

Wyvern Rising LARP



Magic and Prayers Tome

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More information available at WyvernRising.org

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Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Magic

Gulf
of
Torgos

The
Fendenglade

Sha H' hKuor





In the world of Wyvern Rising, magic is a natural phenomenon that is pervasive in all things. Mages use advanced mathematics that draw upon these forces to cast spells and perform rituals. These forces are governed by what is known as Fey. There are 9 known types of Fey, and they each belong to a specific area of magic. The six Fey that make up the Arcane Knowledges are Death, Life, Elemental, Axial, Light and Darkness. The seventh and eighth Fey, the Prime twins, act in a much different way and provide Magic to the world in its raw form. The 9th Fey, Annihilation, represents the forces of “anti-creation” or the “void”. This magic is unavailable to the world as it exists outside the material plane. These 9 Fey used their magic to create the physical world in which the game takes place. They are Lords of their respective magical realms and keep an uneasy peace with each other.

With the destruction of Saphlaron and the subsequent tearing of the barrier protecting the Realms, each Fey Lord realized that they could no longer allow unfettered access to their magic. The Fey Lords began to work with their opposite and create a different mathematical equation for the subsequent Arcane Knowledge required to access their arcane forces. Mages now had to re-learn their magic, with some of the most dangerous magic being no longer available to the world without these equations.

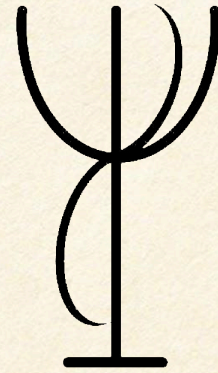
In the Old World of Merdensa, colleges and academies were set up to teach those that have an aptitude for the arcane arts. With this relearning of magical forces, these mystical knowledges were categorized into three Schools: Umbral, Primal, and Corporeal. While each Mage may still choose to focus on a particular Fey and its relevant magical energy, they now have access to the forces of its opposite as well. Who knows, certain Fey Lords may open a deeper well of Arcane might to those that they favor.



Arcane Knowledges

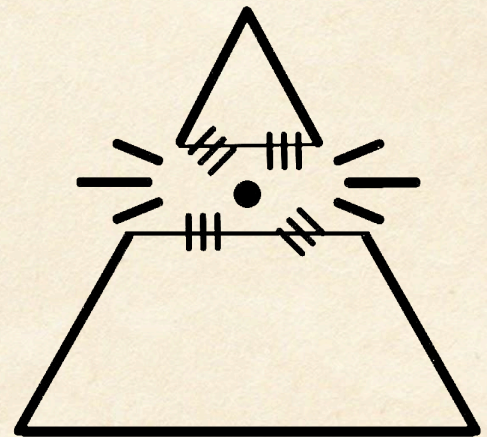
Corporeal

Corporeal Magic is the combination of Death and Life magic and thus, deals with the energies of living, or formerly living things. Corporeal mages are talented at diminishing the abilities of their enemies, providing aid to their allies, and even harnessing the power of death to their whims. Corporeal mages have a profound understanding of how magic will affect a living body and are quite adept at exploiting all of its mortal weaknesses. Due to their vast understanding of the living, conversely, they also have a profound understanding of the dead. Some Corporeal mages have even claimed to have made pacts and bargains with the unknown forces responsible for the dead.



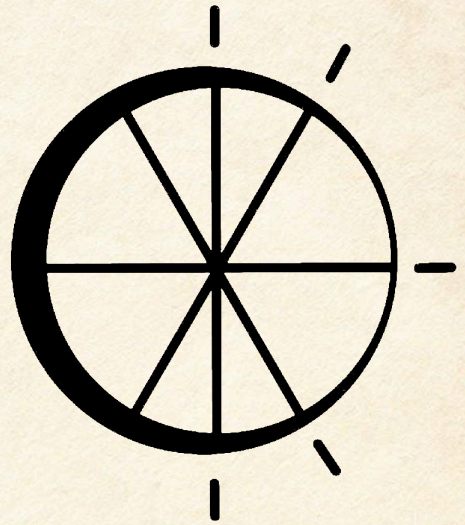
Primal

Primal Magic is the combination of Elemental and Axial forces, and it harnesses the elemental forces and natural phenomenon present in the world. Primal mages are most well known for generating and throwing powerful attacks, as well as manipulating the forces of gravity to their whim. Through their continued research, concepts like transmutation, magnetism, and nuclear forces are child's play to a practiced Primal mage. Though Primal magic lacks in many defensive enhancements, they more than make up for it in raw power.



Umbral

Umbral Magic is the combination of Light and Darkness, and so deals with the ephemeral duality of both. Umbral mages harness constructs of pure brilliance and tangible shadow. Mages that study the Umbral school are capable of providing powerful defensive enhancements. By its nature, Umbral magic interacts more easily than other schools with intangibility and incorporeal creatures. They bend light and blend into shadows, sometimes literally. Umbral mages also manipulate light to make illusions, solar weapons, and attacks of pure light energy.



Ethereal Magic

The Prime Twins governed the arcane art of Magic itself. In order to focus their energy on stemming the inexorable tide of beings that seek to enter the Material Plane through the tear that occurred from the destruction of Saphlaron, the Twins released their magic in its raw form to those that have the ability to focus Mana. This knowledge has few references in the more recent historical record, but when it is found in the old tomes, it seems to be referred to as 'Prime,' 'Mystical,' or 'Ethereal.' It seems that this 'Ethereal' magic has changed somehow over time. No spells within this school are known to exist, but this Ethereal magic seems to power Rituals, Glyphs, Cantrips, and Brands, as they are unaligned to any of the three schools.



Metaphysical Systems

Enhancement System

In Wyvern Rising, some spells and prayers are labeled as Enhancements. That means that these effects are cast on a target and possibly used later, usually for a beneficial or protective effect. Most Enhancements have a 30-second casting time, which requires **Concentration**. A character may bear two unique enhancements of each from both the Arcane and the Divine, for a total of 4 enhancements. Should a character attempt to add another enhancement from the same enhancement type, the new effect will simply overwrite the previous enhancement.

Enhancements are always one of 5 categories, Latent, Instant, Armor, Triggered, or Invoked:

- Latent Enhancements last until End of Period or until Triggered or Invoked.
- Instant Enhancements take effect as soon as they are cast for their set duration.
- Armor Enhancements give arcane or divine armor points. These work just like armor points gained from physical armor, but Arcane/Divine armor is always lost first when taking non-Body damage. Arcane/Divine armor does not grant the bonuses of a full suit of armor unless the description says that it does.
- Triggered Enhancements are latent, which means that they are cast and then used later by the target. Triggered Enhancements are always activated or Triggered the next time a condition is met by the target. (ex. **Negate** the next ranged **Attack** that targets you.)
- Invoked Enhancements are also latent. They differ from Triggered enhancements in that they have an 'invoke to' clause in their effect. The target may choose to invoke these enhancements whenever certain conditions are met. They may choose to not Invoke the first time the condition is met (ex. Invoke to **Negate** a ranged **Attack** that targets you.)

Delivery Method

As with the Enhancement System, there are a few methods in which spells and prayers are released into the game. Though most involve the use of a packet, that is not the case for all.

The Delivery method will always be found on the spell or prayer and are always one of 4 categories, Ranged, Touch, Self, Point and Click (PnC):

- **Ranged** spells and prayers require the caster to throw a packet at their intended target. The range is as far as you can throw though, even if at a close range, the packet must leave the hands of the caster to be



a valid cast. As with weapon combat, never aim for the head or groin. For more details, please refer to Combat in the Wyvern Rising Core Rulebook.

- **Touch** requires the caster to make physical contact with the intended target. Unless both players have given consent for physical contact, touch skills are to be initiated with boffer fists or a tap from a packet held in hand.
- Self is used when the target of the spell or prayer is the caster themselves.
- **Point and Click (PnC)** delivery is performed by simply pointing a finger at the intended target and calling the spell/prayer with the effect.

Memorization

Mages and Clerics use the same Memorization system to prepare the spells and prayers they will use at the start of the game. Later in this section, you will read about the particulars of how they learn their abilities. (For the duration of this section, the term ‘spell’ will be used for Spells and Prayers.)

Before casting any spells, a character must memorize the spells they wish to cast. This is done by assigning spells to spell slots at the beginning of each game period. A character must assign the spells as close to the beginning of the period as possible. A character must also have access to a copy of each spell they wish to memorize, though they do not have to carry it on their person. Most characters copy their spells and any spells they come across into a spell book, prayer book, or grimoire. A character’s spell book is one of their most valuable possessions, as it houses all of their accumulated magical knowledge.

The player’s character card should have one box titled “Period 1 Spells/Prayers” and one box titled “Period 2 Spells/Prayers.” When a character assigns their spells, they must write the name of the spell and its rank in the appropriate box on their character card. A character may only assign one spell per slot. A character cannot assign higher rank spells to lower rank spell slots, or lower rank spells to higher rank spell slots. Characters may only assign spells to slots for which they meet the Devotion/Knowledge requirements.

When completed, the player must present their spell book (or whatever spell source the character used), and their character card to a staff member. The staff member will then check to make sure that the player has a physical copy of each spell, assigned the spells correctly, and meets the requirements of each spell. If the character meets all the requirements, the staff member will initial the box. Once the box has been initialed by a staff member, it is locked and cannot be changed for the duration of the period without the use of special skills such as Meditate and Spell Purge.



Ceremonial Components

Rites and Rituals require in-game materials to complete. Some of these materials can be created using various crafting systems in the game. Those that cannot are considered “Ceremonial” Components. Ceremonial components are items that would generally hold no real-world value, were it not for their usage in Arcane Rituals and/or Divine Rites. Some Ceremonial Components may be prepared using Rites or Rituals that explicitly mention their creation. If there is not a specific Rite/Ritual process to create a component, it may be gathered from the environment by anyone with the skill to perform Minor Rites or Formal Rituals. Each Ceremonial Component is unique, but they come in 3 levels of rarity, Common, Uncommon, and Rare. These rarity levels denote how difficult they are to locate and gather, and general market price for those off-the-beaten-path ritualists or celebrants that may run component shops.

Example: Holy chrism and a piece of raw quartz are used for very different processes, but cost about the same price since they are both Common Ceremonial Components.



Arcane Knowledge, Mana, and Gather Power

There are three basic factors for invoking spells: Arcane Knowledge, Mana, and Gather Power rank. Knowledge determines the school from which the power of the spell is drawn, Mana represents the willpower of the mortal powering the spell, and Gather Power determines the relative power or magnitude.

When purchasing Arcane Knowledge, the school it is for must be specified. Purchasing a level of Knowledge means that a character has gained an understanding of the complex hidden knowledge to cast spells of that Gather Power rank. The character determines their Primary School upon purchasing Primary Knowledge for the first time. There is no restriction on buying Arcane Knowledge in multiple schools, but further schools are purchased through the skill Secondary Knowledge.



Each purchase of the skill Primary Knowledge also grants a character 2 free points of Mana. This begins to build a pool of Mana, from which a player may cast their spells. While spells are unique to each school, Mana is a universal ability point applied to all magic.

The last factor in spell evocation is Gather Power. Wyvern Rising uses a “spell slot” system for evoking spells. These slots are represented by the skill Gather Power X. Each Gather Power slot allows a mage to memorize (and later invoke) one spell at the cost of Mana points. Gather Power levels are given a numeric value, and each spell will have a corresponding level. Spells of Gather Power 1 require a Gather Power 1 spell slot for memorization and cost 1 Mana to use; spells of Gather Power 2 require a Gather Power 2 slot and cost 2 Mana to use, and so on. Multiple Gather Power slots may be purchased for each level, allowing for an increasing number of spells available for evocation. There is an upper limit, however. A mage may only purchase Gather Power slots in a 7 to 3 pyramid fashion. That is to say, a character may only purchase seven Gather Power 1’s, six Gather Power 2’s, five Gather Power 3’s, four Gather Power 4’s, and three Gather Power 5’s.



Anatomy of a Spell

Spells are composed of a number of elements: a spell name, a spell equation, delivery method, a Mana cost, a Gather Power rank, and an effect. Gather Power Rank and Mana cost have already been mentioned above, but the remaining elements are explained below.

For a list of Spells and their effects, please see [Appendix A: Spell List](#).

Spell Name

Each spell has a distinct name that defines it as a unique spell. These names are usually indicative of the effect of the spells, but exceptions do occur.

Spell Equation

Magic in Wyvern Rising exists in the form of mathematical equations. Magical equations often look like advanced mathematics, resembling real world algebra or calculus. These magical equations allow the Mage to harness arcane power to create many different effects.

Delivery Method

The next part of a spell is its delivery method. The delivery method describes how the spell reaches its target and is divided into four categories: Ranged, Touch, Self and Point and Click. Ranged spells must be invoked by using a spell packet. The spell packet must leave the mage's hand before it reaches its target. The distance it travels can be very small, even a few inches, but it must not be in the mage's hand before it makes contact with the target. Touch spells are invoked through the mage's hands. These spells may not normally be used with a spell packet. To invoke the spell, the mage must physically touch the target with their hands or use boffer fists/claws. The next delivery method is Self. Because of their nature they do not require spell packets or physical contact in order to be invoked as they only affect the caster. Finally, the last delivery method of a spell is "point and click". This means the mage can invoke the spell upon a target within range simply by pointing at it and calling the spell.

Some spells exhibit noticeable physical manifestations of the arcane energies unleashed, while others are quite covert. All ranged spells have such manifestations and can be seen being invoked. This means that players are free to try to avoid spell packets flying in their direction, as these potentially lethal arcane energies can be seen hurtling towards them. All touch spells, however, show no signs of being invoked. It is not possible to tell that someone has had a touch spell cast upon them simply by looking at them. Other means are needed to identify that effect, such as any spells that detect the presence of magic, or even logical reasoning because the person is



acting strange. Self spells are a mix between the two. Most self spells cannot be detected, however some require the use of a boffer weapon, such as the spell Umbral Weapon. In any instances where an item, such as a boffer weapon, is needed to represent the spell, then the spell effect is visible. When a personal spell does not require an item to represent the spell, then it is not visible, and can only be detected using the same methods as for a touch spell.

Mana Cost

This is the amount of Mana points required in order to cast the spell. If a character has less Mana than the Mana cost of the spell, the player is unable to cast that particular spell at that time.

Gather Power Rank

A spell's Gather Power rank defines the level of Gather Power Rank skill required by the character to cast the spell. For example, in order to cast Gather Power rank 1 spells, a character must possess the Gather Power Rank 1 skill.

Effect

The last, and most important, aspect of a spell is its effect. This describes what the spell actually does; whether it causes damage to an enemy, creates arcane armor to protect a comrade, or a myriad of other effects. If a spell has a duration, casting time requirement, or radius of effect, this is also listed with the effect.

To channel the energies to cast a spell, mages need special training or tools. A mage must have the skill Focus Power, a Wand with a Rune of Focus in a free hand, or be wielding a Brand Weapon (restrictions below) in order to cast a spell.



Brand Weapons

Some mages have mastered an obscure technique, the creation and use of Brand Weapons. These Arcane warriors are sometimes referred to as spellblades or simply Branded. The branded are able to perform a simple, specialized ritual to place a personalized mark or Brand on a weapon. Thereafter, that weapon has a special bond with the arcane warrior. The Branded must use this weapon to perform certain Brand skills, which all cost Mana to use. Legend has it that long ago, Branded wore their marks directly on their skin, however, there have been no reports of this strange phenomenon in the modern era.

Brand weapons may be used in place of a wand to cast any spell. Additionally, any spell with the Delivery Method “Brand” may be delivered via brand weapon attack. This attack makes the spell both melee and physical. When used in this way, a spell is subject to mitigation as any other melee attack skill, including being **Blocked** by a weapon or shield. Any Brand spell that uses multiple packets is used with multiple melee attacks instead. These spells still follow time requirements of multiple packet spells. Spells used this way must still be prepared. A prepared spell may be cast using any of its delivery methods at any time that it could be cast.

Spells delivered via Brand cannot be altered or have additional Damage added to them, and only do what is specified in its description. Enhancements, Skills, Spells, Prayers, etc. do not modify the Brand spell.

Example: When using the Spell Fireball with a Brand Weapon, the damage call of the melee attack would be ‘9 Fire’ no matter the quality of the weapon.



Magical Crafting Systems

Magic Scrolls

Magic scrolls allow a mage to store a single use of a spell in an empowered piece of parchment for later use by themselves or someone else. Anyone with the ability to read Magical formula is able to invoke the effect of a scroll. Scrolls are scribed using Spell Ink at an Enchantry, but some spells may need to be scribed on otherwise unaltered High Quality Parchment. The making of Spell Ink is found on the Arcane Crafting chart. A mage also will need a written copy of the spell they intend to turn into a scroll. The mage then spends the appropriate crafting time (See Arcane Crafting Chart) to carefully inscribe the words and infuse arcane power into them. A mage must have a rating in Arcane Knowledge equal to the spell's Gather Power rank to scribe it on a scroll. Once this is complete, the scroll is ready. To invoke the scroll, a player needs to hold the scroll open, read the scroll, and then speak the spell's name, at which time the spell contained within the scroll is activated. The scroll is then instantly destroyed as the spell effect is delivered. Spell scrolls ignore any casting time that is required for that spell.



Runes

A rune is a symbol that possesses special properties in an In-Game setting. Runes may hold magical energies, contain specific spells, or help a character cast spells or perform rituals, just to name a few possibilities. Runes can be broken down into two different categories: **Mode Runes** and **Spells Runes**.

Mode Runes

There are three Mode Runes in Wyvern Rising. Rune of Focus, Rune of Channelling, and a Rune of Empowerment. These Mode Runes serve a very specific purpose: they assist in the general workings of Magic.

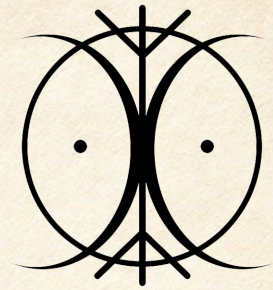




Rune of Focus



Rune of Channeling



Rune of Empowerment

The disadvantage of using these Runes, is that they usually require activation energy of some kind to be used. Wands are the only objects that can receive Mode Runes. A basic wand has one Mode Rune Slot, which can be filled with any type of Mode Rune.

A wand constructed of High Quality can hold an additional Rune Slot, and one of Master Quality can hold two additional Rune Slots. These additional Rune Slots can be filled with either Mode Runes or Spell Runes. Any arcane crafter with the ability to craft wands can inscribe one of these runes on a wand. See the Arcane Crafting Chart in the [Crafting Compendium](#) for more details on how to craft Mode Runes.

Spell Runes

Spell Runes are used to store a single specific spell. They require no activation energy but are only unlocked through a control word, or phrase. This is known as a passkey. Anyone who knows the specific passkey of a Spell Rune may activate it upon touching the rune and speaking the passkey. When a passkey is performed, it causes the rune to trigger. If the passkey for a rune of Barkskin is saying the phrase “thank you,” then the caster must touch the rune and say “thank you”. The passkey is established when the rune is first inscribed and may not be changed without performing special rituals in game.

Spells stored in Spell Runes may be used at any time to instantly cast the spell inside. Spell Runes ignore the casting time requirement on any spell contained in the Rune. Once exhausted, however, Spell Runes need to be recharged. The skill Inscribe Rune allows a Mage to charge a given Rune. In order to charge a Spell Rune, a mage must simply cast the same exact spell into the discharged rune.

If charged, the rune triggers each time a person in possession of the rune performs the passkey. In most cases, a Spell Rune must be written or drawn on the item in it scribed on. When a Spell Rune is charged, the casting mage must write on the item’s tag that it is charged. If a Spell Rune is invoked during a battle and the character finds that the Spell Rune is not charged, then that player immediately falls to the ground and is in the Third



Stage of his/her **Death Count** and the Rune is destroyed. This symbolizes the mystical energies back lashing with devastating force.

The third-tier skill Inscribe Rune is required to initially put a Spell Rune onto an object. In order for an object to accept a rune, it must be of High Quality, or better (for more information on High Quality items, see the Smithing section). Also, the precious stone Jonquil is required to create Runes. Jonquil is a transparent stone that is champagne in color. The number of these stones needed is equal to the Rank of the spell. The Jonquil is consumed in the inscribing process. Inscribing a Spell Rune is a very tedious and time-consuming process, and can take most of a month, and sometimes even longer. A mage must meet the Power Rank requirements for any spell they wished to inscribe as a rune. The Arcane Crafting Chart lists the time needed for Spell Rune inscription. Raw jonquil may be obtained by miners and cut by jewelers for use in crafting.

Affinity (Minor/Major)

The terms *Minor Affinity*/*Major Affinity* mean that an item constructed of these materials serve as a better conduit for holding that type of magic and is sometimes a required material for certain arcane crafting or rituals.

This also increases the item's Rune Slots for that type of magic by +1 for Minor Affinity and +2 for Major Affinity.

Charged Wands

A Charged wand does not function like a typical casting wand. While the Enchanter still must craft a wand using the Arcane Crafting Chart, this particular wand does not hold a rune of focus nor is it used to channel a wide range of spells. In many ways, a charged wand is a limited use, specialized artifact (see Artificing below.) When created, the Charged wand is charged with a small amount of magic. The crafter can prepare and store a spell of limited power into this wand to be used at a later time. Only a single spell of rank 1 or 2 may be stored into any wand. Charged wands may not hold a spell that requires a casting time. When crafting a wand, the Enchanter must decide how much power to give to the wand. The Enchanter may choose to donate up to 4 mana to the crafting of the wand. This mana must be used to give the wand a number of charges in increments of the rank of spell used in its creation. For example, if a rank 1 spell and 4 mana are put into a wand, that wand now has 4 charges of that rank 1 spell. Similarly, if the Enchanter chooses to donate 4 mana and uses a rank 2 spell instead, that wand now has 2 charges of that spell. The person who eventually uses this wand does not need to possess an arcane knowledge of any type, nor may they spend additional mana to 'refill' a charged wand. They simply need to know the activation of the spell contained in the wand. In order to activate a Charged Wand, it must be held in a free hand and the spell name must be spoken. IMPORTANT: All wands are



destroyed after expending the last use of the spell contained within the wand. See Arcane Crafting Chart for details and times for crafting charged wands.

Artificing

This skill allows a character to interpret arcane schematics and then build Artifacts of corresponding Rank and difficulty. Artifacts usually take a very long time to construct, but are incredibly useful items. Artifacts can be nearly anything, from Golems, to magical jewelry, to Alchemical brewing machines, to magical cups, to nearly anything that can be imagined. The build costs of Artifacts is extremely high, but the proper Artifacts can literally change the face of the world. Whole plots can exist around the construction of an artifact, and the possibilities for artifacts are endless. Very little is widely known about Artificing as the Master Artificers of Feragothe rarely take on apprentices. Those that become Artificers guard their knowledge very closely. If an Artificer wants to research their own unique schematic, they may do so, provided that they have used a schematic of any type in the past.

There are five components that make up any Schematic for use in creating Artifacts - **Materials**, **Time**, **Method**, **Effect**, and **Power**.

- **Materials** - A master quality vessel object, arcane tools, and other crafting items that go into making the artifact. More valuable, more complex, and attuned material items hold energies more efficiently and reduce other costs.
- **Time** - The amount of uninterrupted crafting time that is required to make the artifact. Energies are volatile and work can't be rushed.
- **Method** - This is the "recipe" for making a given artifact. This can be anything from the specific number of units to use in making the item to unique restrictions like only working at night, or on full moons or after being ritually cleansed by wood smoke, etc.
- **Effect** - The final product's actual effect in the game. The more complex the desired effect is, more of the other 4 components are needed. This could be anything from re-creating a spell effect to something unique like armor that repairs itself.
- **Power** - This is the necessary skill level that the Enchanter must possess in a particular school of magic, the amount of mana that will need to be invested, and any additional power sources like Empowered items.



Glyphs

Glyphs are magical symbols that, when drawn with the appropriate materials and skill, will confer a one time effect to a tagged in-game item. There are many Glyphs that exist and their function is equally varied. From the awesome ability to turn away a prayer, to protecting locks that keep your valuables safe from prying hands.

These magical symbols are impermanent magical constructs. They are laid onto objects similarly to Runes, but they lack the versatility or raw power of their persistent cousins. Glyphs do not hold copies of spells like runes, they bestow a series of unique effects, powered by harnessing ambient ethereal magic by using geometry. What Glyphs lack in permanence, they make up for in production speed and low material cost. Each glyph may be placed on an item in a fraction of the time that it would take to inscribe a rune. Glyphs do not require particularly high quality materials, nor do they require precious gemstones in their construction materials. A glyph writer needs only some Spell Ink, a little time, and a copy of the glyph being inscribed to place it on an item. See Glyph List below for Glyph effects and images.

As impermanent constructs, a Glyph only holds the power of its effect until the End of Event. Glyphs that have a reactionary effect are treated like they are Triggered Enhancements and require no activation, instead happening automatically. Glyphs that have a non-reactionary effect are treated like Invoked Enhancements and are activated by touching the item with the glyph and speaking its name. Once a Glyph's effect has occurred, it dissipates, leaving no lasting mark on the item where it was placed. Any character may have one item bearing a Glyph on their person at a time. The geographical magic is fickle and does not interact well when kept in close quarters. The newest Glyph placed on a character's equipment will always override an existing Glyph.

Improved Glyphs work like other Glyphs, except that they grant 3 uses of that Glyph before dissipating. Since these Glyphs are more powerful, they also require the use of 3 spell ink. Note: The Background of Initiate allows for a character to have 2 basic Glyphs at any one time. This background does not grant the ability to have additional Improved Glyphs as well. If the Initiate were to have an Improved Glyph placed on any item on their person, the basic Glyphs would both dissipate, and the Improved Glyph would take their place.

Please see the Arcane Crafting chart in the [Crafting Compendium](#) for more information on how to craft glyphs.

For a list of Glyphs and their effects, please see [Appendix C: Glyph List](#).



Rituals

Magic rituals are a set of instructions that gather, shape, and hone magical energies for a predetermined effect. There are a myriad of ways that rituals can be performed, and it is rare that any two are very similar. Some rituals require a mage to intone specific words or phrases, some require a mage to perform precise motions and movements, some require magical components that help shape the energies the ritual gathers, and some combine all of these elements and more. There are two types of rituals that mages can perform: Formal Rituals and Empowered Rituals.

Formal Rituals

Formal Rituals are composed of a number of elements, many of which are similar to spells: a unique ritual name, a process, and an effect. Formal Rituals do not have an Arcane Knowledge associated with them. They are all powered by ambient magic. Unlike spells, there are no ranks associated with Formal Rituals. Once a mage learns the process, they can perform a formal ritual without additional prerequisites. Formal rituals do not require an expenditure of Mana to perform. A mage simply sets up components, performs motions and movements, and recites incantations to complete the ritual.

Empowered Rituals

Empowered Rituals are more complicated and usually produce greater effects than that of a Formal Ritual. In order to perform Empowered Rituals, the Mage must have the knowledge of the magic being employed, the prerequisite components listed for the ritual, and the power to enact the ritual itself. Unlike Formal Rituals, these Empowered Rituals are tied to specific magical knowledge. A mage must possess the knowledge of that school of magic in a prerequisite amount in order to perform the Empowered Ritual. Once the Mage has the required Magical Knowledge, they must also possess the required mana to use during the ritual. Empowered rituals are such that the mana must be donated through the use of a wand with a Rune of Empowerment placed on it. This Rune allows the Mage to transfer the magical energy to the Ritual without shaping it into a spell or an effect, as what would happen if they used a Rune of Channeling or Focus. Once the Mage has the required Magical Knowledge, the Rune of Empowerment, and whatever required components the ritual requires, the Mage may now use the Empowered Ritual skill to enact the ritual. The Mage must follow the Ritual precisely in order for the Ritual to work, and if they do not, all components will be expended, including the empowered item.

For a list of Rituals and their effects, please see [Appendix B: Ritual List](#).





Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Prayers

Gulf
of
Torgos

The
Fendenglade

Sha H' hKuor



Deities & Worship

Wyvern Rising includes the existence of fantasy deities and religious sects. These were created specifically for game purposes and are not intentionally patterned after any real faith or religion.

Nearly all societies place high value on spiritual beliefs, though the nature of those beliefs varies from culture to culture. Religion has been a part of each species' culture since the earliest recorded histories. As the different species matured and began to establish relations with one another, an astonishing discovery was made: the principal faiths of nearly all the peoples of the known world made reference to the same four divine beings. These deities were Diakonoff, Kishar, Oberim, and Qos.

There were, of course, some opposing views over the hierarchy of the deities as well as their forms of worship. Even other minor deities are mentioned in various ancient texts and tomes. However, Diakonoff, Kishar,

Oberim, and Qos were nearly universally identified as the same divine individuals across racial, social, cultural, and language barriers. The gods are active and dynamic, and they bestow incredible powers upon the priests and clerics who worship them. The prayers invoked by their followers reflect the natures of the gods themselves. Over the centuries, the gods have called on extremely devout individuals to be their messengers amongst the species. These prophets have handed down the divine prayers and rites that are still used today to invoke the power of the gods.

In the year 71 of the Age of Council, a catastrophic event happened. A being known as Icardadoro ascended to the divine realm and slew the god Qos. Icardadoro then took Qos's place amongst the gods. Qos's essence was split between Icardadoro and Diakonoff. When Qos died, the prayers and rites in his name lost their divine power and could no longer be invoked. It is said that before he died, Qos spoke to his followers and urged them to choose between Diakonoff and Icardadoro.



Devotion, Faith, and Piety

There are three basic factors for invoking prayers: Faith, Devotion, and Piety. Devotion determines the deity who is petitioned for the power of the prayer, Faith represents the resolution of the mortal powering the prayer, and Piety determines the relative power or magnitude.

When purchasing Devotion, the deity it is for must be specified. Purchasing a level of Devotion means that a character has the wisdom and enlightenment to cast Prayers of that Piety rank. The character determines their Primary Deity upon purchasing Primary Devotion for the first time. There is no restriction on buying Devotion in multiple deities, but further deities are purchased through the skill Secondary Devotion.



Each purchase of the skill Primary Devotion also grants a character 2 free points of Faith. This begins to build a pool of Faith, from which a player may cast their prayers. While prayers are unique to each deity, Faith is a universal ability point applied to all deities.

The last factor in prayer invocation is Piety. Wyvern Rising uses a “prayer slot” system for invoking prayers. These slots are represented by the skill Piety X. Each Piety slot allows a cleric to memorize (and later invoke) one prayer at the cost of Faith points. Piety levels are given a numeric value, and each prayer will have a corresponding level. Prayers of Piety 1 require a Piety 1 prayer slot for memorization and cost 1 Faith to use; prayers of Piety 2 require a Piety 2 slot and cost 2 Faith to use, and so on. Multiple Piety slots may be purchased for each level, allowing for an increasing number of prayers available for invocation. There is an upper limit, however. A cleric may only purchase Piety slots in a 7 to 3 pyramid fashion. That is to say, a character may only purchase seven Piety 1’s, six Piety 2’s, five Piety 3’s, four Piety 4’s, and three Piety 5’s. Clerics who are devoted to a single deity will be able to achieve more advanced prayers more quickly than those whose loyalties are divided. The disadvantage to this is that the variety of prayers available will be more limited. There are four Faiths to choose from - Diakonoff, Kishar, Oberim, and Icarodoro.



Deities

Diakonoff

Diakonoff has command over justice, light, wisdom, and purity. He is strong and demanding, but not without mercy. He commands truth and purity in his followers. Most major civilizations place Diakonoff in dominance over the other deities, with Kishar as his closest companion and Icardoro as his nemesis. While the scriptures often place Diakonoff and Icardoro in opposition to or disagreement with one another, they are never directly referred to as enemies. In fact, the prophets seem to make a point of saying otherwise. Diakonoff is invoked to preside over nearly all large public gatherings, including tournaments, coronations, trials, and executions. Virtually every city of the Old Continent has a Diakonic church or cathedral, and most small towns at least have a chapel. The vast majority of people attend services honoring Diakonoff at least once a week. His followers include people of every class and disposition. Monasteries devoted to him dot the countryside. Most are dedicated to research and reflection. The monks and friars who dwell there spend their long and quiet lives poring over ancient scripts and scrolls, gleaning bits of information in the search for enlightenment. However, there are also more militant sects who exhibit the forceful nature of Diakonoff's will.



Icarmadoro

Icarmadoro is the god of battle, murder, vengeance, hedonism, and death. His nature is that of self-indulgence, change, and chaos. Icarmadoro is cruel and malevolent, and this is often reflected in the actions of those faithful to him. Icarmadoro promises great personal power to those who worship him. This power can take many forms: glory gained in the red ruin of battle, secretly controlling the lives of mortals as if they were puppets, or even through eternal life. Icarmadoro calls his followers to live for personal pleasure, no matter what the consequences are or how it is achieved. He encourages mortals to give in to the wicked nature that lives inside everyone. By Icarmadoro's perverse blessing, alcohol and other intoxicants in this world have no

long-term addictive effects. Icarmadoro is also the progenitor of vampires and considered to be their patron deity. Worship of Icarmadoro in cults based solely upon murder and vampirism are forbidden by almost all cultures, while worship in other ways is tolerated or acceptable.



Icarmadoro was, at one time, the avatar and chief servant of Qos. Icarmadoro was created by Qos himself, but it is said that he became too prideful and had a falling out with his master. He was banished from the divine realm and forced to walk the physical world for eons. He was cut off from the divine light of the gods such that he hungered for it. Icarmadoro was able to access their divinity through the blood of mortal creatures, thus becoming the first vampire. For time untold, Icarmadoro walked the earth until the year 71 of the Age of Council. He assembled a large army of Unholy creatures and was able to ascend to the divine realm. Once there, it is said that he slew Qos with his own spear and absorbed his essence, becoming a god himself.



Kishar

Kishar is benevolent and compassionate. She holds dominion over the earth, nature, life, and mercy. She grants her servants the ability to heal wounds with a touch, and to call spirits back to their mortal bodies, thereby granting new life. Furthermore, she also allows her priests and clerics to have some limited control over the forces of nature. Most of her followers are reluctant to become involved in combat, but they should not be mistaken for pacifists. The natural forces at their command can be powerful when they choose to use them. Kishar's clergy rarely carry metal weapons or tools. They prefer wood, rock, and bone. They almost never wear armor of any sort, except for the occasional leather jerkin. Most Kisharan sacraments are held at outdoor



chapels. Kishar is often called “Lady Earth” by her devotees. She is sometimes witnessed by those who spend a great deal of time outdoors. Farmers claim sightings of her walking through the grain fields at harvest time. Her glowing form with long, golden hair is considered to be an omen and blessing upon the land. Still others claim to have seen her and heard her soft voice in the deep greenwood, where she is said to wear a long green cloak adorned with wild nuts and blossoms. Farmers look to her for abundant crops and commoners give offerings of food and flowers in hopes for good health, especially when a woman is with child. Hunters and rangers can be heard to thank Kishar for the plentiful game.



Oberim

Oberim is an enigmatic deity with an unusual dualistic nature. He maintains the balance between logic and emotion, between wisdom and passion. He is thought to control the flow of knowledge and enlightenment, as well as the tide of strong emotion. Oberim is perceived to be completely neutral, neither good nor evil, nor light nor dark. There are precious few scriptures that refer to him, and in those that do he is rarely the central figure. Usually, he is an observer or bystander to the actions of the other deities. On occasion, he speaks to the others and imparts wisdom or sometimes brief but violent emotional outbursts. One of the most well known Oberic scriptures notes him mourning for 70 years, though the reason is not mentioned. Like the deity himself, Oberim's followers are often not fully understood by the general population. Their ceremonies and sacraments are strange and secretive. The inner circle of Oberic clergy are mysterious figures whose identities are known to very few. This secrecy and mysticism causes concern amongst many people, who are convinced that they are agents of evil. This, however, is in contradiction to the actions of the priests and clerics who represent Oberim to the masses. Many people seek Oberim's guidance when faced with great decisions. Others ask for his help in magnifying or suppressing strong emotions such as jealousy, hate, and love. There are many chapels dedicated to Oberim, but most are small, tended by only two or three clerics.



Anatomy of a Prayer

Prayers are composed of a number of elements: a prayer name, a prayer inscription, a delivery method, a Faith cost, a Piety rank, and an effect.

For a list of Prayers and their effects, please see [Appendix D: Prayer List](#).

Prayer Name

Each prayer has a distinct name that defines it as a unique prayer. These names are usually indicative of the effect of the prayer, but exceptions do occur.

Prayer Inscription

Following that is the prayer inscription; a short invocation that calls on one of the gods to answer the cleric's prayers. Prayer inscriptions take the form of special words written in the religious script, the divine language of the gods. Only those who have Devotion to one of the Gods or Literacy training are able to translate prayer script. The Faith, Devotion, and Piety are the same as described in the previous section.

Delivery Method

The next part of a prayer is its delivery method. The delivery method describes how the prayer reaches its target and is divided into three categories: Ranged, Touch, and Personal. Ranged prayers must be invoked by using a packet. The packet must leave the cleric's hand before it reaches its target. The distance it travels can be very small, even a few inches, but it must not be in the cleric's hand before it makes contact with the target. Touch prayers are invoked through the cleric's hands. To invoke the prayer, the cleric must physically touch the target with their hands (with consent), use boffer hands, or tap the target with a packet in hand. The last delivery method is Personal. Personal prayers are prayers that affect the caster only. Because of their nature, they do not require packets or physical contact in order to be invoked. Some of these prayers are "point and click" prayers. This means the cleric can invoke the prayer upon a target within range simply by pointing at it and calling the prayer.

Some prayers exhibit physical manifestations of the divine energies unleashed, while others are quite covert. All ranged prayers have such manifestations and can be seen being invoked. This means that players are free to try to avoid packets flying in their direction, as these potentially lethal divine energies can be seen hurtling towards them. All touch prayers, however, show no signs of being invoked. It is not possible to tell that someone has a touch prayer cast upon them simply by looking at them, and other means are needed (such as any prayers that detect the presence of divinity, or even logical reasoning because the person is acting strange).



Personal prayers are a mix between the two. Most personal prayers cannot be detected, however some require the use of a boffer weapon, such as the prayer Manifest Weapon. In any instances where an item, such as a boffer weapon, is needed to represent the prayer, then the prayer effect is visible. When a personal prayer does not require an item to represent the prayer, then it is not visible, and can only be detected using the same methods as for a touch prayer.

Faith Cost

This is the amount of Faith points required in order to invoke the prayer. If a character has less Faith than the Faith cost of the prayer, the player is unable to invoke that particular Prayer at that time.

Piety Rank

A spell's Piety rank defines the level of Piety Rank skill required by the character to invoke the prayer. For example, in order to cast Piety rank 1 spells, a character must possess the Piety Rank 1 skill.

Prayer Effect

The last, and most important aspect of a prayer, is its effect. This describes what the prayer actually does; whether it causes damage to an enemy, creates divine armor to protect a comrade, or a myriad of other effects. If a prayer has a duration, casting time requirement, or radius of effect, this is also listed with the effect.



Prayer Scrolls

Prayer scrolls are created similarly to spell scrolls. Prayer scrolls allow a cleric to store a single use of a prayer in an empowered piece of parchment for later use by themselves or someone else. Anyone with the ability to read Prayer Script is able to invoke the effect of a scroll. Scrolls are scribed using normal ink and quill, but must be scribed at an altar to the prayer's God and on High Quality Parchment, consecrated to that God. Consecrating parchment to one of the Gods is a Minor Rite. A cleric also needs a written copy of the prayer they intend to turn into a scroll. The cleric then spends the appropriate crafting time (See Divine Crafting Chart) to carefully inscribe the words and infuse divine power into them. A cleric must have a rating in Devotion equal to the prayer's Piety rank to scribe it on a scroll. Once this is

complete, the scroll is ready. In order to use a scroll it must be held open, the prayer must be read and then the prayer's name is spoken. When invoked, the scroll is instantly destroyed. Prayer scrolls always have an instant cast time, even if the scribed prayer had another casting time. Prayer scrolls generally never expire.



Rites

Rites are ceremonial acts of faith to one's God that can manifest great miracles when harnessed correctly. Clerics who perform rites are called Celebrants. Rites generally have a list of necessary components, and ceremonial words or acts that must be completed to achieve an effect. There are 3 ranks of Rites, Minor, Standard, and Major rites. Minor rites mostly deal with blessing, consecrating, and preparing components for the higher two ranks of rites. Standard rites express the primary domains and blessings of the gods and act similarly to Formal Rituals. Major rites are some of the most powerful acts of faith known to mortal kind, giving the chosen few most devout celebrants who perform them access to abilities available to no other mortals. A celebrant must have a Minimum Devotion to the appropriate Deity in order to use Rites of that Deity. A Minor Rite requires 1 Devotion, a Standard Rite requires 3 Devotion, and a Major Rite requires 5 Devotion.

For a list of Rite and their effects, please see [Appendix E: Rites List](#).



Litanies

Litanies are minor miracles of divinity manifested into existence by a cleric. While most divine power is devoted to a particular deity, Icarvoudo, Kishar, Diakonoff, and Oberim, there are instances of pure unaligned divinity being wielded by the resolute.

For a list of Litanies and their effects, please see [Appendix F: Litanies](#).



Beyond the Prayers

Not all clerics are suited to the staples of prayer, meditation, and preaching. Some experience a calling to a more active and physical lifestyle. Some sects dedicate themselves to martial training with the intention of becoming holy warriors. In fact, these militant orders are often tapped to bolster the ranks of a sovereign's army. They are renowned for their skill and discipline, even when facing terrifying odds. Other clerics choose to specialize in fighting the supernatural enemies of their patron deity, or follow a personal quest to eliminate the Unholy minions of the living dead. There are many paths to follow in the quest to honor one's deity.



Most of the alternative cleric skills are based on the Faith ability point. No other class uses this stat. The concentration and self-discipline required to perform these skills can be enormous, but the results are worth it. Definitions for each skill can be found under the Skill Descriptions listing, but they include a significant range of effects. Some allow a cleric to cause additional or Divine damage with a weapon, while others summon spiritual defenses. Some allow extraordinary healing and injury prevention through the exertion of sheer willpower.

There are tales of clerics with extreme conviction who become canonized to their god. Those whose service has furthered their god's will in the world so much that they have been bestowed special powers in line with their personality and skills, further enhancing their unity with their deity.

The opportunities on the Cleric skill path cover a wide range of character styles. Virtually any sort of priest, monk, cleric, healer, or templar can be recreated through these skills. Players are encouraged to be creative in the use and application of prayers and skills. If you have an idea for a new prayer, or an alternate version of an existing one, send your idea to the game staff. If it is good, it may eventually appear in the game. Remember, Wyvern Rising is a dynamic, expanding game system with virtually endless role-playing opportunities.





Appendix A: Spell List



Cantrips

Spell Name	Effect	Delivery Method	Enhancement Type
Illusionary Hand	The caster can move objects up to 10 ft. away and weigh no more than 2 pounds. Any item moved in this way must not be used as an Attack .	PnC	-
Light	Create a small beam of light for 10 mins (small flashlight). This beam of light emanates from the caster and may not be placed anywhere.	Self	-
Blot	The caster may choose to darken any one small light at its source. This effect only covers the light and does not extinguish it.	PnC	-
Breeze	Create a light breeze. Can be used to dissipate gasses	PnC	-
Dowse	Create a minor rain cloud which will produce 1 qt of water. Can extinguish fuses, torches, wicks and other open flames.	PnC	-
Ignite	Light a fuse, candle, or torch.	PnC	-
Lodestone	Caster can discern the cardinal directions and if something is magnetic.	Self	-
Wizard Mark	Create an indelible, unique mark on any surface, as long as the object is unattended and not alive. Duration: 5 minutes. If the caster expends 1 Mana at an Enchantry and Concentrates for 30-seconds, this mark is permanent until removed.	Touch	-
Feign Death	Player appears dead. This effect cannot be detected by mundane means. The player must remain motionless except for normal breathing. The player may choose to end the spell at any time.	Self	-
Bloom	Cause a small patch of flowers to grow. No mechanical benefit may be obtained from these flowers.	PnC	-
Detect Magic	Determine if there is any ambient energy on an object or person	Touch	-
Sense Abilities	Determine the current amount of either Body, Energy, Mana, or Faith that a target has remaining.	Touch	-
Bioluminescence	Create a small light (glow stick) that may be placed.	Touch	-
Spell Toss	Allows the caster to deliver their next touch spell as a ranged spell.	Self	-



Corporeal

Rank 1

Spell Name	Effect	Delivery Method	Enhancement
Sense Life	Allows the caster to determine whether a target is alive. This will also give the caster the target's current stage in their Death Count .	Touch, Brand	-
Bark Skin	Grants +3 armor. The enchantment persists even after the armor is destroyed. The target may spend 10 seconds of Concentration out of combat to restore the +3 armor. Afterward, the enchantment fades. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Cause Wounds	Throw a packet dealing 5 Force.	Ranged, Brand	-
Iron Lung	Allows the target to ignore harmful vaporized toxins or Negate a Choke effect. Duration: 1 minute.	Self	-
Rasp	Throw a packet that causes the target to Choke . Duration: 10-seconds.	Ranged	-
Death Gaze	Target suffers from Daze . Duration: 5-seconds.	Gaze	-
Sleep	Target is Charmed to all until Attacked . Duration: 1 minute. <i>Cause the target to fall into a dream-like sleepwalking state. Target is soothed and calmed.</i>	Ranged	-
Root	Trigger to Negate the next Displacement effect. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Atrophy	Throw a packet causing Slow . Duration: 10-seconds	Ranged	-
Awaken	Forces a target currently in an Unconscious or Charmed state to awaken and recover.	Touch, Brand	-



Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Lionheart	Triggers to Negate a single Fear effect. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Invoke Strength	Grants the target the effects of Strength Rush for the Duration. Duration: 1 minute.	Touch, Brand	-
Rot Flesh	Throw a packet dealing 6 Force Body.	Ranged, Brand	-
Frailty	Causes the target to take a -1 Damage Penalty with all melee attacks and lose all enhanced Strength. Duration: 30-seconds. <i>The target becomes weakened and frail.</i>	Ranged	-
Senility	Target suffers from Silence for the duration. Duration: 30-seconds. <i>Causes the target to suffer from forgetfulness.</i>	Ranged	-
Shamble	Cause a target within 10ft of the caster that is currently Unconscious or in their Death Count to stand and slowly follow the caster. The target may not speak or take any other actions. If the target reaches the end of their Death Count , or they take damage from any source, the spell ends and the target will immediately collapse. This does not pause the Death Count . Duration: 3 minutes. This spell takes 30-seconds Concentration time to cast.	Self	-
Coagulation	Target heals 1 body. This effect works in the First Stage of the Death Count . If the target is in the Death Count , the mage must Concentrate for 30-seconds and the target receives an Injury .	Touch	-
Swarm	Target is Slowed and Exhausted . Duration: 30-seconds. <i>Summon a swarm of vermin or insects to harass and distract the target.</i>	Ranged	-
Splint	Target ignores the Effect of a Broken limb for the duration. This does not heal the Broken limb, and it still must be set in order to be permanently healed. Duration: 5 minutes.	Touch, Brand	-



Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Cheetah Speed	Caster calls a short hold, during which they take up to 10 leaping steps. This may also be used as a reaction to a similar effect that allows someone to move during a Hold. Once cast, the caster may not use a “ Speed ” effect in the same Hold or for 30 in-game seconds.	Self, Speed	-
Vigor	Target gains +6 healable Body. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Command Unholy	Target unholy must obey the next three word command to the best of its understanding. Duration: 3 minutes. You can only command one Unholy at a time.	Ranged	-
Life Drain	Target takes 6 Force Body. The caster heals +3 Body.	Touch, Brand	-
Fate Weaver	Allows a target to reroll their resurrection die. The target must take the second roll. This spell takes 30-seconds Concentration time to cast.	Touch	-
Heart Murmur	Throw a spell packet causing 8 Force Body and Daze the target. Duration: 5-seconds.	Ranged, Brand	-
Life Transfer	The caster may transfer any amount of their own Body to another target. Target adds the amount of Body transferred as a temporary healable Body. The caster may not have less than 1 Body after the transfer. This spell has no effect on a target in the Death Count . Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane



Rank 4

Spell Name	Effect	Delivery Method	Enhancement Type
Life Ward	Should the caster reach the end of their 3rd stage Death Count , they immediately heal 1 Body and awaken. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Death Curse	When the caster enters their Death Count , the caster may select a nearby target up to 20 feet away or the person who put the caster into the Death Count . That target takes 15 Force Body. That target also suffers 5 Injuries . Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self, Point & Click	Arcane
Palsy	The target is Slowed , melee attack damage is reduced to 1 damage and suffers Exhaustion . Duration: 30-seconds. <i>The target experiences extreme illness and fatigue.</i>	Ranged	-
Splinter	Target's limb is Broken . Caster chooses the limb.	Ranged	-
Adrenaline Rush	Target ignores all Injuries for the next 5 minutes. Target heals Body equal to the number of Injuries they were suffering at the time of casting. Body gained this way is the first lost in combat. At the end of the duration, the target immediately loses any Body gained through the use of this spell. May be used at 1 Body if the character targets themselves. Duration: 5 Minutes.	Touch, Brand	-
Muscle Seizure	Throw a packet to Stun the target for the duration. Duration: 10-seconds.	Ranged	-



Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Armor of Decay	Triggers the next time the caster would receive damage to their Body. Negate that damage and the attacker receives the effect that they are Slowed , melee attack damage is reduced to 1 damage and suffers Exhaustion for 30-seconds. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self, Point & Click	Arcane
Gangrene	Throw a packet causing 16 Force Body and Sever Limb. The limb severed is the caster's choice. If used with a Brand Weapon, and this spell lands on a limb, it affects that limb. <i>The limb withers away and turns to dust.</i>	Ranged	-
Death's Chains	The caster gains a Soak of 4 and is immune to Displacement and Mind-Altering effects. The caster may not move or be moved by any means. Duration: 3 minutes.	Self	-
Command Life	The caster may issue a single command of no more than 5 words to the target. The command cannot be worded in such a way to make the target follow additional commands given later, such as "Follow my orders." Execution of the command becomes the target's highest priority. The target will not cause intentional harm to themselves in the attempt to follow the command. You can only command one target at a time. Duration: 5 minutes. Mind-Altering.	Ranged	-
Cloak of Bones	Grants +20 armor. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Self	Arcane



Primal

Rank 1

Spell Name	Effect	Delivery Method	Enhancement Type
Keen Edge	When invoked, the target's weapons deal +1 Damage. Latent, Invoked. Duration: 1 minute. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Frost Shards	Throw 2 packets dealing 2 Ice each. All packets must be thrown within 10 seconds of initial casting of this spell.	Ranged, Brand	-
Earth Strike	Throw a packet dealing 5 Force.	Ranged, Brand	-
Glue	Create a 1" x 1" patch of extremely sticky glue. Any item that touches this patch will be stuck for the duration. They may be separated by any augmented Strength. Duration: 10 minutes.	Touch	-
Magnetic Grip	Negate the next Disarm effect. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Jolt	Daze a single target. Duration: 10-seconds.	Touch, Brand	-
Feather Light	The target becomes as light as a feather. In this state, they are immune to fall damage. Duration: 5 minutes.	Touch, Brand	-
Wind Blast	The target is hit by rocks and sticks from a sudden blast of wind, causing the target to become Blind for 10-seconds. This spell may also be used to blow away any lingering gas, smoke, or vapors in an area.	Ranged	-
Elemental Fists	When Invoked, the caster chooses one of 3 primal elements, Fire, Ice, Shock. The caster's fists deal 1 Damage of the chosen element. If the caster has the Unarmed Strike skill, this spell will add +1 Damage of the chosen element. Latent, Invoked. Duration: 2 minutes. This spell takes 30-seconds Concentration time to cast.	Self	Arcane



Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Rope Bind	Throw a packet that Binds target's legs for the duration. Duration: 1 minute.	Ranged	-
Storm Shield	Negate the next ranged Attack . Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Fireball	Throw a packet dealing 11 Fire.	Ranged, Brand	-
Shock Therapy	Negate a Mind-Altering Effect on a single target. This spell takes 30-seconds Concentration time to cast.	Touch	-
Harden Armor	Grant +12 armor. The target must have Armor Points from physical armor for this to be cast. Duration: EOP, or until armor is removed. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Grounding	Negate the next Displacement effect. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Magnetize	Throw a packet, causing Disarm to one of the target's arms, chosen by the caster. Duration: 5-seconds	Ranged	-
Wizard Lock	Magnetically lock a door or box, giving it a +1 Soak and +50 Body when trying to open by force. When casting this spell, a password is selected. When the password is spoken aloud, the lock will be released. Duration: EOP or until opened. This spell takes 30-seconds Concentration time to cast.	Touch, Brand	-



Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Gravity Blast	Throw a packet, causing the target to be Pushed or Pulled 10 feet.	Ranged	-
Galvanize	Negate the next Sunder Armor or Effect that would Break your weapon/shield. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Ice Lance	Throw 2 packets, each dealing 7 ice. All packets must be thrown within 10-seconds of initial casting of this spell.	Ranged, Brand	-
Windguard	Negate the next melee Attack or Area of Effect Attack that hits the target from any source. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Molten Armor	When struck by a damage dealing melee attack, the attacker takes 17 Fire. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self, Point & Click	Arcane
Lightning bolt	Throw a packet dealing 10 Shock. Target is Dazed . Duration: 10-seconds.	Ranged, Brand	-
Primal Infusion	Target weapon is imbued with the power of one of 3 primal elements, the caster must choose one of the following damage types: Fire, Shock or Ice. The weapon swings +1 Damage of that type. Duration: 3 minutes. Latent, Invoked. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane



Rank 4

Spell Name	Effect	Delivery Method	Enhancement Type
Permafrost	All creatures in a 5 foot AOE from the caster take a Daze . Duration: 30-seconds.	Self	-
Conflagrate	Throw a packet dealing 21 Fire.	Ranged, Brand	-
Chain Lightning	Throw a packet, dealing 7 Shock. The caster can then point at a target 5 ft adjacent and deal 7 Shock. Both targets take a Daze . Duration: 5 seconds.	Ranged, Brand	-
Gravity Well	All creatures in a 10 foot AOE are under the effect of Slow and Exhaustion for the duration. This spell may be countered by any augmented Strength. This effect does not affect the caster. Duration: 1 minute. <i>Enhanced gravity pulls the targets inexorably to the ground.</i>	Ranged	-
Shatter	Break target weapon, shield, or wand.	Ranged	
Vorpal Edge	Caster imbues the molecules of a weapon's edge, when Invoked, target's next melee Attack causes Force Body. Latent, Invoked. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane



Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Kinetic Resonance	The caster gains a Soak of 1 and any successful melee Attack against the caster causes Disarm to the opponent. Duration: 3 minutes. This spell takes 30-seconds Concentration time to cast.	Self, Point & Click	Arcane
Primal Storm	The caster may throw 3 packets, dealing 8 fire, 8 ice, and 8 shock respectively. They may throw the packets in any order. All packets must be thrown within 10-seconds of initial casting of this spell. <i>The caster channels the primal elements, fire, ice, and shock, and then unleashes a maelstrom.</i>	Ranged, Brand	-
Earthmeld	The caster can absorb durable materials such as stone, metal, or wood into their physical form. The caster must touch a solid inanimate object that is heavier than a person during the Concentration time for this spell. The caster is inflicted with Slow , gains +25 armor, gains immune to Displacement , and receives the benefits of a full suit of armor for the Duration. Duration: 5 minutes. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Knock	Open any non-magical lock up to rank 4. This spell takes 30 seconds Concentration time to cast.	Touch	-
Primal Wrath	Throw a packet dealing 20 Shock and Daze for the duration. Duration: 10-seconds. <i>Create a massive supercharged magnetic anomaly, causing plasma to arc to the ground from the heavens.</i>	Ranged, Brand	-



Umbral

Rank 1

Spell Name	Effect	Delivery Method	Enhancement Type
Rainbow Bracers	Grants +7 armor. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
True Seeing	Allows the caster to see the true nature of an item or person under the effects of an illusion. This will not dispel the illusion effect, it will merely allow the caster to see through it.	Self	-
Animated Shadow	Negate the next Flanking attack. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Frighten	The target is overwhelmed by Fear and is forced to flee from the caster. Duration: 30-seconds.	Ranged	-
Darkness Daggers	Throw 2 packets each dealing 2 Force. All packets must be thrown within 10 seconds of initial casting of this spell.	Ranged, Brand	-
Blind	The target is Blind for the duration. Duration: 10-seconds.	Ranged	-
Phase Blade	When Invoked, the caster's weapon becomes intangible, and swings for Phase damage. Phase damage may only harm Incorporeal targets. Duration: 1 minute. Latent, Invoked. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Shadow Pocket	Allows the caster to create a pocket made from shadow. They may hide up to 3 items no larger than a hand in this pocket. These items are noted on the caster's character card. If the caster dies or at the end of the period, whichever comes first, the objects immediately appear next to them. The caster may move items in or out freely for the duration. Duration: End Of Period	Self	-
Luminous Riposte	When struck by a melee attack, the attacker is rendered Blind . Duration: 15 seconds. Latent, Triggered. This spell takes 30-seconds Concentration time to cast. This is a ranged Point-and-Click. Called "Luminous Riposte Ranged Blind 15 seconds."	Touch, Point & Click	Arcane



Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Mirror Image	Negate the next melee Attack that hits you. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Prismatic Sphere	Throw a packet dealing 11 Solar.	Ranged, Brand	-
Dancing Lights	Target is Dazed for the duration. Duration: 10-seconds. <i>Caster summons a fantastic array of lights in front of the target, dazing them for a short time.</i>	Ranged	-
Torment	The target limb is wracked with incredible pain and rendered Maimed and useless for the duration of the spell. The caster must specify which limb they are targeting: Left/Right Arm or Leg. Duration: 10-seconds.	Ranged	-
Umbral Binds	The target's shadow becomes tangible and wraps around their body, Binding their legs together. Target may still Attack and Defend , but cannot move. Duration: 30-seconds.	Ranged	-
Umbral Weapon	Create a single small weapon with raw umbral energy. Umbral weapons may swing for Damage or Phase at the caster's will. The caster may only have 2 umbral weapons at a time. Strength modifiers have zero effect with an Umbral weapon. Duration: 5 minutes. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Transfixing Gaze	The target is considered Stunned while eye contact is maintained. The Caster must keep Concentration and can not move for the duration. Anything that disrupts the eye contact between caster and target, ends this effect. <i>With a look, the caster is able to seize their opponent into immobility.</i>	Ranged	-
Umbral Aegis	Create a small barrier of raw umbral energy around the target and grants +12 armor. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Self	Arcane



Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Radiant Vestment	Grant +17 armor. Duration End of Period. This spell takes 30 seconds Concentration time to cast.	Touch	Arcane
Solar Blade	When invoked, target weapon deals +1 Solar for the duration. Latent, Invoked. Duration: 3 minutes. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Shade Lance	Throw a packet dealing 16 Force.	Ranged, Brand	-
Spectral Shift	Dispel illusion effects on a target object or person, or cure Blind Effects on that target.	Touch	-
Lambent Shell	Negate the next ranged Attack to affect the target. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Arcane
Night Vision	The caster gains the effects of Combat Sense, which allows the use of combat skills in battle while suffering the Effects of Blindness . This may also be invoked to Negate a Gaze effect. Duration: 3 minutes.	Self	-
Speed of Light	Caster calls a short hold, during which they take up to 10 leaping steps. This may also be used as a reaction to a similar effect that allows someone to move during a Hold. Once cast, the caster may not use a " Speed " effect in the same Hold or for 30 in game seconds.	Self, Speed	-



Rank 4

Spell Name	Effect	Delivery Method	Enhancement Type
Prismatic Plate	Caster gains +22 Armor. Duration: End of Period. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Dark Defense	When struck by a melee Attack , Negate that Attack and the attacker takes a Maim Limb. Latent, Triggered. This spell takes 30- seconds Concentration time to cast. Duration: 5 minutes.	Self, Point & Click	Arcane
Substantiate	Force a target to cease to be Incorporeal and become corporeal. Duration: 5 minutes.	Ranged	-
Moonlit Duel	Both caster and target become Incorporeal . The target must attack the caster and the caster must attack the target. This Effect will end when either the caster or target is reduced to 0 body or duration expires. Duration: 5 minutes.	Ranged	-
Shadow Step	The caster is able to pass through a single layer of solid material. Any magical traps or glyphs that are present on the material will be triggered by the caster's passing. This spell takes a non-vocal 3-count to cast. <i>The caster becomes briefly as insubstantial as a shadow.</i>	Self	-
Umbral Passage	Allows the caster to place one willing target inside the caster's shadow. Only one target may be placed in the caster's shadow at one time. When cast, the target will go out of game, place a white headband on and follow the caster closely. The target is able to hear but cannot see. At any time, the target may call a Hold and exit the casters shadow. This effect ends at the end of the period or when the caster enters the Death Count . The target may not take any actions while in the caster's shadow. A mage with a target in their shadow may not enter another shadow. This spell takes 30-seconds Concentration time to cast.	Ally Only	-



Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Solar Gaze	The target is hit with 16 Solar and is Blinded . Duration: 1 minute	Gaze	-
Darkness Pact	Caster channels the pure power of darkness from the arcane realm. While the caster is under the Effect of this pact, they are immune to “damage” and “body”(Ice, Fire, Shock, Silver, etc. will still cause harm), and are immune to Mind-Altering . At the end of the duration, the caster falls directly into the 2nd stage of the Death Count . Duration: 3 minutes. This spell takes 30-seconds Concentration time to cast.	Self	-
Refraction	Caster gains 3 uses of the spell <i>Mirror Image</i> . Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Self	Arcane
Planar Walk	The Caster becomes Incorporeal . Caster may phase through solid material by using a non-vocal 3-count. Duration: 5 minutes. This spell takes 30 -seconds Concentration time to cast.	Self	-
Solar Storm	Throw 3 packets each dealing 8 Solar. The packets must be thrown within 5 seconds of each other.	Ranged, Brand	-



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Appendix B: Ritual List

Gulf
of
Torgos

The
Fendenglade



Formal

Ritual Name	Effect	Enhancement Type
Invocation of Clairaudience	Creates a pair of sending stones that allow hearing-based communication, can be made one way or two ways, for communication.	-
Ritual of Tracing	Used to locate an object, creature, or potentially a concept. Discern the target's approximate location.	-
Conjuration of Concealment	Conceal an object, creature, or potentially a concept from prying divinations.	-
Ritual of Discernment	Hear the lies, see the truth, feel the reality, smell the deceit, and taste the subterfuge.	-
Invocation of Binding	Bind a group of mages into a circle, sacrificing mystical energies, to empower the entire circle.	-
Ritual of Cleromancy	Determine a person's fate using mathematical variables, whether for good or ill.	-
Ritual of Relentless Marching	Reduce the burden of travel and exhaustion upon those that walk beside you. Utilize the ambient mystical energies to lighten the load.	-
Invocation of Identification	Discover the intrinsic and mystical properties of an object, creature, or potentially a concept. Discover the hidden properties within.	-
Abjuration of Mystical Containment	Empower a vessel to contain the raw mystical energies of the Fae. Entrap a Wisp within a containment vessel or attempt to ensnare more dangerous entities.	-
Conjuration of Mystical Energies	Create a beacon of mystical power to attract a Fae presence into the local area.	-

Empowered Rituals

Ritual Name	School	Effect	Enhancement Type
Ritual of Rampant Growth	Corporeal	Invoke the essence of fertility and growth within objects or creatures. Produce better yields from plants or enhance growth from within a creature.	Arcane
Conjuration of Ambrosia Fruits	Corporeal	Conjure forth a plethora of fruits that can provide sustenance, heal wounds, and perhaps alter your mood and emotions.	-
Ritual of Death's Echo	Corporeal	Call upon the spirits of the dead and see through the eyes of a corpse to witness their last moments.	-



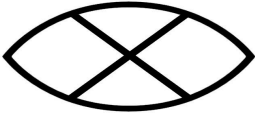
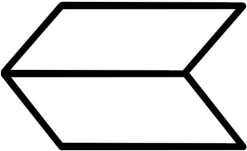


Seance of Reaper's Favor	Corporeal	Summon forth the might of Corporeal energies to bargain with spirits in order to pull a soul back into its mortal body.	-
Incantation of Death's Visage	Corporeal	Invoke deep reserves of death magic to cloak yourself in its cold embrace. Shed your mortal flesh and walk forth as an Undead.	Arcane
Incantation of Beastly Nature	Corporeal	Call upon the primordial wilds of the forest of life and embrace your inner beast. Run wild and transform into a beast.	Arcane
Invocation of Reconstruction	Primal	Infuse Primal energies into your work to heat metal, fuse leathers and cloths, and make wood malleable to your touch. Broken armaments in your hands don't remain so for long.	-
Ritual of Gravitational Imbuement	Primal	Harness the energies of gravity and density to imbue armaments with its properties. Bring down the force of gravity upon a foe, or shield yourself with the density of the earth.	Arcane
Incantation of Geomancy	Primal	Invoke the energies of earth around you and become one with the natural world. Use this to shape the earth and sense deep within the ground.	-
Invocation of Elemental Command	Primal	Invoke the elemental spirits into form and bind them to your will. Bind Earth, Fire, Air, and Water into various forms to cause harm or protect.	Arcane
Sigil of the Golem	Primal	Infuse a sigil upon yourself and imbue it with the energies of Axial. Encase yourself in a layer of stone, metal, or wood and crush those before you.	Arcane
Invocation of Elemental Transformation	Primal	Call upon the elemental storms and transcend into a form of pure elemental energy. Air, Earth, Fire, and Water are at your command.	Arcane
Ritual of Resplendent Regalia	Umbral	Imbue an icon of Umbral magic with the power of the sun. Conjure forth blasts of solar energy and be infused with the light.	Arcane
Incantation of Crystal Gazing	Umbral	Stare within the depths of a prism long enough, and the hidden secrets of the world shall become clear as day.	-
Ritual of Brilliant Imprinting	Umbral	To you, light and shadows are as real and substantial as anything you can perceive. If you can perceive it before you, then you can make it real.	-
Ritual of Ocula Pura	Umbral	Summon forth pure Umbral magic to grant yourself and those around you the purity of sight and the protection of dawn and dusk.	Arcane
Evocation of Shadows	Umbral	Force the shadows into physical form and coalesce them into armaments of the night.	-
Invocation of the Phantasm	Umbral	Call upon the Umbral energies to cloak yourself in the shade or shine with the light of the sun. Become insubstantial and brimming with magic.	Arcane



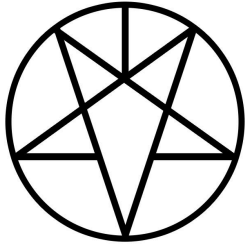
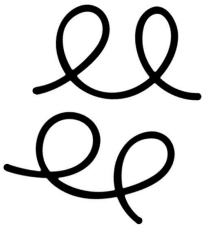
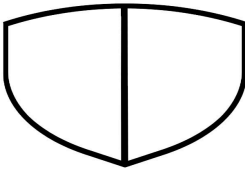
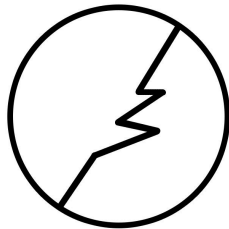
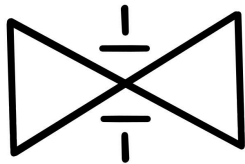


Appendix C: Glyph List




Glyph Name	Symbol	Effect
Awareness		Expend glyph to gain the effects of the Blind Fighting skill. This glyph may be activated in total darkness, while already Blind , or in response to Negate a Gaze . Effect lasts for 1 minute after activation. Invoked.
Diffusion		Negates the next Area-of-Effect from causing any Damage/ Effect upon the target, which expends the glyph. Triggered.
Firebrand		Expend glyph to cause the weapon to swing for Fire Damage for 1 minute. Invoked.
Illumination		Expend glyph to cause the object to glow with a spotlight for 10 minutes. May not be ended early. Use a flashlight to represent the effect of this glyph. Invoked.



Infusion		Used on crafting tools. The next, single project these tools are used on are completed at the rate of speed of one level higher efficiency. Triggered.
Repetition		Expend glyph to use any one Energy, Faith, or Mana skill you've used in the past 30 seconds again at no ability cost. Once a character has Invoked this glyph, they are unable to Invoke another Glyph of Repetition for 1 minute. Invoked.
Resistance		Negates the next Break Effect upon the target, which expends the glyph. Triggered.
Trapstatic		Usually placed on a lock or other hidden surface. When triggered by a trap mechanism, the character takes 5 Shock damage and suffers the effect of Waylay. Triggered.
Unraveling		Negates the next ranged Attack upon the target, which expends the glyph. Triggered.



Wakefulness		<p>When you are targeted by an Effect that causes you to be Charmed or Unconsciousness, Negate this effect and expend the glyph. Triggered. This glyph has no effect on the Death Count.</p>
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Appendix D: Prayer List



Diakonoff

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Endure Element	When Invoked, choose one of the following: endure Exhaustion , endure Slow , or endure Choke . This spell Negates the chosen effect. Latent, invoked. Duration: End of Period. Requires 30-seconds of Concentration to cast.	Self	Divine
Divine Binding	Target Lesser Unholy or Undead is Stunned for 30 seconds.	Ranged	-
Divine Lightning	Throw a packet that causes 4 Divine. <i>Summons a bolt of divine energy.</i>	Ranged	-
Invoke Courage	Cast to Negate Fear effect upon the caster. <i>Caster calls upon bravery through their steadfast faith in Diakonoff.</i>	Self	-
Spiritual Armor	Grant +7 Armor Points. Duration: End of Period. Requires 30 seconds of Concentration to cast.	Touch	Divine
Summon Watcher	Target Negates the next Flanking Attack . Latent, Triggered. Requires 30-seconds of Concentration to cast.	Touch	Divine
Sterling Blade	When Invoked, the target weapon swings for Silver for 1 minute. Latent, Invoked, Requires 30-seconds of Concentration to cast.	Touch	Divine
Light of Truth	Caster is able to see through an illusion or disguise.	Self	-
Repel Unholy	Target lesser Unholy or Undead flees from the caster for the duration. Duration: 1 minute.	Point & Click	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Dintok's Shielding	Invoke to Avoid a Melee Attack to your front 180. Latent, Invoked. Requires 30-seconds of Concentration to cast.	Touch	Divine
Dissipate Arcane Energies	Target becomes Silenced for the duration. Duration: 30-seconds.	Ranged	-
Grant Courage	Negate Fear on the Target.	Touch	-
Enhance Weapon	Target's weapons swing for +1 Damage for the next minute. Requires 30-seconds of Concentration to cast.	Touch	Divine
Lay Hands	Heal 2 Body. May be used on a target in the first phase of the Death Count . If the target is in the Death Count , the cleric must Concentrate for 1 minute and the target receives an Injury .	Touch	-
St. Beshial's Defense	Negate the effects of the next Magic Spell cast upon you. Latent, Triggered. Requires 30-seconds of Concentration to cast. <i>You unravel the arcane energies of your foes' attacks.</i>	Touch	Divine
Descry	Target must answer the next yes/no question truthfully. Mind-Altering .	Touch	-
Battle Armor	Grant +12 Armor Points. Duration: End of Period. Requires 30-seconds of Concentration to cast.	Touch	Divine



Rank 3

Prayer Name	Effect	Delivery Method	Enhancement Type
Holy Bolts	Throw 2 packets for 7 Divine each. Must be used within 10-seconds of casting.	Ranged	-
Apperception	Caster may determine if the target's last statement is truthful.	Touch	-
Smite Unholy	Target Unholy/Undead is destroyed if they are Lesser.	Ranged	-
Protect Weapon	Creates an aura around a target weapon or shield that will Negate the next Effect that would cause it to Break . Latent, Triggered. Requires 30-seconds of Concentration to cast.	Touch	Divine
Sentinel	Negate the next melee Attack or Area of Effect Attack that hits the target from any source. Latent, Triggered. This spell takes 30-seconds Concentration time to cast.	Touch	Divine
Holy Light	Cast to Negate a Blind effect or any Area of Effect Effects that prevent sight.	Point & Click	-
Essa's Sacrifice	When an ally is struck with a Melee Attack , you may Invoke to Negate that Attack . If you do, you Maim a functioning limb of your choice for 30-seconds. You must touch the ally within 5-seconds of Invoking this prayer for it to take effect. Latent, Invoked. Instant	Self	-



Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Destroy Undead	Target Normal Unholy or target Undead is destroyed.	Ranged	-
Ward	Target building is sealed with a veil of spiritual energy. No one may enter the building under any circumstances while the Ward is active. Speaking the keyword set when the Ward was created will allow passage into the Ward. The building cannot be set on fire. A sheet must be hung over every outer door to represent the Ward. Requires 30-seconds of Concentration to cast. Cleric can only have a maximum of 1 ward active at any time. Duration: EOP	Touch	-
Armor of the Righteous	Grant +22 Armor Points to target. Duration: End of Period. Requires 30-seconds of Concentration to cast.	Touch	Divine
Bless Weapon	When invoked, Target weapon causes Divine Damage for the next 1 minute. Latent, Invoked. Requires 30-seconds of Concentration to cast.	Touch	Divine
Divine Weapon	When Invoked, creates a Hand Weapon in the caster's hand. Weapon causes base Divine Damage. May not be disarmed or shattered. The caster does not need a weapon skill to use this weapon. This weapon dissipates after 5 minutes. Latent, Invoked. Requires 30-seconds of Concentration to cast.	Self	Divine
Repulse Undead	Lesser Unholy and Undead may not approach within 5 feet of the caster and may make no attacks toward the caster for 1 minute. Attacks from Lesser Unholy and Undead have no effect for the duration.	Self	-



Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
St. Beshial's Blade	This dispels all Arcane effects and Glyphs of rank 5 or less currently active on target item or person.	Touch	-
Holy Storm	The Caster may throw packets dealing 3 Divine at will for 30-seconds. <i>The Caster Summons a storm of Divine Energy.</i>	Ranged	-
Seraphic Guardian	May be Invoked to Negate the effects of any single Attack . Latent, Invoked. Requires 30-seconds of Concentration to cast. <i>Calls upon a Soulless of Diakonoff to keep watch over the target. The power of the guardian shields the caster from harm.</i>	Touch	Divine
Spirit Blade	When Invoked, Caster causes +1 Divine Damage. Latent, Invoked, Requires 30-seconds of Concentration to cast. Duration: 3 minutes.	Self	Divine
Divine Vengeance	Invoke when you take any Effect and inflict that Effect back on the attacker. You both take the Effect . This cannot be Blocked , Avoided , or Negated . Requires 30-seconds Concentration .	Self, Point & Click	Divine



Icarmadoro

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Fortified Drinker	A caster may remove one of their drunk points, and does +1 Damage on their next 3 melee Attacks . Caster must have drunk points to remove to use this Prayer.	Self	-
Flame Blade	When Invoked, target weapon swings for Fire Damage. Latent, Invoked. Requires 30-seconds of Concentration to cast. Duration: 1 minute.	Touch	Divine
Inflict Wounds	The caster throws a spell packet for 5 points of Force.	Ranged	-
Invoke Fear	Target is overcome by Fear and dread. Target's first priority is to flee from the caster. Duration: 30-seconds	Ranged	-
Revel	Target's 5 senses are filled with the sensation of your choice for 10 seconds. You may choose: Pain or Euphoria. Euphoric targets are freed from Bloodlust . Pained targets are freed from Charm .	Ranged	-
Fangs	When used, the caster gains one use of Resist Grapple or Resist Binds .	Self	-
Command Raven	Target Raven monster is enthralled to the caster for 1 minute, and must follow the caster's commands. You can only command one Thrall at a time this way.	Ranged	-
Manifest Weapon	Creates a Hand Weapon in the caster's hand. The weapon causes base Damage for its size. If Disarmed or Broken , the weapon dissipates. The caster does not need a weapon skill to wield this weapon. Duration: 5 minutes	Self	Divine
Walking Dead	When invoked, Target appears as Unholy for the sake of Sense Life, Detect Life, Detect Unholy and Sense Unlife. This is not a Mind-Altering Effect . This is an Illusion. Duration: 1 minute <i>This spell may trick Lesser Unholy, but more cunning members of the corrupt may not be so fooled...</i>	Self	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Beguile	Target living creature becomes Charmed to the caster for the duration. Duration: 1 minute.	Ranged	-
Inebriate	Target is Dazed for the duration. Duration: 10 seconds. <i>The Target is overcome by a rush of intoxication</i>	Ranged	-
Choke	Target is under the effect of Choke for the duration. Duration: 30 seconds <i>Target has extreme difficulty breathing and must gasp for breath for the duration</i>	Ranged	-
Curse of the Lotus	Target swings for -1 damage for the duration. Duration: 1 minute.	Ranged	-
Command Soulless	Target Lesser Soulless is dominated by the caster's will and will follow the caster's orders exactly for 1 minute. You can only command one Soulless at a time this way.	Ranged	-
Feral Claws	When Invoked, Cleric's hands turn into monstrous claws. Target has natural claws that swing for 3 Damage and Block . Target may not hold a weapon or shield with the claws. Duration: 1 minute Latent, Invoked. Requires 30 seconds of Concentration to cast.	Self	Divine
False Life	Target gains +4 healable Body. Requires 30-seconds of Concentration to cast.	Touch	Divine
Vampiric Touch	When Invoked, the next melee Attack deals 3 Body Damage, and heals the user 3 Body. Requires 30-seconds of Concentration to cast.	Self	Divine



Rank 3

Prayer Name	Effect	Delivery Method	Enhancement Type
Blood Boil	Throw a packet for 4 Force Body. Target also takes the Effects of Slow for 30 seconds.	Ranged	-
Battle Strength	When Invoked, Target gains the effect of Strength Rush for the next 3 minutes.	Touch	-
Lacerate	The Caster throws 2 packets for 7 Force. They must be thrown within 10-seconds of each other.	Ranged	-
Lay Waste	All targets within 5 feet of the caster take 6 Fire damage.	Self	-
Bloodfeast	May feed on a Helpless humanoid target for 10-seconds to heal the caster for 10 Body. Target suffers an Injury .	Self	-
Frenzy	Target suffers the effects of Bloodlust . Duration: 1 minute.	Ranged	-
Debilitating Strike	Target suffers from Exhaustion for the duration. Duration: 30 seconds	Ranged	-
Inferno Blade	When Invoked, target weapon swings for +1 Fire Damage. Latent, Invoked. Requires 30-seconds of Concentration to cast. Duration: 3 minutes	Touch	Divine
Stupor	Target is Silenced , and is immune to Fear . Duration: 30 Seconds	Ranged	-



Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Bleeding Blade	The caster's next Melee Attack deals Force Body.	Self	-
Celerity	Caster calls a short hold, during which they take up to 10 leaping steps. This may also be used as a reaction to a similar effect that allows someone to move during a Hold. Once cast, the caster may not use a " Speed " effect in the same Hold or for 30 in game seconds. <i>The caster moves with vampiric speed.</i>	Self, Speed	-
Enervate	Target takes 16 Force Body. <i>The target is shaken violently as a force of ethereal energy rips through their body.</i>	Ranged	-
Crack Shield	Caster throws a packet for Break Shield. The packet does not have to hit the target's shield to break it.	Ranged	-
Burning Vengeance	When a target is struck by a melee Attack , the attacker takes 21 Fire. Requires 30-seconds of Concentration to cast.	Touch, Point & Click	Divine
Fortitude of Unlife	When Invoked, the caster gains a Soak of +1 against Melee Attacks for the duration. Latent, Invoked, Requires 30-seconds of Concentration to cast. Duration: 5 minute	Self	Divine



Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
Terrorize	Caster may cause Terror on up to 3 targets. Duration: 1 minute	Point & Click	-
Vampiric Defense	When Invoked, Caster takes 1 Damage from “damage” and “body”(Ice, Fire, Shock, Silver, etc. will still cause normal harm.). Caster takes double damage from Divine. All soak conditions are removed while under this effect. Latent, Invoked. Requires 30-seconds of Concentration to cast. Duration: 5 minutes	Self	Divine
Battle Rage	When Invoked, Caster's weapon's swing +2 damage. The caster is prevented from using Faith Skills and is under the effects of Bloodlust and Silence for the duration. Duration: 1 minute. Requires 30-seconds of Concentration to cast.	Self	Divine
Boneshatter	Target limb is Broken . Caster chooses the limb.	Ranged	-
Fiendish Torpor	The next time the caster enters their Death Count , they immediately gain 1 Body and the caster appears dead to any mundane means for 5 minutes. They may prematurely end this state at any time. Requires 30-seconds of Concentration to cast. Duration: EOP or until Triggered.	Self	Divine



Kishar

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Detect Poison	The cleric may determine the presence of any poison in a single item or location within 5 feet, such as in a plate of food, on a door handle, weapon, etc.	Self	-
Aspect of Feline	The next Displacement effect that would affect the target is avoided. 30-seconds of Concentration to Cast. Enhancement, Latent Triggered	Touch	Divine
Aspect of Tortoise	Grant +5 armor points. Duration: End Of Period. Requires 30 seconds of Concentration to cast.	Touch	Divine
Detect Life	The caster may determine if the target is alive, and what stage of the Death Count they are in.	Touch	-
Invigorate	Heal 1 Body. May be used on a target in the first stage of the Death Count . If the target is in the Death Count , the cleric must Concentrate for 1 minute and the target receives an Injury .	Touch	-
Soothe	Target is eased from pain, and is freed from Madness , and Bloodlust . Duration: 1 minute.	Touch	-
Turn Animal	Target beast is Charmed to the caster. The beast cannot approach within 5' of the caster. Duration: 1 minute	Ranged	-
Silverthornes	When Invoked, the target weapon swings for silver for 1 minute. Requires 30-seconds of Concentration to cast.	Touch	Divine
Aspect of Wolf	Gain the senses of a wolf to follow a creature's scent. Can follow the trail of another creature; the trail must be less than 30 minutes old. Duration: 1 hour. This prayer can be overcome by Tracking Evasion.	Self	-
Cure Paralysis	Target is released from the effects of Stun , Slow , or, Daze . Duration: 1 minute.	Touch	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Aspect of Tiger	When invoked, Cleric's hands turn into the claws of a predatory cat. Target grows claws that swing for 3 Damage each and the Unarmed Strike skill. Target may not hold a weapon or shield with the claws. Duration: 5 minutes Latent, Invoked. Requires 30-seconds of Concentration to cast.	Self	Divine
Restore Sense	The target is freed from either Blindness or Silence . Does not grant blind fighting/combat sense. 1 minute.	Touch	-
Gust	Target is Pushed or Pulled 10 ft.	Ranged	-
Stasis	Holds target at current point in Death Count indefinitely. Caster must maintain physical contact and recite holy words throughout.	Touch	-
Vines	Bind Target's legs for the duration. Target must be on natural ground. Duration: 1 minute. <i>Vines sprout from the ground and entwine the target's legs.</i>	Ranged	-
Vivinate	Heal 2 Body. May be used on a target in the first or second stage of the Death Count . If used in the death count, the cleric must concentrate for one minute and the target receives an Injury .	Touch	-
Aspect of Viper	Target suffers the effects of Slow for the duration. Duration: 10 seconds.	Ranged	-
Wind Wall	Negate the next ranged Attack that hits the player's front 180 degrees. Requires 30-seconds of Concentration to cast.	Touch	Divine



Rank 3

Prayer Name	Effect	Delivery Method	Enhancement Type
Accelerate Healing	Heals a Broken limb. The limb must be properly prepared with the Set Limb skill. Caster must maintain physical contact for 5 minutes.	Touch	-
Aspect of Ursine	Grants the target the effects of Strength Rush for the duration of the spell. Duration: 1 minute. Instant.	Touch	-
Animal Messenger	Summons a woodland creature to act as a courier for the cleric. The animal may be given a message of no more than 10 words to be delivered to a specified person. Upon locating the recipient, the animal will speak with the voice of the sender, relaying the message exactly. There is no guarantee how quickly the messenger will appear or how long it will take to deliver the message. If after 1 hour, the messenger can not locate the recipient, it will lose interest and return to its normal routine.	Self	-
Charm	A target living creature becomes Charmed by the caster unless otherwise provoked. Duration: 5 minutes.	Ranged	-
Healing Touch	Heal 6 Body. Has no effect on a target in the Death Count .	Touch	-
Aspect of Droxa	Grant +15 armor points. Duration: End Of Period. Range: Touch. Requires 30-seconds of Concentration to cast.	Touch	Divine
Quake	Creates a brief but violent tremor. Causes Dazed for 10-seconds in a 5ft-radius.	Ranged	-



Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Aspect of Hart	Caster moves with bestial speed. Caster calls a short hold, during which they take up to 10 leaping steps. This may also be used as a reaction to a similar effect that allows someone to move during a Hold. Once cast, the caster may not use a “ Speed ” effect in the same Hold or for 30 in game seconds.	Self, Speed	-
Entwine	Target is Stunned and immune to all Attacks for 1 minute. Target must be on natural ground. <i>Target's entire body becomes entangled in rapidly growing vines.</i>	Ranged	-
Hands of the Divine	When Invoked, Target causes Divine Damage with Unarmed Strikes for the duration. Duration: 5 minutes, latent, Invoked Requires 30-seconds of Concentration to cast. <i>Target's hands are infused with divine energy.</i>	Touch	Divine
Life Touch	Allows the caster to heal 8 Body on a target. No effect in the target's Death Count . May be used while at 1 Body if the cleric targets themselves.	Touch	-
Revive	Restores a target who is in the 3rd stage of Death Count to 1 Body Point, and the target receives an Injury . Requires 1 minute of Concentration to cast.	Touch	-
Tempest Shield	Negate the next melee Attack on the caster. The attacker is Pushed back 10 feet from the caster. Latent, Triggered Requires 30-seconds of Concentration to cast.	Self, Point & Click	Divine
Aspect of Bat	Invoke to Gain Blind Fighting as per the skill. This may also be invoked to negate a Gaze effect. Duration: 5 minutes. Requires 30-seconds of Concentration to cast.	Touch	Divine



Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
Infuse	Heal 20 Body, gain a reprieve from all status Effects Target is currently afflicted by for 5 minutes. This doesn't prevent new status effects after casting. No effect in the Death Count .	Touch	-
Mass Healing	All allies within 5ft of the caster are healed by 6 Body. Has no effect on a target in their Death Count .	Self	-
Entangle	Bind the legs of all other characters within 10" of the caster for the duration. All targets take 2 Divine. Target must be on natural ground. Duration: 1 minute	Self	-
Aspect of Garou	Cleric gains Claws on both hands that deal Divine, they gain Strength Rush, and +5 Temporary Healable Body for 5 minutes. Claws deal a base 4 Divine. This includes the Strength Rush bonus. Requires 30-seconds of Concentration to cast. Can't hold weapons or shield with claws.	Self	Divine
Empathic Healing	Caster may Point-And-Click heal 4 Body at a target in eyesight. Can be used in the first stage of the Death Count .	Point & Click	-



Oberim

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Dream Shield	Negate the next Mind-Altering Effect and immediately enter a state of Induce Dream for 1 minute. Latent, Triggered. Requires 30-seconds of Concentration to cast. <i>Ward's the target's mind from intrusion through lulling it into docility.</i>	Self	Divine
Mind's Eye	Allows the caster to sense if any illusion or Mind-Altering Effect is active on a target. Does not discern the specific effect.	Self	-
Ice Blade	When Invoked, Target's weapons swing for Ice for the duration. Duration: 1 minute, Latent, Invoked. Requires 30-seconds of Concentration to cast.	Touch	Divine
Induce Dream	Target is Charmed to all until attacked. Duration: 1 minute. <i>Target becomes distracted from reality and is soothed and calmed.</i>	Ranged	-
Inspiration	Cleric can ask game staff for a hint on how to complete a current puzzle/challenge. Limit once per puzzle/challenge.	Self	-
Ghost Touch	When Invoked, Target's weapons swing for Phase for the duration. Duration: 1 minute, Latent, Invoked. Requires 30-seconds of Concentration to cast.	Self	Divine
Spirit Inquiry	The caster may force the spirit of a recently dead corpse (a few days) to answer a single yes or no question, and the body will answer truthfully based on their experiences in life. After 5 questions, the spirit will leave and stop answering.	Touch	-
Clarity of Thought	The target is freed from Effects of Charm , Madness , or Bloodlust for 1 minute.	Touch	-
Frozen Blast	Throw a packet dealing 5 Ice.	Ranged	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Portent	Avoid the next Ranged Attack. Latent, Triggered, Requires 30-seconds of Concentration to cast. <i>You are given a momentary flash of insight to move out of the way of incoming danger.</i>	Self	Divine
Mindlink	The caster touches a target and transfers any Mind-Altering effect from the target to themselves.	Touch	-
Lethargic	Target is under the effects of Slow for the duration. Duration: 30-second.	Ranged	-
Induce Fear	Target is overcome by Fear . Duration: 30-seconds. <i>Target is overwhelmed with dread. Their first priority is to flee from the caster.</i>	Ranged	-
Mind Spike	Throw a packet dealing 6 Force Body.	Ranged	-
Fumble Tongue	Target is under the effects of Silence for the duration. Duration: 30-seconds.	Ranged	-
Dream	The caster can send a message of up to 30 words to a target within 50 miles. Caster must know the target's name. Target receives the message the next time they wake up.	Self	-
Discern Value	Caster learns whether an item is a Forgery.	Self	-



Rank 3

Prayer Name	Effect	Delivery Method	Enhancement Type
Amnesia	Target is unable to remember anything for the five minutes immediately preceding casting of this prayer.	Touch	-
Cause Insanity	Target is afflicted with Madness for the duration. Duration: 3 minutes.	Ranged	-
Freeze	Target suffers the effect of Stun for 10 seconds.	Ranged	-
Mass Lethargy	Everyone within 10 feet of the caster suffers from the effects of Slow . Duration: 30-seconds.	Self	-
Deprive Senses	Caster chooses one of the 5 Senses. Make target Blind or deprive them of Hearing, Touch, Smell or Taste for the duration. Duration: 1 minute.	Ranged	-
Phase	The caster becomes briefly incorporeal and can pass through a keyhole, crack, or other small opening into or out of a room or chamber. Phase is activated by counting "Phase 1, Phase 2, Phase 3." Caster immediately becomes corporeal on the other side. Only caster and clothing may pass; all wood and metal objects are dropped. Caster is NOT immune to weapon Damage while phasing.	Self	-
Psychometry	Caster learns any information that would be imparted by the skill Assess Hidden Worth. Additionally, it will reveal specific Arcane or Divine properties of the item. <i>Caster sees a psychic impression of the item that helps them understand its history.</i>	Self	-



Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Hail Storm	Caster throws 3 packets for 6 Ice.	Ranged	-
Demesne of Genius	The caster and all those within a 5-foot radius are immune to Mind-Altering Effects. If the caster moves while this is in effect, the Effect ends. Being moved against their will also ends this Effect . Duration: 3 minutes. <i>The Cleric stands firm and extends their mental defenses.</i>	Self	-
Foresee	When cast, the target chooses Break Limb , Mind-Altering , Silence , or Body Damage. Negate the next instance of chosen Effect. Latent, Triggered. Requires 30 seconds of Concentration to cast.	Touch	Divine
Mind Blast	Throw a packet dealing 16 Force Body.	Ranged	-
Ghost Blade	When Invoked, Caster's weapons swing for +1 Phase, for 3 minutes. Caster cannot choose to stop this prayer until the end of duration. Latent, Invoked. Requires 30 seconds of Concentration to cast.	Self	Divine
Anchor Spirit	Target's next (or current) Death Count is increased by 6 minutes. These additional 6 minutes are added to the first stage or current stage, but the target is Unconscious due to a mystical aura that encases the body. Target is immune to Deathblow for the entire Death Count . Requires 30-seconds of Concentration to cast. If cast on a dying target, the Death Count is paused during the Concentration .	Touch	Divine
Cleanse Mind	Target is freed from a single Mind-Altering Effect .	Touch	-



Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
Commanding Word	The caster may issue a single command of no more than 5 words to the target. The command cannot be worded in such a way to make the target follow additional commands given later, such as “Follow my orders.” Execution of the command becomes the target’s highest priority. The target will not cause intentional harm to themselves in the attempt to follow the command. You can only command one target at a time. Duration: 5 minutes	Point & Click	-
Cure Amnesia	Negates any Effect of Amnesia that has affected the target. Erased memories older than 48 hours may not be recovered in this way.	Touch	-
Wraithform	The caster becomes Incorporeal for the duration. Duration: 5 minutes. <i>Caster and possessions become ghost-like, and can be seen but not touched.</i>	Self	-
Psychic Reversal	Invoke to Negate a Mind-Altering Effect , and redirect the effect back to the attacker, Latent Invoked, Duration: EOP. Requires 30 seconds of Concentration to cast.	Self, Point & Click	Divine
Cloak of Frost	When invoked, the caster is immune to Fire damage and has a Soak of 2 against all Melee Attacks for the duration. Latent, invoked. Requires 30 seconds of Concentration to cast. Duration: 3 minutes. <i>The caster is covered in a cloak of ice and snow.</i>	Self	Divine



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Appendix E: Rites List

Gulf
of
Torgos

The
Fendenglade

Sha H' hKuor



Diakonoff

Minor

Rite Name	Effect	Enhancement Type
Rite for the Consecration of Parchment to Diakonoff	Prepares parchment to become a divine scroll.	-
Rite for the Consecration of an Altar of Worship of our Holy Lord Diakonoff	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Water in the Holy Name of Diakonoff	Produces a Ceremonial Component necessary to complete many other Rites.	-
Rite to Contain Corruption in the name of Diakonoff	Halts the natural spread of Corruption.	Divine
Rite to Sanctify a Body	Protects a body from the controlling influences of Unholy and Necromantic magicks.	Divine
Rite of Illumination	Bless a holy icon of Diakonoff to emit the light of purity, to banish the darkness and guide the innocent who are lost.	-

Standard

Rite Name	Effect	Enhancement Type
Rite to Remove Minor Corruption	Extinguish all minor forms of Corruption afflicting a mortal being.	-
A Rite to Create a Font of Courage in the name of Diakonoff	Those who partake in the Font are endowed with bravery.	Divine
The Rite of Trial in the name of Diakonoff	A trial within the Light of Diakonoff's Law. Bearing false testimony before the Lord of Truth has grave consequences	-
Rite of Holy Light	The blessed light of Diakonoff shines forth from your being. You are his instrument to expel the darkness and a beacon of hope.	-



Major

Rite Name	Effect	Enhancement Type
A Rite to Remove Major Corruption in the name of Diakonoff	Call upon Diakonoff's purity to extinguish all forms of Corruption upon the target.	-
A Rite to Dispel the Arcane in the name of Diakonoff	The trickery of mysticism cannot withstand Diakonoff's cleansing purity. Rid the target of any lingering magical effects.	-
Rite to Summon the Avatar of the Father's Holy Justice	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Diakonoff. The Soulless grants the caster the blessing of Diaknoic Saints, offering protection from the arcane, weapons to battle Unholy, and shields from their enemies.	Divine



Icarmadoro

Minor

Rite Name	Effect	Enhancement Type
Rite of the Consecration of Parchment to Icarmadoro	Prepares parchment to become a divine scroll	-
Rite for the Consecration of an Altar to Icarmadoro	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite for the Consecration Blood in the Name of Icarmadoro	Produces a Ceremonial Component necessary to complete many other Rites.	-
Rite of the Drunken King	Drink, eat, and celebrate as the Lord of the Revel shields you from consequences.	-
Rite of the Grim Feast	The Celebrant drains life from a still living victim. Through the power of divine blood, they grant vitality and potency to their fellows.	-

Standard

Rite Name	Effect	Enhancement Type
Rite of the Blood Pact	This rite requires two willing participants. They bind their lives in each other's blood. If one is to fall, the other will seek vengeance for them at all costs.	Divine
Rite of Torture	Allows the Celebrant to engage in ritual interrogation and learn the truth by inflicting pain upon their victim.	-
Rite to Create a Font of Revelry	Those who partake in the revel are left emboldened, more devout, and inebriated. Only the clear minded may enter this covenant.	Divine



Major

Rite Name	Effect	Enhancement Type
Rite of Burning Desire	The celebrant enchants several targets with a Burning Desire for combat. Their willingness to shed blood shields them and scorches their enemies in body and mind.	Divine
Rite of Vampiric Life	The celebrant adopts the mantle of a Low Level Vampire for a short time. This confers some of the benefits and detriments of unlife, so celebrants must perform the rite at their own peril.	Divine
Rite to Summon the Avatar of the Flames of War	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Icarvoud. The Soulless fulfills the celebrant's lust for power and gives them the burning passion to slay their foes.	Divine



Kishar

Minor

Rite Name	Effect	Enhancement Type
Rite for the Consecration of Parchment to Kishar	Prepares parchment to become a divine scroll.	-
Rite for the Consecration of an Altar of Worship of our Divine Mother Kishar	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Soil in the Name of Kishar	Produces a Ceremonial Component necessary to complete many other Rites.	-
Rite for the Consecration of Water to the Holy Mistress Kishar	Produces a Ceremonial Component necessary to complete many other Rites.	-
Rite to Create a Font of Healing	Those who partake of the font find themselves invigorated and healed.	-
Rite of Preservation	Items prone to spoilage are held in a state of stasis under Kishar's gaze.	-

Standard

Rite Name	Effect	Enhancement Type
Rite for Resurrection of the Deceased	Return a recently dead spirit into their body, at the cost of some Life Force of the deceased. Once performed, the celebrant permanently gains a limited version of the Medium background. They can sense lost spirits' presence in general terms, but cannot identify or communicate with them.	-
Rite of Ursine Might	Shape-shift the celebrant's arms into ursine claws. They gain the power and strength of an Ursine at the cost of their fine motor skills.	Divine
Rite of Lupine Tracking	Gain the sense and tenacity of a Wolf Spirit for a short time. Few can escape the Wolf's nose once she has their scent.	-
Rite of Regeneration	Allows the celebrant to regrow the target's severed limb.	-



Major

Rite Name	Effect	Enhancement Type
Rite of Bodiless Resurrection	The celebrant puts a recently dead spirit into a newly generated body. It is said that the toll of creating a new body is greater on the Life Force of the resurrected.	-
Rite of the Guardian's Feast	Prepare a blessed meal which leaves those who partake Well-fed, and more healthy of mind, body, and spirit.	Divine
Rite to Summon the Avatar of the Mother's Warmth	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Kishar. The Soulless grants the caster enhanced vitality, increased healing capabilities, and makes their very body a blessed instrument.	Divine



Oberim

Minor

Rite Name	Effect	Enhancement Type
Rite for the Consecration of Parchment to Oberim	Prepares parchment to become a divine scroll.	-
Rite for the Consecration of an Altar in the Name of Oberim	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Create Holy Chrism in the Name of Oberim	Produces a Ceremonial Component necessary to complete many other Rites.	-
Rite for the Bestowment of Knowledge in the Name of Oberim	The celebrant is granted insights that only those gifted researchers usually come to know.	-
Rite of Lesser Possessive Manifestation in the Name of Oberim	Allows a spirit to possess the cleric. This rite is used in Soul Reclamation and temporarily gives effects of the Medium Background advantage when used.	-

Standard

Rite Name	Effect	Enhancement Type
Rite to Construct the Font of Visions	The participants are given a possible portent of doom to befall them in the near future. Due to their vision, they retain a limited ability to change the outcome, once the time comes.	Divine
Rite of Shrouding in the Name of Oberim	Conceals an item from arcane and divine detection.	-
Rite to Create the Wraith Blade in the Name of Oberim	A weapon is made to take the form of the wraith and become incorporeal.	Divine



Major

Rite Name	Effect	Enhancement Type
Rite of Soul Reclamation in the Name of Oberim	Return a recently dead spirit into their body. The celebrant and deceased both pay a toll of Life Force to return the dead to life.	-
Rite of Reinvention in the Name of Lord Oberim	Allows someone to shed themselves of useless knowledge and regain the youthful passion to learn new skills in their place.	-
Rite to Summon the Avatar of Cold Logic in The Name of Liege Oberim	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Oberim. The Soulless grants the celebrant wraith-like abilities of cold logic.	Divine



Appendix F: Litanies

A cleric gains the Litanies of their Primary Deity. A cleric with no Primary Devotion gains Unaligned Litanies. If they would ever purchase Primary Devotion, they lose Unaligned Litanies and gain the Litanies of their Primary Deity. Litanies have no Prayer Script Invocations and may be cast by any cleric with the skill to do so.

Diakonoff

Litany Name	Effect
Litany of Light	A radiant beam emanates from the casters head, chest, or hand for the duration, allowing them to see in natural darkness. Caster may use a flashlight to represent this effect. This spell does not overcome Blindness . Duration: 1 minute
Litany of The Resolute	Caster has a Soak of 2 against the next Fire, Shock or Ice damage. <i>Caster is able to resist extreme heat, extreme weather or extreme cold.</i>

Icarmadoro

Litany Name	Effect
Litany of Hedonism	Target gains a drunk point. Delivery: Touch
Litany of Fire	The caster may instantly heat one metal object they touch until it is red-hot. A practical minded cleric might use this to start fires. In practice, many Icarmadorians use it to inflict pain on their enemies. The cleric can also use this to cause Fire damage with a single weapon strike.

Kishar

Litany Name	Effect
Litany of Mercy	Target adds 30-seconds to the current stage of their Death Count .



Litany of Nature	A small localized sprinkle of rain occurs in a 10-foot radius around the caster. Can extinguish fuses, torches, wicks and other open flames. This must be used on natural ground.
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Oberim

Litany Name	Effect
Litany of Secrets	Allows the caster to deliver their next touch spell as a ranged spell.
Litany of Spirit	The target living creature appears dead to mundane and unholy means of detection, and exhibits no vital signs. Target must remain motionless except for normal breathing. Duration: EOP, or until the target moves.

Unaligned

Litany Name	Effect
Litany of Purity	The character may hold their hand over an object and eliminate any Poisons on that object.
Litany of Unity	The caster and the target both gain +3 armor as long as you stay within 20 feet of each other. You can not have multiple active targets at one time. Delivery: Ally Only

