the normal maximum.

Spirit Blast. - *(Damage Effect)* To cast this spell the caster must say "Spirit blast 100" before striking the target with a packet. This spell causes the target to receive 100 points of spirit damage. This spell is negated by natural and magic immunities, hardness, and spell negating protectives as well as protection from missiles.

Summoning Level IV. - *(Utility Effect)* To cast this spell the caster must say, "I bestow the aspect of a god on you." This spell allows the caster to bestow upon a target the aspect of a god. This will give the target invulnerability to all damage and effects and 1 legendary strike, for 20 seconds. This spell may only be cast once per game cycle, by the caster, regardless of the amount of spells available, or the amount of times 10th level Thaumaturgy has been purchased. Only one summoning spell can be active on a target at one time. This spell does not stack with any additional casting of any summoning spell of any level.

Teleport- *(Utility Effect)* To cast this spell the caster must say, *"By mist and shadow I call upon the transient spirits of the mutable universal causeway to teleport me to (the name of the location)"*, then strike the ground in front of them with a packet. They then go out of game to the location before going back into game at the new location. This spell allows the caster to disappear and reappear at a different location without passing through the space in-between. The caster must have previously been to the target

location. This spell cannot be used to planar shift. The caster's possessions, and all that they carry (except other characters, or objects of mass greater than or equal to the caster's) teleport with them. Narrators may make exceptions for small living beings, i.e. infants, or small animals, or exceptionally large/heavy weapons or armor sported by the caster in a standard manner.

Walking Trance. *(Utility Effect)* To cast this spell the caster must place both hands on top of their head and begin walking to their desired destination. This spell acts as the ninth level trance spell, but rather than the sitting position, the caster may walk to 1 location, but not run.

Ceremonial Magic Rites

Ceremonial refers to performing elaborate and often times permanent effects that exceed the scope of simple combat spells. Ceremonial magic may cost experience and/or in-game money to perform. (some non-standard rites also require unique items that must be found through questing, in addition to, or in place of, experience and in-game money). The purchase of any magic skill allows the casting of rites in that school, of the level purchased, unlimited times per game day. Costs associated with each rite are paid for every casting, therefore limiting rites based on character resources and not as a "per (time period)" use. All magic items, created by a rite, are considered indestructible except by a deconstruction rite or skill (unless otherwise specified on the item tag or in their rite description). Due to its indestructibility, magical armor can always be refitted to full, even if all hardness points have been exhausted. Some magic affects on some items vary. Find out during game play from a narrator. A caster can link any item, they construct, to themselves at no x.p. cost, if 100% of the x.p. required to make the item comes from the caster's loose x.p. total. Only the magical effect and not the smithing of mundane items, is considered for this type of link. Once linked, the item will travel with the caster, even while dead and cannot be disarmed by spell or effect, though some effects may still prevent its use. Any rite that is used to create a permanent location for casting ceremonial magic rites does not require a permanent location. All ceremonial sites created have a size limitation and must be marked. Shape does not matter. The size limit is measured as five feet from the caster in every direction when cast. The area can be smaller if desired.

Arcane Ceremonial spell rites

These are the standard rites available with purchase of Arcane Magic skills.

1st *Level Arcane Magic rites.*

Construct Sanctorum. – This rite allows the arcane caster to empower a permanent location to act as his/her ceremonial sanctorum site. Only 1 sanctorum at a time can be active for an individual caster. Once cast, any other sanctorum created by the caster ceases to exist. This rite can only be performed once in an entire game event. The caster does not need access to another sanctorum for this rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs nothing to perform.

Damage Boost level I. – This allows the caster to bestow a +1 to the damage of any smithed weapon. This effect does not stack, and does not change the damage type to arcane if it is not already an arcane damage weapon. When cast, it replaces any other arcane damage boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 10 gold to perform.

Deconstruction Level I. – This allows the caster to deconstruct any arcane item of equal to or less than 100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character(s). The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Elemental Enchantment. – This rite allows the caster to bestow weapons with the ability to inflict elemental damage. This does not boost the damage value of the item. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of the element being granted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 10 gold to perform.

Spell Enchantment Level I. – This allows the caster to place the ability of 1 1st level arcane spell into an item. Upon completion of the rite, the item can be used 1 time per day to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. This rite will stack with subsequent castings. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 2 gold to perform.

2nd *Level Arcane Magic rites.*

Arcane Armor Boost I - This allows the caster to bestow a +1 to hardness point to any smithed armor. This effect does not stack. When casts, it replaces any other arcane armor boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. Iit does not add to existing armor boosts. The armor must still be refitted to full after it takes damage, in order to regain its full hardness points. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Damage Boost Level II. – This allows the caster to bestow a +2 to the damage of any smithed weapon. This effect does not stack, and does not change the damage type to arcane if it is not already an arcane damage weapon. When casts, it replaces any other arcane damage boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces boost effects of lesser levels, it does not add to existing damage boosts. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Deconstruction Level II. – This allows the caster to deconstruct any arcane item of equal to or less than 300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Spell Enchantment Level II. – This allows the caster to place the ability of 1 2nd level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-

played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

3rd Level Arcane Magic rites.

Arcane Armor Boost II - This allows the caster to bestow a +2 to hardness point to any smithed armor. This effect does not stack. When casts, it replaces any other arcane armor boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. Iit does not add to existing armor boosts. The armor must still be refitted to full after it takes damage, in order to regain its full hardness points. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Damage Boost Level III. – This allows the caster to bestow a +3 arcane to the damage of any smithed weapon. This effect does not stack, but does change the damage type to arcane if it is not already an arcane damage weapon. When casts, it replaces any other arcane damage boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces boost effects of lesser levels, it does not add to existing damage boosts. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Deconstruction Level III. – This allows the caster to deconstruct any arcane item of equal to or less than 700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item

or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Magic Threshold Level I. – This allows the caster to imbue armor with the ability to ignore damage of 2 hit points or less. This effect replaces threshold effects of lesser levels, it does not add to existing threshold effects. The caster must have: access to a sanctorum, the target item, and any and all characters to be linked to the item or to be used for loose experience to affect the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Spell Enchantment Level III. – This allows the caster to place the ability of 1 3rd level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

4th Level Arcane Magic rites.

Arcane Armor Boost III - This allows the caster to bestow a +3 to hardness point to any smithed armor. This effect does not stack. When casts, it replaces any other arcane armor boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. Iit does not add to existing armor boosts. The armor must still be

refitted to full after it takes damage, in order to regain its full hardness points. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

Damage Boost Level IV. – This allows the caster to bestow a +4 arcane to the damage of any smithed weapon. This effect does not stack, but does change the damage type to arcane if it is not already an arcane damage weapon. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces boost effects of lesser levels, it does not add to existing damage boosts. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

Deconstruction Level IV. – This allows the caster to deconstruct any arcane item of equal to or less than 1500 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Magic Threshold Level II. – This allows the caster to imbue armor with the ability to ignore damage of 3 hit points or less. This effect replaces threshold effects of lesser levels, it does not add to existing threshold effects. The caster must have: access to a sanctorum, the target item, and any and all characters to be linked to the item or to be used for loose experience to affect the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate

bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

Spell Enchantment Level IV. – This allows the caster to place the ability of 1 4th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

5th Level Arcane Magic rites.

Damage Boost Level V. – This allows the caster to bestow a +5 arcane to the damage of any smithed weapon. This effect does not stack, but does change the damage type to arcane if it is not already an arcane damage weapon. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces boost effects of lesser levels, it does not add to existing damage boosts. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Deconstruction Level V. – This allows the caster to deconstruct any arcane item of equal to or less than 3100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a

sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Elemental Boost I. – This rite allows the caster to bestow previously elementally enchanted weapons with the ability to inflict elemental damage and increase the weapon damage to +1. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of the element being granted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Magic Threshold Level III. – This allows the caster to imbue armor with the ability to ignore damage of 4 hit points or less. This effect replaces threshold effects of lesser levels, it does not add to existing threshold effects. The caster must have: access to a sanctorum, the target item, and any and all characters to be linked to the item or to be used for loose experience to affect the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Spell Enchantment Level V. – This allows the caster to place the ability of 1 5th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite

must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

6th Level Arcane Magic rites.

Arcane Armor Boost IV - This allows the caster to bestow a +4 to hardness point to any smithed armor. This effect does not stack. When casts, it replaces any other arcane armor boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. Iit does not add to existing armor boosts. The armor must still be refitted to full after it takes damage, in order to regain its full hardness points. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Deconstruction Level VI. – This allows the caster to deconstruct any arcane item of equal to or less than 6300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Elemental Boost II. – This rite allows the caster to bestow previously elementally enchanted weapons with the ability to inflict elemental damage and increase the weapon damage to +2. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of

the element being granted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Minor Stationary Artifact. – This rite allows the caster to place any packet delivered arcane spell, fifth level or below, in a single object. Any caster, not just the caster performing the rite, can cast the 1 spell that the object will hold, from any school of magic, but the spell must be cast during the rite and at the object. The spell caster must have all spells available to cast of the type and level desired for the effect. Once cast into the item, all spells used are deducted from the caster's daily spell pool for that level. The object will be able to cast the spell unlimited times, but must be placed in a location, stated during the rite. Upon completion of the rite, the object will "disappear" and "appear" in the destined location (the object must be taken from the area of the rite, out of game, and placed in its new permanent location immediately upon completing the rite). Once in the permanent area, the item can never be moved and will defy all attempts to move it. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item or cast into the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Spell Enchantment Level VI. – This allows the caster to place the ability of 1 6th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be

creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

7th Level Arcane Magic rites.

Arcane Armor Boost V - This allows the caster to bestow a +5 to hardness point to any smithed armor. This effect does not stack. When casts, it replaces any other arcane armor boost spell already in effect. The caster must have: access to a sanctorum, the item to be boosted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. Iit does not add to existing armor boosts. The armor must still be refitted to full after it takes damage, in order to regain its full hardness points. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Deconstruction Level VII. – This allows the caster to deconstruct any arcane item of equal to or less than 12,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Elemental Boost III. – This rite allows the caster to bestow previously elementally enchanted weapons with the ability to inflict elemental damage and increase the weapon damage to +3. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of the element being granted, and any and all characters to be linked to the item or to be

used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Magic Threshold Level IV. – This allows the caster to imbue armor with the ability to ignore damage of 5 hit points or less. This effect replaces threshold effects of lesser levels, it does not add to existing threshold effects. The caster must have: access to a sanctorum, the target item, and any and all characters to be linked to the item or to be used for loose experience to affect the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Spell Enchantment Level VII. – This allows the caster to place the ability of 1 7th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

8th Level Arcane Magic rites.

Deconstruction Level VIII. – This allows the caster to deconstruct any arcane item of equal to or less than 22,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When

deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Disguise Visage. – This rite allows the caster to temporarily alter the appearance of a target character, NPC, or item. The target character or item will take on the appearance of a pre-selected character, NPC, or item and will appear to all as that character or item for the next 12 hours, unless the target decides to abandon the ceremonial effect. If the character abandons the effect, it is gone and must be recast through rite to become active once again (items, obviously, can not chose to abandon the ceremonial effect). Characters cannot appear as items and items cannot appear as characters. Characters so affected, must use costuming, makeup, and all necessary "advertising" to appear as the character they now represent. The caster must have: access to a sanctorum, the item or character to be effected. This effect may be placed on an item or a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Elemental Boost IV. – This rite allows the caster to bestow previously elementally enchanted weapons with the ability to inflict elemental damage and increase the weapon damage to +4. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of the element being granted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Major Spell Enchantment Level I. – This allows the caster to place the ability of 2 8th level arcane spells, or lower, into an item. Upon completion of the rite, the item can be used 2 times per game cycle to cast the spells from the item as if it were from an arcane

spell pool (once per effect). The caster must have 3 spells available to cast of the type and level desired for each effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for each level, or 6 spells from the same level if both effects are the same level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Spell Enchantment Level VIII. – This allows the caster to place the ability of 1 8th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

9th Level Arcane Magic rites.

Deconstruction Level IX. – This allows the caster to deconstruct any arcane item of equal to or less than 37,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all

characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

       Elemental Boost V. – This rite allows the caster to bestow previously elementally enchanted weapons with the ability to inflict elemental damage and increase the weapon damage to +5. The elements that can be employed are: Earth, fire, wind, water, spirit, or time. Some NPCs or characters take increased damage from certain elemental attacks. The caster must have: access to a sanctorum, the item to be boosted, a representation of the element being granted, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

       Link/Delimit Item. – This rite allows conditions to be set on an already magical item. The conditions can limit the use of the item to a specific race, character experience point amount, or individual. The item can also exclude its use by a specific character experience point amount, race, or individual. The item can also be delimited in its use to a need to be used in conjunction with another item. The item can be limited to use during a certain time or restricted to use in conjunction with another item or a specified time. Other conditions can be applied at the discretion of game officials, but only 1 specific condition can be set per rite. The caster must have: access to a sanctorum, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to create the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

       Major Spell Enchantment Level II. – This allows the caster to place the ability of 3 9th level arcane spells, or lower, into an item. Upon completion of the rite, the item can be used 3 times per game cycle to cast the spell from the item as if it were from an arcane spell pool (once per effect). The caster must have 3 spells available to cast of the type and level desired for each effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for each level, or 9 spells from the same level if all effects are the same level. The caster must have: access to a sanctorum, the item to be spell

enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

Spell Enchantment Level IX. – This allows the caster to place the ability of 1 9th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

10th Level Arcane Magic rites.

Deconstruction Level X. – This allows the caster to deconstruct any arcane item of equal to or less than 57,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with

additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Major Spell Enchantment Level III. – This allows the caster to place the ability of 4 9th level arcane spells, or lower, into an item. Upon completion of the rite, the item can be used 4 times per game cycle to cast the spell from the item as if it were from an arcane spell pool (once per effect). The caster must have 4 spells available to cast of the type and level desired for each effect, unless they are all the same spell, then 10 spells of that level must be available. Once cast into the item, 4 spells are deducted from the caster's daily spell pool for each level, or all spells from the same level if all effects are the same level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 10,000 points of experience and 100 gold to perform.

Major Stationary Artifact. – This rite allows the caster to place any packet delivered spell, ninth level or below, in a single object. Any caster, not just the caster performing the rite, can cast the 1 spell that the object will hold, from any school of magic, but the spell must be cast during the rite and at the object. The spell caster must have the spell available to cast of the type and level desired for the effect. Once cast into the item, the spell is deducted from the caster's daily spell pool for that level. The object will be able to cast the spell unlimited times, but must be placed in a permanent location, stated during the rite. Upon completion of the rite, the object will "disappear" and "appear" in the destined location (the object must be taken from the area of the rite, out of game, and placed in its new permanent location immediately upon completing the rite). Once in the permanent area, the item can never be moved and will defy all attempts to move it. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item or cast into the item. To use the spell from the item, the user must touch the artifact, call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 10,000 points of experience and 100 gold to perform.

Replay History. – This rite allows the caster to discover the exact circumstances of 1 extremely distant past event, in detail. Upon completion of the rite, a game official will describe, in detail, the exact occurrences in question. The success or failure of this rite is up to the discretion of the game officials. Success is NOT guaranteed. The caster must have: access to a sanctorum, soil from the area of the event, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate gaining the knowledge from a mystical source. This rite costs 10,000 points of experience and 100 gold to perform.

Spell Enchantment Level X. – This allows the caster to place the ability of 1 10th level arcane spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an arcane spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a sanctorum, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 10,000 points of experience and 100 gold to perform.

Divine Ceremonial spell rites

These are the standard rites available with purchase of Divine Magic skills.

1st Level Divine Magic rites.

Aura of Divinity. - This rite allows the caster to bestow a weapon with the ability to inflict divine damage. This does not boost the damage value of the item. Some NPCs or characters take increased damage from divine attacks. The caster must have: access to a monastery, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to bestow the affect on the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as

they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 10 gold to perform.

Consecrate Monastery. – This rite allows the divine caster to empower a permanent location to act as his/her rite monastery site. Only 1 monastery can be active at a time for an individual caster. Once cast, any other monastery created by the caster ceases to exist. This rite can only be performed once in an entire game event. The caster does not need access to another monastery for this rite. The caster must have: any and all items to be used for loose experience to bestow the effect. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs nothing.

Deconstruction Level I. – This allows the caster to deconstruct any divine item of equal to or less than 100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a monastery, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Raise Dead. – This allows the caster to return a character to a living status in the game, so long as their Soul Points are above zero and the character is willing. The rite may be cast either where the target character died or at a safe location of the caster's choosing. The caster must have: something that belongs to the dead character or the body. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bringing the character back to life. You must immediately inform a narrator or storyteller a character has been raised. The character will have no memory of the past 2 hours. Anything he/she was carrying in-game is left where they died. Anyone can pick up the dropped belongings. Characters cannot raise themselves. This rite cost no experience or gold from the caster, but will cost the target character 1 of their Soul Points.

Spell Enchantment Level I. – This allows the caster to place the ability of 1 1st level divine spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 2 gold to perform.

2nd *Level Divine Magic rites.*

Aura of Divine Wrath I. - This allows the caster to bestow a +1 divine to the damage of any smithed weapon. This effect does not stack, but does change the damage type to divine if it is not already a divine damage weapon. The caster must have: access to a monastery, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces divine effects of lesser levels, it does not add to existing divine wrath effects. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Cloak of Faith I. – This rite allows the caster to bestow upon a single target divine protection from weapons. This manifests as a +1 to armor hardness value. This effect stacks with subsequent castings of higher-level cloak of faith rites but not with additional castings of the same level. When NOT in combat, the effect can be refitted in the same manner as any magical armor, by simply saying "refit". If the character is also wearing magical armor they need to refit, they can reset both by saying "refit" only one time. This rite can only be cast on characters or NPCs, never on items. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate

bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Deconstruction Level II. – This allows the caster to deconstruct any divine item of equal to or less than 300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Destroy Magic Item. – This rite allows the complete destruction of any, non-artifact magic item of any school. No experience is given from the destruction of the item, unlike deconstruction. Once cast, the item is turned to dust, losing any and all magic properties. The caster must have: access to a monastery, the item to be destroyed, and any and all characters linked to the item. This rite cannot be used to destroy a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s) and destroying the item. This rite costs 200 points of experience and 20 gold to perform.

Resurrection Stone. - This allows the caster to create a stone that will perform the first level raise dead rite for a spirit, without benefit of a caster. The stone acts as the caster for the raise dead rite. All rules regarding the raise dead rite must be obeyed, with the stone taking the place of the caster. In order for the requirement that an item belonging to the target be present, prior to needing a resurrection (while still alive), anyone to use the stone must touch it with the intention of leaving a part of their spirit with it. (Players sign their name to a sheet near the stone to indicate they are acknowledged by the stone. The list is out of game). Using the stone will still cost the target character 1 soul point. The stone must be placed in a location within the monastery, stated during the rite. Upon completion of the rite, the stone will "disappear"

and "appear" in the destined location (the game safe object used as the stone must be taken from the area of the rite, out of game, and placed in its intended permanent location immediately upon completing the rite). Once in the permanent area, the item can never be moved and will defy all attempts to move it. The caster must have: access to a monastery, the item to be used as the stone, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate creating the stone. This rite costs the caster 200 experience points and 20 gold to cast.

Spell Enchantment Level II. – This allows the caster to place the ability of 1 2nd level divine spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

3rd Level Divine Magic rites.

Cloak of Faith II. – This rite allows the caster to bestow upon a single target divine protection from weapons. This manifests as a +1 to armor hardness value. This effect stacks with subsequent castings of higher-level cloak of faith rites but not with additional castings of the same level. When NOT in combat, the effect can be refitted in the same manner as any magical armor, by simply saying "refit". If the character is also wearing magical armor they need to refit, they can reset both by saying "refit" only one time. This rite can only be cast on characters or NPCs, never on items. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. This rite costs 400 points of experience and 30 gold to perform.

Create Holy Water Vial. – This rite allows the caster to bless a vial of water. Once blessed, the vial acts as a magic item that allows the barer to throw a packet for 100 points of divine damage, until it hits the target, as if it were a spell. (functions similarly to the wizard's arrow spell) The caster need only call out the damage type (divine) and amount before the packet strikes the target. There is no limit to who can carry or use this item. The item can be used in any combination of times against any combination of targets, by any combination of bearers until 10 charges have been used. Once 10 packets have been delivered, the vial is empty. In addition to the damage effect, the vial can be used to bless an area that if then consecrated by the 4th level rite "Consecrate Ground" will make that consecrated area permanently consecrated and it will NOT lose it's potency after ten minutes. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a monastery, the game safe object to be used as the vial, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Deconstruction Level III. – This allows the caster to deconstruct any divine item of equal to or less than 700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Divine Messenger. – This rite allows the caster to summon a divine messenger. Once summoned, the messenger can take no combat action or perform any tasks other than the delivery of the message. The messenger appears before the caster and awaits the message. The caster must give the messenger the message to be delivered either as a verbal message, a written message, or a single item, and the name of the recipient of the

message. Once in hand, the messenger will deliver the message. No force can stop or affect the messenger. Once the messenger delivers the message, he/she vanishes. The caster must have: access to a monastery, any and all items to be used for loose experience to perform the rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate summoning the messenger. This rite costs 400 points of experience and 300 gold to perform.

Spell Enchantment Level III. – This allows the caster to place the ability of 1 3rd level divine spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

4th   Level Divine Magic rites.

Cloak of Faith III. – This rite allows the caster to bestow upon a single target divine protection from weapons. This manifests as a +1 to armor hardness value. This effect stacks with subsequent castings of higher-level cloak of faith rites but not with additional castings of the same level. When NOT in combat, the effect can be refitted in the same manner as any magical armor, by simply saying "refit". If the character is also wearing magical armor they need to refit, they can reset both by saying "refit" only one time. This rite can only be cast on characters or NPCs, never on items. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. This rite costs 800 points of experience and 40 gold to perform.

Consecrate Ground. – This rite allows the caster to consecrate the ground in a circle, 5 feet in radius. Once consecrated, the ground cannot be stepped upon by undead or demons. The area can be used as a temporary monastery for a single rite, not counting

the consecration rite. As this area is not considered a monastery, it does not cause the removal of any actual monastery the caster may have created. The area will remain consecrated for 10 minutes, or until the completion of a single rite. If the rite takes longer than the initial 10 minutes to perform, the consecrated area will remain until the completion of the rite, then will lose its consecration. If a rite is started within the consecrated area, it will be allowed to finish, maintaining the area of consecration, to a maximum of 24 minutes and 59 seconds, assuming the rite was begun with only 1 second left in the consecrated area's 10 minutes of effect. This rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. The caster must have: any and all items to be used for loose experience to bestow the effect, and an out of game way of marking the 5 foot radius safely and clearly. This rite costs 800 points of experience and 40 gold to perform.

Deconstruction Level IV. – This allows the caster to deconstruct any divine item of equal to or less than 1500 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Restore Cursed Soul I. – This rite allows the caster to remove lycanthropy or return a ceremonially created undead, of fifth level or below, to their natural state. (The "natural state" of a permanently dead character is an unresurrectable dead body with zero soul points) The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience for the rite. This rite costs 800 points of experience and 40 gold to perform.

Spell Enchantment Level IV. – This allows the caster to place the ability of 1 4th level divine spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

5th   Level Divine Magic rites.

Aura of Divine Wrath II. - This allows the caster to bestow a +3 divine to the damage of any smithed weapon. This effect does not stack, but does change the damage type to divine if it is not already a divine damage weapon. The caster must have: access to a monastery, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to boost the item. This effect may only be placed on an item and not a character or NPC. This effect replaces divine effects of lesser levels, it does not add to existing divine wrath effects. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Cloak of Faith IV. – This rite allows the caster to bestow upon a single target divine protection from weapons. This manifests as a +1 to armor hardness value. This effect stacks with subsequent castings of higher-level cloak of faith rites but not with additional castings of the same level. When NOT in combat, the effect can be refitted in the same manner as any magical armor, by simply saying "refit". If the character is also wearing magical armor they need to refit, they can reset both by saying "refit" only one time. This rite can only be cast on characters or NPCs, never on items. The rite must be role-played for 10 minutes from start to finish. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. This rite costs 1000 points of experience and 50 gold to perform.

Deconstruction Level V. – This allows the caster to deconstruct any divine item of equal to or less than 3100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Destroy Master Undead. – This rite allows the caster to destroy 1 target undead of monster level 10 (this rite does not affect "Enchanted Beings" of monster level 10), as if turned. The undead must be present in the monastery, and controlled or incapacitated. Once cast, the undead and all possessions contained on it crumble to dust, even if its possessions are magical (artifacts in the possession of the undead can not be destroyed in this manner). If this rite is interrupted by the loss of control of the undead, the rite fails and the caster loses 1 soul point. If the loss of the soul point drops the caster's total Soul Points to zero, the caster is permanently dead and cannot be resurrected by any means less than a true resurrection rite. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate destroying the undead. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to perform the rite. This rite costs 1000 points of experience and 50 gold to perform.

Spell Enchantment Level V. – This allows the caster to place the ability of 1 5th level divine spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any

necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

6th   Level Divine Magic rites.

Deconstruction Level VI. – This allows the caster to deconstruct any divine item of equal to or less than 6300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Divine Prison. – This rite allows the caster to confine a single target character or NPC to a specified geographic location. (Specified town, forest, mountain, kingdom, body of water…ect.) The location must be stated during the rite. Once cast the target character is magically prevented from leaving the stated location. A restore cursed soul II rite can remove this effect. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Quicken Rite. – This rite allows the caster to cut the amount of time necessary for the next rite they or another targeted caster performs, in half. The effect only applies to the very next rite the target performs. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to

perform the rite. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Rejuvenate. – This rite allows the caster to restore all spells of a single level to themselves or another targeted caster. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Spell Enchantment Level VI. – This allows the caster to place the ability of 1 6th level divine spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

7th Level Divine Magic rites.

Deconstruction Level VII. – This allows the caster to deconstruct any divine item of equal to or less than 12,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played

for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Delayed Rite I. – This rite allows the caster to place the effects of a rite, below 7th level, into an item, that will be activated when the item encounters a specific set of circumstances (is picket up by a specific individual, race, gender, ect. Is taken to a specified location or type of location, caster is dropped to 0 or dies. Game officials can determine if a circumstance is acceptable prior to the rite if there is any question). Upon completion of the "delayed rite" rite, the rite to be stored must be cast, allowing the item to "absorb" the effect. If the stored ceremonial effect contains specific instructions, like "divine messenger" the instruction or message must be placed into the item during the rite to be absorbed. Upon the occurrence of the circumstance, the second ceremonial effect becomes instantly active, with the perpetrator of the circumstance as the target of the effect. The caster must have: the ability to cast both rites, access to a monastery, the item to be affected, and any and all items to be used for loose experience to perform both rites. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Divine Purification. – This rite allows the caster to remove all ceremonial effects, 8th level and below, from 1 target character or NPC. This rite does not work on items. When completed, all ceremonial effects, below 8th level, are removed. Neither the target, nor the caster, can chose any effects to remain unaffected. The rite will remove ALL ceremonial effects, below 8th level. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite costs 3200 points of experience and 70 gold to perform.

Rejuvenate Item. – This rite allows the caster to restore all expended spell charges to a single item of any school prior to its reset cycle. The caster must have: access to a monastery, the item to be affected, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Spell Enchantment Level VII. – This allows the caster to place the ability of 1 7th level divine spell into an item. Upon completion of the rite, the item can be used 1

times per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

8th   Level Divine Magic rites.

Deconstruction Level VIII. – This allows the caster to deconstruct any divine item of equal to or less than 22,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Delayed Rite II. – This rite allows the caster to place the effects of a rite of any level, into an item, that will be activated when the item encounters a specific set of circumstances (is picket up by a specific individual, race, gender, caster is dropped to 0 or dies, ect. Is taken to a specified location or type of location. Game officials can determine if a circumstance is acceptable prior to the rite if there is any question). Upon completion of the "delayed rite" rite, the rite to be stored must be cast, allowing the item to "absorb" the effect. If the stored ceremonial effect contains specific instructions, like

"divine messenger" the instruction or message must be placed into the item during the rite to be absorbed. Upon the occurrence of the circumstance, the second ceremonial effect becomes instantly active, with the perpetrator of the circumstance as the target of the effect. The caster must have: the ability to cast both rites, access to a monastery, the item to be affected, and any and all items to be used for loose experience to perform both rites. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Destroy Artifact Item. - This rite allows the complete destruction of any, artifact magic item of any school, not protected by a greater story effect. The caster will know immediately upon attempting the rite if the item can be destroyed in this manner. If this rite cannot destroy the item, no experience or gold is lost for attempting the rite, but the caster will lose 1 soul point. No experience is given from the destruction of the item, unlike deconstruction. Once cast, the item is turned to dust, losing any and all magic properties. The caster must have: access to a monastery, the item to be destroyed, and any and all characters linked to the item. This rite cannot be used to destroy a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s) and destroying the item. This rite costs 5000 points of experience and 80 gold to perform.

Full Rejuvenate. – This rite allows the caster to restore all spells of all levels to themselves or another targeted caster. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Spell Enchantment Level VIII. – This allows the caster to place the ability of 1 8th level divine spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be

creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

9th Level Divine Magic rites.

Cloak of Faith V. – This rite allows the caster to bestow upon a single target divine protection from weapons. This manifests as a +1 to armor hardness value. This effect stacks with subsequent castings of lower-level cloak of faith rites but not with additional castings of the same level. When NOT in combat, the effect can be refitted in the same manner as any magical armor, by simply saying "refit". If the character is also wearing magical armor they need to refit, they can reset both by saying "refit" only one time. This rite can only be cast on characters or NPCs, never on items. The rite must be role-played for 10 minutes from start to finish. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. This rite costs 7500 points of experience and 90 gold to perform.

Deconstruction Level IX. – This allows the caster to deconstruct any divine item of equal to or less than 37,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Link/Delimit Item. – This rite allows conditions to be set on an already magical item. The conditions can limit the use of the item to a specific race, character experience point amount, or individual. The item can also exclude its use by a specific character experience point amount, race, or individual. The item can also be delimited in its use to a need to be used in conjunction with another item. The item can be limited to use during

a certain time or restricted to use in conjunction with another item or a specified time. Other conditions can be applied at the discretion of game officials, but only 1 specific condition can be set per rite. The caster must have: access to a sanctorum, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to create the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

Restore Cursed Soul II. – This rite allows the caster to remove lycanthropy, negative ceremonial effect, or return an undead, of any monster level, to their natural living state (The "natural state" of a permanently dead character is an unresurrectable dead body with zero soul points) (does not effect "Enchanted Beings" of a plot specific nature). The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience for the rite. This rite costs 7500 points of experience and 90 gold to perform.

Spell Enchantment Level IX. – This allows the caster to place the ability of 1 9th level divine spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

10th Level Divine Magic rites.

Deconstruction Level X. – This allows the caster to deconstruct any divine item of equal to or less than 57,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed,

but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Iron Man Curse/ Remove Iron Man Curse. – This rite marks or removes the mark of The Iron Man. A character or NPC with the mark can NEVER be resurrected by any means, if they are killed. . The rite must be role-played for 15 minutes from start to finish. The caster must have: access to a monastery, the character to be affected, and any and all items to be used for loose experience to bestow the effect. This rite costs the caster 10,000 experience points and 100 gold to cast.

Spell Enchantment Level X. – This allows the caster to place the ability of 1 10th level divine spell into an item. Upon completion of the rite, the item can be used 1 time per game cycle to cast the spell from the item as if it were from a divine spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level that day. The caster must have: access to a monastery, the item to be spell enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs the caster 10,000 experience points and 100 gold to cast.

True Resurrection. - This allows the caster to return a character to a living status in the game, even if their Soul Points have reached zero. This rite must be cast in a monastery. The caster must have: access to a monastery, something that belongs to the dead character or the body. The rite must be role-played for 20 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bringing the character back to life. You must immediately inform a narrator or storyteller

a character has been raised. Anything he/she was carrying in-game is left where they died. Anyone can pick up the dropped belongings. Characters cannot resurrect themselves. The target character is brought back at 700 experience points like a starting character *(the allotment for race selection must be subtracted. Their race will remain the same, humans will be brought back at 700 experience points, non-humans will have 500 spendable experience points.)* but would retain the identity of the resurrected character. The target will not remember the last 24 hours prior to their death or anything since that point. This rite cannot be performed on characters whose Soul Points reached zero due to "burning" them to perform a feat. This rite costs the caster 20,000 experience points and 500 gold to cast.

Thaumaturgy spell rites

These are the standard rites available with purchase of Thaumaturgy Magic skills.

1st *Level Thaumaturgy Rites.*

Change Race. – This rite allows the caster to permanently (changeable by another casting of this rite or other magical effects) change the race of a character or NPC to another player race. The target does not receive any return of experience cost spent on initial race selection and loses all benefits inherent in their previous race, but receives all, if any, racial benefit of their new race. The target also loses 1 soul point as if they had died. The caster cannot target themselves for the purposes of this rite. The caster must have: access to a thurg pulse, the character to be altered, and any and all items to be used for loose experience to transform the target character. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 10 gold to perform.

Deconstruction Level I. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster

must have: access to a thurg pulse, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Empower Thurg Pulse. – This rite allows the thaumaturgy caster to empower a permanent location to act as his/her rite thurg pulse site. Only 1 thurg pulse can be active for an individual caster. Once cast, any other thurg pulse created by the caster ceases to exist. This rite can only be performed once in an entire game event. The caster does not need access to another thurg pulse for this rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs nothing.

Spell Enchantment Level I. – This allows the caster to place the ability of 1 1st level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 2 gold to perform.

Spirit Boost level I. – This allows the caster to bestow a +1 to the damage of any weapon used by the target character. The effect is on the target character and not an item. This effect does not stack, but does change the damage type to spirit. When casts, it replaces any other spirit damage boost spell already in effect. The caster must have: access to a thurg pulse, the character to be boosted, and any and all items to be used for loose experience to boost the target character's spirit. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 100 points of experience and 10 gold to perform.

2nd Level Thaumaturgy Rites.

Create Undead I. – This rite allows the caster to transform 1 permanently dead body into a monster level 1 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a zombie for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Deconstruction Level II. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Obscuring Runes. – This rite allows the caster to place magical runic tattoos on a target character or NPC. Once cast, the target cannot be the target of any spell, skill, or rite that attempts to ascertain the targets location or actions (except spells that allow the seeing of invisible targets made invisible through the invisibility spell. They will still be seen as invisible targets for combat purposes). The target must use makeup or prosthetics

resembling runic tattoos, either on their body or on their costuming. The runes are always considered to be on their body for game purposes, and cannot be removed except by the 7th level divine purification rite. The target cannot receive messages from divine messengers or spirit message rites as well as being obscured from any scrying rites or clairvoyance effects from story lines. The caster must have: access to a thurg pulse, the character or NPC to be marked, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Spell Enchantment Level II. – This allows the caster to place the ability of 1 2nd level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 200 points of experience and 20 gold to perform.

Spirit Message. – This rite allows the caster to send a verbal message to any character or NPC. The message must be less than 25 words in length. Once cast, the message is sent and must be delivered out of game to the target character. The caster must have: access to a thurg pulse and any and all items to be used for loose experience to cast the rite. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate sending the message. This rite costs 200 points of experience and 20 gold to perform.

3rd Level Thaumaturgy Rites.

Create Undead II. – This rite allows the caster to transform 1 permanently dead body into a monster level 2 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the

creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a skeleton for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Deconstruction Level III. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Spell Enchantment Level III. – This allows the caster to place the ability of 1 3rd level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative

and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

Spirit Boost level II. – This allows the caster to bestow a +2 to the damage of any weapon used by the target character. The effect is on the target character and not an item. This effect does not stack, but does change the damage type to spirit. When casts, it replaces any other spirit damage boost spell already in effect. The caster must have: access to a thurg pulse, the character to be boosted, and any and all items to be used for loose experience to boost the target character's spirit. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 400 points of experience and 30 gold to perform.

4th Level Thaumaturgy Rites.

Create Undead III. – This rite allows the caster to transform 1 permanently dead body into a monster level 3 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a ghoul for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

Deconstruction Level IV. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 1500 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster

must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Permanent Aspect of the Troll or the Lion. – This rite allows the caster to place the thaumaturgical spell of the same name, on their spirit permanently giving them the set of abilities they choose from only one of the available two (Troll or Lion). The caster must be able to cast the spell and have at least one spell of that spell level available to do so. Once applied, the target always has the benefit (with regard to hardness it is ablative and must be reset after combat). The target never has need for the spell to be cast on them and is therefore "immune" to any attempt to do so. The target must use costuming to demonstrate the presence of the effect, permanently on them, at all times. (a lion's main and whiskers, or makeup to resemble troll skin are good examples of how to do this). Only one of the two aspects can be chosen. The rite will NOT stack with other level aspect rites or additional castings of the same rite. If a different aspect rite is cast on the target, it will completely replace the aspect currently on the target. The caster must have: access to a thurg pulse, the character or NPC to be empowered, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

Spell Enchantment Level IV. – This allows the caster to place the ability of 1 4th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per day to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative

and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 800 points of experience and 40 gold to perform.

5th Level Thaumaturgy Rites.

Create Undead IV. –This rite allows the caster to transform 1 permanently dead body into a monster level 4 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered haunted armor for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Deconstruction Level V. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 3100 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Permanent Aspect of The Turtle or The Griffon. – This rite allows the caster to place the thaumaturgical spell of the same name, on their spirit permanently giving them the set of abilities they choose from only one of the available two (Turtle or Griffon). The

caster must be able to cast the spell and have at least one spell of that spell level available to do so. Once applied, the target always has the benefit (with regard to hardness it is ablative and must be reset after combat). The target never has need for the spell to be cast on them and is therefore "immune" to any attempt to do so. The target must use costuming to demonstrate the presence of the effect, permanently on them, at all times. (a turtle shell armor or shield, or feathers and a beak are good examples of how to do this). Only one of the two aspects can be chosen. The rite will NOT stack with other level aspect rites or additional castings of the same rite. If a different aspect rite is cast on the target, it will completely replace the aspect currently on the target. The caster must have: access to a thurg pulse, the character or NPC to be empowered, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Spell Enchantment Level V. – This allows the caster to place the ability of 1 5th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Spirit Boost level III. – This allows the caster to bestow a +4 to the damage of any weapon used by the target character. The effect is on the target character., and not any item. This effect does not stack, but does change the damage type to spirit. When casts, it replaces any other spirit damage boost spell already in effect. The caster must have: access to a thurg pulse, the character to be boosted, and any and all items to be used for loose experience to boost the target character's spirit. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as

they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

Spirit Swap. – This rite allows 2 target character to exchange all purchased skills. The characters do not have to be of the same level, but must have enough experience points to posses the skills they are receiving from the other character. If a character does not posses enough experience points, the recipient of the skills decides what skills are lost or not transferred. For the purposes of this rite, experience points to be exchanged do not have to be "lose" xp, but if lose xp will cover the difference in purchased skills, it WILL be spent rather than giving the target character a choice to not receive a skill. This rite is permanent and can only be reversed by an additional casting or major story effect. The caster can not be the target of this rite. Once cast, game officials must be notified of the change. The caster must have: access to a thurg pulse, the characters to be affected, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1000 points of experience and 50 gold to perform.

6th Level Thaumaturgy Rites.

Create Undead V. – This rite allows the caster to transform 1 permanently dead body into a monster level 5 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a wraith for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Deconstruction Level VI. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 6300 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not

destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Permanent Aspect of The Dragon. – This rite allows the caster to place the thaumaturgical spell of the same name, on their spirit permanently giving them the set of abilities. The caster must be able to cast the spell and have at least one spell of that spell level available to do so. Once applied, the target always has the benefit (with regard to hardness it is ablative and must be reset after combat). The target never has need for the spell to be cast on them and is therefore "immune" to any attempt to do so. The target must use costuming to demonstrate the presence of the effect, permanently on them, at all times. (dragon scales or wings are good examples of how to do this). The rite will NOT stack with other level aspect rites or additional castings of the same rite. If a different aspect rite is cast on the target, it will completely replace the aspect currently on the target. The caster must have: access to a thurg pulse, the character or NPC to be empowered, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Spell Enchantment Level VI. – This allows the caster to place the ability of 1 6th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters

to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

Spirit Bond. – This Rite allows the caster to attach an item to the spirit of a character, rendering it impossible for the item to be disarmed by spell or action. Once cast, the item is always in possession of the target character or NPC, even while dead, and can never be located anywhere that the character is not in direct physical contact with it (the effect considers clothing as direct physical contact so long as the clothing is in direct physical contact with the character. Several layers of warm clothing are fine, shoes, or gloves are fine, but the item is not considered in direct physical contact if it is setting on the character's cape that is against the ground, or similar circumstances). This effect can be removed by a link/delimit rite of any school, a divine purification rite, or a restore cursed soul II rite. The caster must have: access to a thurg pulse, the character or NPC and item to be bonded, and any and all items to be used for loose experience to perform the rite. This effect must be placed on a character and an item, and can never be used to bind 2 items or 2 characters together. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 1600 points of experience and 60 gold to perform.

7th Level Thaumaturgy Rites.

Create Undead VI. – This rite allows the caster to transform 1 permanently dead body into a monster level 6 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wonder off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered an umberdead for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Deconstruction Level VII. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 12,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Planar Portal. – This rite allows the caster to open a portal to another plane. The destination plane must be known and must be a plane recognized within the game world of Annwn, but the caster does not need prior knowledge of the plane. Once cast, the portal opens and will remain open for 10 minutes. The caster must have: access to a thurg pulse, a safe out of game way to identify the portal, and any and all items to be used for loose experience to perform the rite. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

Spell Enchantment Level VII. – This allows the caster to place the ability of 1 7th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate

bestowing the magical effect. This rite costs 3200 points of experience and 70 gold to perform.

8th Level Thaumaturgy Rites.

Create Undead VII. – This rite allows the caster to transform 1 permanently dead body into a monster level 7 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wander off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a ghost for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Deconstruction Level VIII. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 22,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Spell Enchantment Level VIII. – This allows the caster to place the ability of 1 8th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an

thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 5000 points of experience and 80 gold to perform.

Summon I. – This rite allows the caster to summon a single target character, creature, or NPC below the caster's experience point total or below monster level 8 to them, and charge the summoned character, creature, or NPC with a single task. Once summoned, the character, creature, or NPC is compelled to complete the assigned task and cannot refuse. The character, creature, or NPC will take no aggressive action toward the rite caster while summoned. If the rite caster takes any aggressive action toward the summoned target, the target is freed from the casters control and may attack him/her. The effect lasts until the completion of the task, or for 1 hour, whichever comes first. Once the task is completed, the summoned target will immediately disappear and return to their location prior to summoning. This effect cannot be used to make the PLAYER do anything they are "uncomfortable" with, as defined by "uncomfortable" in earlier reference. The caster must have: access to a thurg pulse and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character, creature, or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate summoning the target. This rite costs 5000 points of experience and 80 gold to perform.

9th Level Thaumaturgy Rites.

Create Undead VIII. – This rite allows the caster to transform 1 permanently dead body into a monster level 8 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wander off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a vampire

for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

Deconstruction Level IX. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 37,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Link/Delimit Item. – This rite allows conditions to be set on an already magical item. The conditions can limit the use of the item to a specific race, character experience point amount, or individual. The item can also exclude its use by a specific character experience point amount, race, or individual. The item can also be delimited in its use to a need to be used in conjunction with another item. The item can be limited to use during a certain time or restricted to use in conjunction with another item or a specified time. Other conditions can be applied at the discretion of game officials, but only 1 specific condition can be set per rite. The caster must have: access to a sanctorum, the item to be affected, and any and all characters to be linked to the item or to be used for loose experience to create the item. This effect may only be placed on an item and not a character or NPC. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

Spell Enchantment Level IX. – This allows the caster to place the ability of 1 9th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1

times per game cycle to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

Spirit Reset. – This rite allows the caster to turn all spent experience points into lose experience point, with the exception of the initial points spent on race selection. The target character or NPC may then spend all or as much of the lose experience points as they wish on what ever skills they wish so long as all prerequisites for those skills are met. The caster can not be the target of this rite. The caster must have: access to a thurg pulse, the character or NPC to be reset, and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 10 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 7500 points of experience and 90 gold to perform.

10th Level Thaumaturgy Rites.

Create Undead IX. – This rite allows the caster to transform 1 permanently dead body into a monster level 9 undead creature (NPC) under the caster's control. The caster will remain in control of the undead for 1 hour, and must use spells from memory to maintain control for any period beyond the 1-hour. Once the period of control ends, the creature is an NPC and under narrator control. It will wander off and begin behaving like any other undead creature. This can be interpreted as going to game officials for instruction or randomly attacking the living. The created creature is considered a deathknight for game rule purposes. The caster must have: access to a thurg pulse, the body to be "created", and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character or NPC, and not an item. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 10,000 points of experience and 100 gold to perform.

Deconstruction Level X. – This allows the caster to deconstruct any thaumaturgy item of equal to or less than 57,700 experience points worth of magic effect. The base experience value of the item without any magic effect does not count toward the magic experience of the item. At the completion of the rite, the targeted item is not destroyed, but all of its magical effects have been removed including its indestructibility. The caster can convert the magic experience points to their own loose experience points or the experience points of any target character in the rite at its completion. When deconstructing an item for its experience value, only 50% of the value can be given by the *deconstructer* to the target character. The other 50% "returns to the land". The caster must have: access to a sanctorum, the item to be deconstructed, and any and all characters linked to the item or targeted as a recipient of the experience from the item. This rite cannot be used to deconstruct a character or NPC. The rite must be role-played for 2 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate removing the magical effect(s). This rite is cumulative with additional spell level deconstruction rites, but does not increase with additional purchases of the same spell level.

Mass Teleport. This rite allows the caster and up to 10 additional characters or NPCs and all of their carried possessions to teleport to a location of the caster's choosing. The rite functions exactly like the 10th level teleport spell, except that it affects multiple targets. The rite caster must be able to cast a teleport spell, and the effect of the rite is not applied until after the caster casts the teleport spell from memory, complete with verbalization. The caster has 10 seconds from completion of the rite to begin casting the teleport spell, or the rite fails, costing the caster 1 soul point. Once cast, all targets and the caster must immediately travel out of game to the stated location. The caster must have: access to a thurg pulse, a monastery, or a sanctorum, all characters to be teleported, and any and all items to be used for loose experience to perform the rite. This effect may be placed on a character, creature, NPC, or an item. The caster may be included in the rite, but does not have to be a target of the rite. The maximum targets for the rite are 10, unless the caster includes him/herself as a target, then the maximum is 11, including the caster. The rite must be role-played for 5 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate the effect. This rite costs 10,000 points of experience and 100 gold to perform.

Spell Enchantment Level X. – This allows the caster to place the ability of 1 10th level thaumaturgy spell into an item. Upon completion of the rite, the item can be used 1 times per game cycle to cast the spell from the item as if it were from an thaumaturgical spell pool. The caster must have 3 spells available to cast of the type and level desired for the effect. Once cast into the item, 3 spells are deducted from the caster's daily spell pool

for that level. To use the spell from the item, the user must call out the spell phrase and any necessary damage number. They may then deliver the spell as if they had cast it from memory. This effect may only be placed on an item and not a character or NPC. The caster must have: access to a thurg pulse, the item to be enchanted, and any and all characters to be linked to the item or to be used for loose experience to create the item. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate bestowing the magical effect. This rite costs 10,000 points of experience and 100 gold to perform.

Summon II. – This rite allows the caster to summon a single target character, creature, or NPC below the caster's experience point total or below monster level 10, and charge the summoned character, creature, or NPC with a single task. Once summoned, the character, creature, or NPC is compelled to complete the assigned task and cannot refuse. The character, creature, or NPC will take no aggressive action toward the rite caster while summoned. If the rite caster takes any aggressive action toward the summoned target, the target is freed from the casters control and may attack him/her. This effect cannot be used to make the PLAYER do anything they are "uncomfortable" with, as defined by "uncomfortable" in earlier reference. The effect lasts until the completion of the task, or for 1 hour, whichever comes first. Once the task is completed, the summoned target may chose to immediately disappear and return to their location prior to summoning, or to turn on the caster of the rite. The caster must have: access to a thurg pulse and any and all items to be used for loose experience to perform the rite. This effect may only be placed on a character, creature, or NPC, and not an item. The rite must be role-played for 15 minutes from start to finish. The caster is encouraged to be creative and to role-play as they see fit to emulate summoning the target. This rite costs 10,000 points of experience and 100 gold to perform.

Combat Rules

Damage Types and Calls

When striking with a weapon or damage spell, call the damage type, such as magic, divine, spirit, or any elemental type you may use followed by the number of damage points you are delivering.

The combat rhythm is as follows, (in the process of a weapon swing) "Slash 5" before or as the weapon hits, but not after the weapon hits. For a thrown weapon or magic spell, the incantation or damage call must be completed before packet or weapon G.S.O. strikes the target.

Damage calls must be enunciated and clearly understandable to the intended target, or they do not count. Not knowing what a spell does doesn't protect a target. Not hearing the spell doesn't protect the target, unless the caster did not make the call clearly.

Normal damage is delivered by weapon type as "Blunt" (hammers, staffs, maces, ect...), "Pierce" (Arrows, spears, Daggers, ect...), or "Slash" (Swords, axes, ect...) followed by a damage amount.

Once an effect or type other than a normal 1 has been applied to a weapon, the weapon takes on the new type or effect as its damage call. For example, a sword is made of silver to fight a werewolf, so the sword is no longer "slash" damage but is now "silver" damage. As another example, a bow is given an arcane rite that makes it magic, so all arrows it fires are now "arcane pierce" damage type instead of "pierce". Projectile Weapons, including thrown weapons and bows, must include any effect damage as part of their call prior to the word "pierce" ("blunt" for thrown hammers or maces) also as part of the call.

Anyone using a damage type other than normal (slash, blunt or pierce) can always chose to deliver normal damage with a weapon.

Glancing blows or parried blows count only if the strike hits with at least half of the power of a clean hit. (Determined by the target.) However, you only have to strike hard enough for the target to know they were hit. Do hit not with the intention to cause pain. Weapon game safe objects (G.S.O.s) are well-padded, but even a padded weapon can hurt if swung hard enough. Players that mutually enjoy hard fighting are allowed to do so, but **no complaining later**! Weapon strikes **must** contain enough force to be felt by the opponent to count. It is a delicate balance and may take some practice to hit hard enough but not too hard. Weapon strikes on clothing, armor, or shields don't count, unless they contain enough force to put identifiable pressure on the actual body of the target, defined as more than 50% of clean strike (weapon attacks on shields do no damage).

Packets always count, regardless of their force, however vicious packet hits will be penalized. Any dispute over the hit or miss of a packet delivered attack is resolved by the attacker (caster's call).

Spells take full affect on a character when striking any part of them, including shields, weapons, hair, and even areas of loose clothing such as capes or cloaks.

Be as conscientious to other players during combat as you expect them to be toward you (in and out of game considerations). Always count the valid hits against you and fall down when you reach zero.

Thrown weapons

A thrown weapon, (even a non-packet delivered one) an arrow, bolt or projectile weapon *other than spell or natural ability attack delivered by a packet*, can be blocked by a shield or parried by a weapon.

Non-packet-delivered thrown weapon strikes do not count when striking prohibit areas, unless that area is the hand and the target is attempting to catch it. If the target attempts to grab the projectile, but drops it after it strikes the hand, without gaining "possession", the damage counts. If the player is able to grab the projectile in flight, before it strikes the body, and maintain possession of the projectile, the weapon is considered caught, "hero-style" and delivers no damage. Spells cannot be stopped in this way. If the player catches a spell, the spell takes full effect on the character.

Packets

Packets are the delivery system for spells (other than area of effect which are hit point or monster level specific spells) and some missile weapons such as arrows. A packet is a 6 by 6 inch square of fabric filled with birdseed and sealed with a rubber band or sewn shut.

Use of One or Two Hands

Two hands can be used on any one-handed weapon so long as it does not cause the blows being delivered to increase in ferocity.

One hand can be used on two-handed weapons so long as it does not cause loss of control of the weapon. If you are not sure if you can control the weapon, then you should not attempt to use two-handed weapons in one hand or one-handed weapons in two hands.

Shield Use

Shields **can** be used to "shield bash". The shield must be constructed by bashing safety regulations to be valid for shield bashing. Shields constructed through the alternate construction method can be used for protection and storing magic, but **never** for shield bashing. Regardless of effect or enhancement, shields can **never** deliver more than 1 point of damage (normal is "bash"). Simply strike the opponent with the shield and call damage. Shield bashing damage type can be affected by enhancement, but never damage amount. The player must never intentionally knock an opponent down with a shield bash or weapon strike, though it is recognized that sometimes people fall down by

accident. A shield bash can not be used to push an opponent back. Shields are governed under the same prohibitions as other weapons.

It is possible for a player to carry a shield on their back while not actively wielding it. If the shield is of sufficient size and covers the appropriate area, it may be used instead of a helmet, to protect the player from an ambush, but it will NOT give any other benefits common to shield. Any weapon or spell hit on that shield, other than an ambush, will be counted fully, as if it hit the player's back with no shield present.

Taking Damage

Each character has a set amount of hit points and subtracts the number of damage points from each hit they receive from their CURRENT total, after considering hardness points and effects. When your hit points reach zero, (they cannot go below zero until you are on the ground for 1 minute) FALL DOWN AND DON'T CHEAT!!!

Armor

Armor contains a specified hardness point value as listed in the smithing-chart, this may be increased by magic-rite or other effects. The hardness points of armor are ablative: armor loses one hardness point for each weapon attack it prevents. The player takes direct hit point damage once all hardness points have been used. There are five catagories of armor; Very light, light, medium, heavy, and very heavy. The catagory in which a specific armor type is placed is up to the game official approving it at check in, but general guidlines are given here.

- Very Light armor is considered textiled cloth, armor or very thin leather armor (or equivalent replacement materials). Very Light armor has a base hardness of 2. It costs 10 experience points and 5 silver to construct and returns 5 experience points from deconstruction.
- Light armor is considered heavy leather armor or studded light leather (or equivalent replacement materials). Light armor has a base hardness of 4. It costs 30 experience points and 1 gold to construct and returns 15 experience points from deconstruction.
- Medium armor is considered heavy studded leather or chain armor (or equivalent replacement materials). Medium armor has a base hardness of 6. It costs 40 experience points and 1 gold 5 silver to construct and returns 20 experience points from deconstruction.
- Heavy armor is considered chain with "substancial" metal additions such as arm and leg guards. A single breast plate is also heavy armor (or

equivalent replacement materials). Heavy armor has a base hardness of 8. It costs 50 experience points and 2 gold to construct and returns 25 experience points from deconstruction.

- Very Heavy armor is considered a full breast plate with chain or metal additions such as arm and leg guards, or a full suit of plate armor (or equivalent replacement materials). Very Heavy armor has a base hardness of 10. It costs 60 experience points and 3 gold to construct and returns 30 experience points from deconstruction.

Hardness and Destruction of Armor and Shields

Hardness applied to armor, acts as a defense against an attack, allowing the player to take no damage from the damage-delivering weapon attack. This does not count toward spells.

By contrast, hardness on shields protects against damage-delivering spells. Shield hardness does not apply to or protect against spells and abilities that do no damage. For example, if a web spell hits a target's shield, the web spell takes effect on the target, regardless of the shield's hardness, but if an elemental strike for "Flame 25" hits the shield, a charge of the shield's hardness is consumed and the target takes no damage. Spells having **both** damage and effects are also blocked completely by a shield's hardness.

Weapon attacks blocked by a shield have no effect on the shield's hardness value, they are simply blocked.

Each spell or weapon damage effect negated by hardness, removes a hardness charge from the shield or armor. When all hardness charges are at zero, the armor is destroyed completely if the player wearing the armor has their hit points also reduced to zero; otherwise the armor can be refitted to full by a smith, (assuming the armor is not made indestructible due to magic effect or it can simply be instructed to refit and cannot be destroyed by usual weapon combat).

A shield is destroyed completely if it sustains any damage after its hardness has reached zero (blocking a weapon strike does *not* deliver damage to a shield).

Damage spells ignore hardness on armor and deliver their damage directly to the hit points of the player targeted.

When a shield or weapon is destroyed, drop the game safe object representing it. It can no longer be used until a new item tag is smithed or created for the game safe object. If the player "legally" possesses another tag, the tag can be produced by the player and applied to the game safe object for use, as long as the player takes no combat actions for 10 seconds. Taking damage is not considered a combat action for the purposes of producing and applying a new tag, but it is still a good idea to get out of the fight to apply

the tag or it is likely that you will be dropped before completing the action. It is possible for a player to carry a shield on their back while not actively wielding it. If the shield is of sufficient size and covers the appropriate area, it may be used instead of a helmet, to protect the player from an ambush, but it will NOT give any other benefits common to shield. Any weapon or spell hit on that shield, other than an ambush, will be counted fully, as if it hit the player's back with no shield present.

Refitting Armor and Shields

If the combat ends, and the armor or shield has not been destroyed by spell or damage, the armor or shield can be refitted by a person with any amount of smithing skill and a smithing kit, to its full hardness value. Refitting requires 2 minutes of role-play by the smith.

Though magic-ceremonial effects render an item indestructible, this does not negate the ablative nature of armor – during a single combat, the armor can have its hardness value consumed via absorbing attacks. The magically indestructible armor or shield can be refitted to full hardness points after combat by the user of the armor or shield, even if they have no smithing skills, by simply telling the item to refit. The effect is instant and can only be used while NOT in combat.

Magically indestructible shields can still be used to parry weapon strikes, but have no benefit from hardness once its hardness points have reached zero, and therefore will give no protection from spells that strike the shield. Any spell striking a shield after the hardness points are gone will deliver full damage to the character. A shield can be refitted to its full hardness points using the same method as the repairing of damaged armor with a smithing kit.

Defensive Abilities

There are several defensive abilities possessed by monsters and players in the game. There are also spells that protect the target from weapon strikes and spell damage/effect. When one of these defenses is active on the target, in order for the target to disregard the weapon damage or spell effect from that strike, the defense must be called within 3 seconds of the strike, or the strike has taken effect and the defense is lost, (unless specific description of the spell or ability says otherwise). To call the defense, simply say "Avoid". "Avoid" is also the correct call for hardness.

Some Spells or abilities may have specific phrases other than "avoid", but "avoid" is the standard, and as such may still be allowed, at narrator discretion, even if it is not the listed phrase for that defense.

In order to use racial ability defenses such as immunity to charm and sleeps, the player calls immune, rather than avoid.

Control Effects

Control effects are those that attempt to control the mind of the character such as dominate, or love potions. The elven racial defense does not work against fumble effects, which are effects that manipulate the body, such as distraction, disarm, or trip.

Spell Durations in Combat and Game Cycle

For the purposes of spell duration, for spells described as "for 1 combat", the length of combat is considered 20 minutes, or until the end of a designed adventure module. The end of a designed module is, for example, the entire time a character is in a closed adventure such as they have entered the villains castle. Until the situation is resolved, the character successfully flees the situation, or the character dies, the duration of the spell is still in effect, even if the time greatly exceeds the 20 minute bench mark.

In the case of "1 combat plus # time" the effect remains active for that # time period after the situation is resolved, and will continue for the entirety of another situation if 1 should start within that time period, but not passed that.

A game cycle is from 6a.m. to 6p.m. and a "per day" effect is from 6a.m. to 6a.m. the following day. If a "per day" effect is used at any time, even at 5:59a.m., it resets at 6a.m., and "per game cycle" uses always reset at the next 12-hour mark. If a per game cycle effect is used at 5:59p.m., it resets at 6p.m. and the same is true for morning cycle resets.

Combat Safety and Prohibited Strikes

Strikes to the groin, the hands, or above the shoulders are prohibited with weapons. They are not prohibited with packets, but they are discouraged. A prohibited strike has no in game effect. Prohibited strikes happen by accident with some regularity – use good sportsmanship on both sides: targets should give the attacker the benefit of the doubt that it was accidental and attackers should make sure the target was not injured before proceeding. However, it's not necessary to call a Pause unless there's obvious injury or pain. Malicious or intentional violations of prohibited strikes will result in penalization by game officials.

Always be aware of your surroundings, and do not maneuver combat into a dangerous area such as steep inclines, stairs, or ground that is difficult to maintain balance upon.

If someone falls, other than on purpose, stop attacking them. The fallen person can decided to continue combat if they return to their feet without injury.

Rushing an opponent is a safety hazard. Once within "melee weapons range" of a target, you cannot run toward them (melee weapons range is defined as 6' 3"). Only a walking pace is acceptable within melee weapons range of an intended target. Taking a single rapid step to close distance or make a strike on your opponent is fine, within melee range.

Always warn opponents of tripping or falling hazards when possible. If someone trips or falls for real, it is up to them to decide if they are injured and if they can continue the combat (Unless unable to communicate due to lack of consciousness or pain). For everyone's safety, we request that they stand back up before continuing combat if they choose to continue. A game pause does not need to be called for an obviously non-injuring fall, but a few seconds of consideration is wise.

Non-Combatants

A hunter orange armband signifies that for medical or safety reasons this player is not valid to participate or to be targeted for WEAPON ONLY combat. A hunter orange headband signifies that for medical or safety reasons this player is not valid to participate or to be targeted for ANY and ALL combat (they are role play only characters).

Out Of Game Players

A white headband signifies that a player or NPC is "out of game" – they are not recognized or visible to the characters as present in the game world and may not interact with the characters, except in an "out of game" respect such as an out-of-game Barrister or Story Teller answering a rules or story question.

<u>Feats of Strength</u>

Some things in the game have a strength rating to be lifted, bent or destroyed. In order to achieve one of these goals, the player must be possessed of greater than average strength either from racial benefit, spell, or other ability. Having a +1 strength rating allows the individual to perform acts of great strength, for example; pick up 1 normal sized person and run at top speed with them. (The targeted player running along side the player performing the feat of strength accomplishes this in game mechanics, even if the target *character* is incapacitated.) Leaping on top of a 1-story building is also a feat achievable with +1 strength. For each + to strength, the target can vertical leap 10 feet and horizontal leap 20. (This is accomplished in game mechanics by calling a game stoppage and moving to the desired location at the end of the perceived jump and

restarting game play.) For each plus to strength, an equal plus to damage occurs to any non-thrown weapon strike. Other feats may be performed with great strength, but are completely up to narrator discretion.

Rogues and Scoundrels

The rules regarding individual skills are covered under the skill, but an over reaching rule covers sneaking and stealing items not on a person. If a character enters into an area and intends to go through another character's in-game belongs, they must first notify a narrator, and will be the first person questioned if that individual is missing anything out of game. Going through a person's out of game possessions is strictly forbidden. Searching anyone willing or incapacitated can be performed as a counted action on a 2 count; "1 I search you 2 I search you." Once completed, the searched target must surrender all valid objects that are not protected by magic or story effects from being searched, to the character conducting the search.

Game Safe Objects and weapons

A Game Safe Object, or "G.S.O." is an item made to the safety specifications necessary to be considered a valid game tool. It is the representation of an actual, weapon or item. Some items such as most jewelry do not require any special representations made of padded material to be valid as a useable item. Depending on purpose, actual costume jewelry is fine. Alchemical potions require a container capable of holding liquid, but nothing elaborate is "necessary". Alchemical contact solutions can be represented by their item tag. Latex weapons, constructed specifically for L.A.R.P. games are preferred as weapon G.S.O.s, but the player constructed G.S.O.s made from pvc pipe are acceptable as well. All G.S.O.s must be approved by game officials as safe, if intended to be used as combat weapons. A list of materials, required dimensions for weapons and shields, as well as instructions on constructing very basic PVC G.S.O.s follows:

Item	Hilt minimum	Hilt maximum	Overall minimum	Overall maximum	Pipe diameter
Weapons					
Dagger	5 inches	8 inches	10 inches	20 inches	½ inch cpvc
Short Sword	6 inches	12 inches	25 inches	35 inches	½ inch cpvc
Long Sword	6 inches	14 inches	36 inches	40 inches	½ inch cpvc

Katana (Elvin sword)	12 inches	15 inches	41 inches	49 inches	½ inch cpvc
2-handed Sword	10 inches	15 inches	50 inches	60 inches	¾ inch cpvc
Work Hammer	N/A	N/A	8 inches	12 inches	Foam only
Short Hammer/Ax	6 inches	8 inches	25 inches	35 inches	½ inch cpvc
Long Hammer/Ax	6 inches	12 inches	36 inches	49 inches	½ inch cpvc
Great Hammer/Ax	10 inches	15 inches	50 inches	60 inches	¾ inch cpvc
Short Staff/Spear	N/A	N/A	25 inches	35 inches	½ inch cpvc
Long Staff/Spear	N/A	N/A	50 inches	75 inches	¾ inch cpvc
Thrown-Weapon	N/A	N/A	8 inches	12 inches	Foam only

Open Cell Foam Heads for spears, hammers, and axes, no max, but must have min 5"x6" surface area coverage.

*Overall length includes 2-inch foam safety tip on both ends.

Shields have no size or shape limitations, (other than no pointed edges) as it is up to the user to carry and use it, therefore functionality and practicality can be determined by obvious convenience. The edges of the shield must be covered in closed cell foam (pipe insulation) and secured to the shield by duct tape. Bolts or fastening devices used to secure handles to the shield must be covered by additional layers of foam, if the fasteners protrude through to the outside surface of the shield. Materials allowed for shields are addressed in the descriptions of shields used for shield bashing.

Shields used for shield bashing, do have stricter construction guidelines for safety reasons. A bashing approved shield can only be of round shape, or square/rectangular shape with the corners rounded. It can only be made of ½ inch or thinner plywood (if the plywood is flexible, it is too thin), or "boggy-board" material (some board-style furnace insulation material may be accepted by Narrators, also, as it is basically the same thing as boggy –board material). Bashing approved shields can NOT be larger than 15 inches by 15 inches. The entire front and edges of the shield must have a minimum of 2 inches of open celled foam covering the entirety of the front and edges. *Both bashing and non-bashing approved shields* must have the entire edge of the shield covered in closed cell foam (pipe insulation). For bashing approved shields, the closed cell

foam is to be surrounding the shield edges underneath the top open celled foam layer. The entirety of the foam padding must be covered by and secured to the shield with duct tape, for both shield types. Any bolts used to attach handles of any type to the inside of the shield, must be covered with an extra inch of both types of foam, underneath all other layers of foam.

Making a Basic L.A.R.P. Weapon

Cut PVC pipe to the length appropriate for the type of weapon being made. Allow 2′ for open celled foam tip, on both ends. Place a small piece of pipe insulation to fit into the tip of the PVC, allowing a tiny bit of the insulation to stick out of the pipe end. It should fit snuggly, then place a small piece of duct tape over the end of the pipe. Do this for both ends.

Cut pipe insulation to fit the entire pipe, except any area designated for a grip. Place insulation on the pipe, allowing an over hang on the ends of about ½ inch. If the insulation is loose around the pipe, use duct tape to secure the inside of the insulation to the pipe.

Cut open celled foam to the diameter of the pipe insulation, and to a thickness of 2 inches. Use long, thin pieces of duct tape to secure the open celled foam tip securely to the end of the pipe and pipe insulation, be careful not to compress the open celled foam.

Use as few strips of duct tape as possible, long ways on the pipe insulation so that the entire weapon, except for the grip, is completely covered in duct tape.

Leather, cloth, duct tape, electrical tape, pre-made grip tape or any common sense gripping material can be applied to the bare pipe area intended as a grip.

On weapons not requiring a grip, 1 solid piece of pipe insulation is recommended, when possible.

Use an ice pick, large needle, pointy scissors, or thin bladed knife to place many ventilation holes in the open celled foam ends. Do not place so many holes that the structural integrity of the end is compromised, but place enough that the ends spring back quickly when "squished"

No visible seams in the actual pipe insulation should be visible through the duct tape as long as it was secured tightly.

The weapon will fail safety inspection if:
- the ends do not spring back.
- any pipe is able to be felt when applying pressure to the weapon.

- any area other than the grip is not completely covered in duct tape.
- the pipe insulation is loose on the pipe and can be turned around it.

Character Sheet

Character Name:	Player Name:

Base Hit Points: Bonus: Total H.P.:	Race:

Current Soul Points:	Soul Points Lost:	Soul Points lost to Deaths:

Notes:

Skills:	X.P. Cost:

Experience & Hit Points

Base 10 Hit Points +5 Soul Points at 500xp

Base 20 Hit Points +5 Soul Points at 1500xp

Base 30 Hit Points +5 Soul Points at 3000xp

Base 40 Hit Points +5 Soul Points at 6000xp

Base 50 Hit Points +5 Soul Points at 12000xp

Base 60 Hit Points +5 Soul Points at 24000xp

* Beyond 24000xp, Hit points can be purchased as a boon, in blocks of 10 for 5000xp per block, soul points are only available through rare story mechanisms or as awards for role playing votes.

Most Soul Points Achieved Through XP _____

Experience Point Total: **Experience Points Spent:**

Loose Experience:

Miscellaneous Rules List and Cheating

Game stoppages can occur for a variety of reasons, including game effects and safety reasons. To initiate a game stoppage shout the word "Pause". Everyone hearing this must freeze in their position like a paused video game, and shout "Pause", so that the stoppage can be extended and heard by all. To start the game after a "Pause", only the person that called the pause or a game official can shout the question "Are we ready?". All in earshot then shout, "Ready" or "No". After the echo of "Ready" stops (assuming there was not a "no") the official or game "pauser" then shouts "game on" and the game continues. A short countdown may be used prior to calling "game on" if appropriate.

During a game stoppage, players must obey the instructions of the game officials; for example, players may be asked to close their eyes, change position, or accompany the official.

The game runs on the honor system. Any cheating, dishonesty, or rules violations caught by or proven to game officials will be penalized.

There is a 3 strike policy regarding cheating. This policy refers to flagrant disregard for or violations of game rules. We go by the spirit of the rules over the letter of the rules, so it is possible to receive a strike from an official if it is determined that the spirit of the rule is violated even though nothing violated the precise rule. Forgetfulness or losing count of hit points, are not considered cheating unless it is consistent and or intentional. Violations of principles listed under "Player Bill of Rights" are also considered rules violations and cheating.

3 Strikes:

1. Before the start of a game, the names of those with strikes against them, are announced to all in attendance and the said player(s) *may* lose X.P.
2. A 2-month suspension is put on that player, and they **will** lose X.P.
3. The cheater is banned for an extended time or permanently.

(All strikes last 1 year before they are removed from the character. Some violations may result in multiple strikes or an immediate ban.)

Two hands can be used on any one-handed weapon so long as it does not cause the blows being delivered to increase in ferocity.

Thrown and projectile weapons are governed by weapon strike rules, unless they are packet delivered strikes.

For safety reasons, actions such as jumping out of windows or climbing on roofs are performed on a 2-count process. For example: "1 I (state your action) 2 I (state your

action). Whenever safely possible actually perform these actions, don't 2 count them. Use common sense , if you see someone not using common sense, point it out to them.

This game is more attuned for adults. Expect to see mature situations and to hear harsh language. "Mature" refers to the use of game violence, special effects that can be of a gory nature, and the use of "Haunted House" style scare tactics (NO NUDITY OR SEXUALLY EXPLICIT MATERIAL). Game officials will make no attempt to curtail the use of harsh language, though they are free to express any dislike they may have for it.

We **REQUIRE** anyone under the age of 18 to be accompanied by a legal guardian. As a rule of thumb, we would prefer not to have any children participating in the game, but we understand that some parents may enjoy this type of activity with their families. No child under the age of 15 is permitted to play, no exceptions.

This game is permeated with the religions of fifth and 6th century Europe. There is no intention to offend anyone, and our Narrators will work hard not to belittle or elevate any one belief structure or lack there of; but classic mythology, Celtic, Norse, and Christian themes will be used often. The religious *references* in the game are works of fiction and should be given no more credibility than any other fictional creation. We strongly recommend against any out of game religious conversations or confrontational attitudes regarding out of game religious principles to ensure tolerance and promote fun for all.

Don't take it personally. If someone's character wrongs your character, remember its a game and that it wasn't Bob that stole your gold, it was his character, Sir Scurvy Dog.

Any conversation about in game events, even while not at a game, is considered to be "in game". So, if you don't want your friends' characters to know you found the treasure, don't tell your friends. In addition, it is forbidden to use information gained while NPCing for in game advantage. (except of course for game play instruction)

The spirit of the rules of the Annwn system is more important to smooth and enjoyable game play than the letter of the rule. When ever possible, the letter of the rule should be observed, but when the narrator deviates from that, for story reasons, it is fine for them to do so. It is also expected that players behave in accordance with the spirit of the intended rule, for example; if a player is in some manner controlled by a spell or effect, they WILL NOT decide to attack the caster because *"You never said 'not' to attack you."* That sort of power-gamer play is the exact type of thing that "the spirit of the rule over the letter of the rule" mentality is designed to prevent. Anyone making such horribly blatant deviations from the intended game play WILL BE penalized, and may be asked to leave an event.

Remember, you can complain later, and may even end-up getting things changed, but during the game **<u>THE NARRATOR IS ALWAYS RIGHT!</u>**

The Player's Bill of Rights.

1. A player has the right, with advanced notification, to refuse to be a combatant in game play, even if there is no associated health reason. If the player never wishes to be part of combat, they may still participate in all other aspects of the game, but will receive only half the standard flat rate experience for an event. They will still receive the standard amount from items they break down, and other in-game sources of experience. A hunter orange head or arm band must be worn to indicate the player is a non-combatant.

2. A player has the right to refuse to role play or engage in combat with another player, if they have an out of game emotional, legal, or other situation issue with that person. Racist or sexist attitudes are not a valid reason, but such players will be asked to leave if those prejudices are manifested, and they will be given a strike. It is better to avoid all contact than to allow an actual out of game confrontation to arise. Any player enacting this right can change their mind if their personal situation is resolved, but can not arbitrarily decide to start or stop role playing with some one repeatedly. If validly enacting this right, the player does not have to count any game affects put on them by the player in question. Refusing to in-game fight someone because they are more skilled is NOT a valid reason.

3. A player has the right to decide that their character is dead and act accordingly with all game rules, including resurrection, in effect. Additionally, the player can chose if they simply want to, that character is permanently dead, though it would be wiser to at least go out with an effect from soul point burning but it is not necessary.

4. A player has the right to use their character's name, appearance, and personality in other game systems, video games, personal works of fiction, or any way they see fit. The player owns their character completely. Annwn does not take any authority over that character identity, or responsibility if that character identity is used for negative purposes. Though the character is the absolute property of the player, the stories and situations, as well as all non player characters are the absolute property of Annwn.

5. A player has the right to refuse to participate in a story line if they find the subject matter offensive for sexual, religious, or racial reasons (Out of game issues only. Tension between elves and dwarves is not considered a racial reason, but individuals of certain ethnic backgrounds may find the concept of slavery too personal an issue for them to play with in a game, for example.) No repercussions

will be taken against the player, but it would be preferred if advanced notice be given to the story tellers, when such instances are known to the player in advance.

6. A player has the right to say anything they want. No attempt to control the out of game personal speech of another will ever be allowed at an event or function; however, if what they choose to say is racially, gender, LGBT, religion, or age discriminatory out of game, and not just profanity, they may be asked to leave and receive at least one strike. Colloquial phrases not intended as offensive to varying groups will not be viewed as offensive speech, so long as no representative of that group finds the phrase offensive. If hate speech behavior occurs again, event fees will not be returned, the offender will still be removed from the event, and at least one strike will be given.

7. A player has the right to petition the Narrators with any perceived grievance. If sufficient argument, witnesses, and evidence can be provided, the instance will be dealt with by what ever means is required to correct it. Entire event story lines can and will be changed if the Narrators view doing so as necessary to correct the officiating error or give the player justice.

8. A player has the right to share as much or as little knowledge between thier own characters as they wish. They may have as much or as little relationship between their characters as they wish, but obviously can not have their characters interact at events or functions, unless prearranged circumstances of delivered items or messages have been arranged with other players or the Narrators.

9. A player has the right to leave an event site any time they wish, (assuming the time they wish is not in the middle of an adventure or combat action) and return to that event anytime they wish, without being charged an additional entry fee. It is HIGHLY recommended that game officials be notified that a player is leaving the event site so any story considerations regarding their characters can be adjusted.

10. A player has the right to request to see and to see any non-PNPC character card being used by an NPC if they believe the NPC is playing their role inconsistently with the player's experience of that monster type.