

Wyvern Rising LARP



Magic and Prayers Tome v1.0

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More information available at WyvernRising.org

Table of Contents

Table of Contents.....	2
Magic.....	4
Arcane Knowledges.....	5
Metaphysical Systems.....	8
Arcane Knowledge, Mana, and Gather Power.....	10
Anatomy of a Spell.....	11
Brand Weapons.....	13
Magical Crafting Systems.....	14
Glyphs.....	18
Rituals.....	19
Prayers.....	20
Deities & Worship.....	21
Deities.....	23
Anatomy of a Prayer.....	27
Prayer Scrolls.....	29
Rites.....	30
Appendix A: Spell List.....	32
Cantrips.....	33
Corporeal.....	34
Primal.....	38
Umbral.....	42
Appendix B: Ritual List.....	47
Formal.....	48
Empowered Rituals.....	48
Appendix C: Glyph List.....	50
Appendix D: Prayer List.....	54
Kishar.....	55
Diakonoff.....	59
Icarmadoro.....	63
Oberim.....	67
Appendix E: Rites List.....	71



Kishar.....	72
Diakonoff.....	74
Oberim.....	76
Icarmadoro.....	78





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.

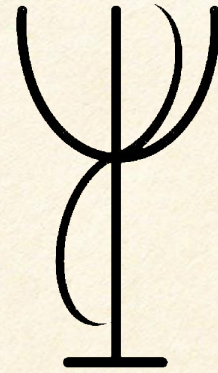
In the Old World of Merdensa, colleges and academies were set up to teach those that have an aptitude for the arcane arts. With this relearning of magical forces, these mystical knowledges were categorized into three Schools: **Umbral**, **Primal**, and **Corporeal**. While each Mage may still choose 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

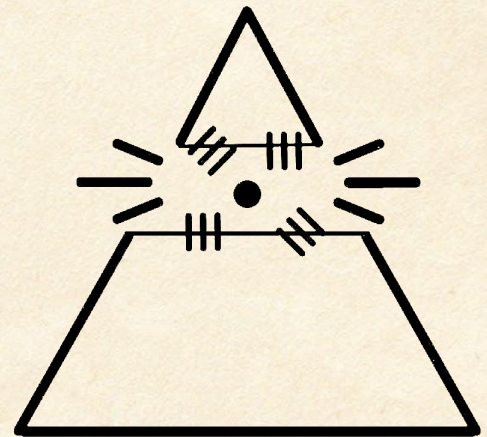
Corporeal

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.



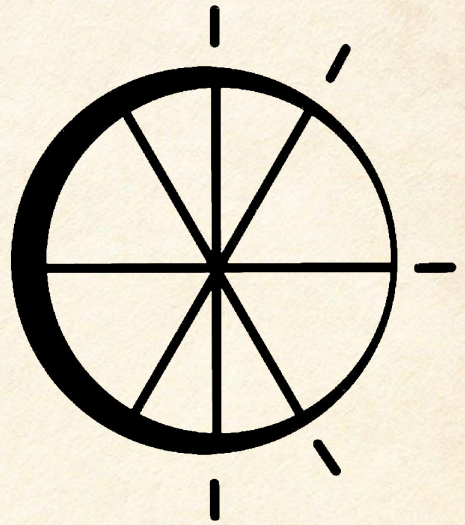
Primal

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, where the caster has to stay in physical contact with the target and concentrate. The arcane and divine enhancements are effective as either defensive or offensive, and a character may bear two unique enhancements of each from both arcane and 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. Glyphs do not count as an Enhancement.

Enhancements are always one of 4 categories, Instant, Armor, 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 spell 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 spell 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 spell 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 spell 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. Please be mindful of the intended target and ensure that consent of physical role-play has been confirmed.
- **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.



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

Not all magic users busy themselves with Tomes and Enchantries. Some 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. The spellblade may also use this Brand weapon to cast any spell with a Touch delivery with a weapon strike instead. This weapon strike does not deal base weapon damage but delivers the spell effect instead. Any arcane warrior may have up to two brand weapons at any time.

Legend has it that long ago, Branded wore their marks not on their weapons, but directly on their skin. There have been no reports of this strange phenomenon in the modern era, however.



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 and Arcane Quill at an Enchantry, but some spell may need to be scribed on otherwise unaltered High Quality Parchment. The making of Spell Ink and Arcane Quills are 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 simply needs to read the scroll completely, 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.

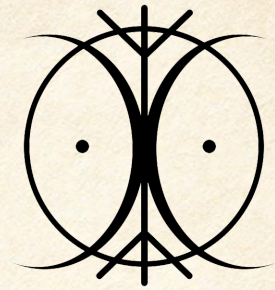




Rune of Focus



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. Only wands can take Mode runes, and any given wand can only hold one mode rune. 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, phrase, or gesture. This is known as a passkey. Anyone who knows the specific passkey of a Spell Rune may activate it. 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 every time its caster exchanges pleasantries, they will find themselves bestowing magical armor onto themselves or someone else. Because of this and to dissuade thieves, enchanters often make the passkey for their runes something obtuse, like tapping the button of one’s shoe, or saying a spell’s name while making a specific hand signal. The passkey is established when the rune is first inscribed and may not be changed without performing special rituals in game. A specific Spell Rune might hold the spell Blur, for example, and someone who knew how to activate that Rune could then cast Blur at any time.

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 he/she wishes 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.

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. **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, an Arcane Quill, 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. Glyphs that have a non-reactionary effect are treated like Invoked Enhancements. 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



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 race's culture since the earliest recorded histories. As the different races 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 races. 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 **Icarmadoro** ascended to the divine realm and slew the god Qos. Icarmadoro then took Qos's place amongst the gods. Qos's essence was split between Icarmadoro 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 Icarmadoro.



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 Icaradaro.



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.



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 or cowards. 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 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.



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 is forbidden by almost all races and cultures.



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.



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 spell packet. The spell 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. These prayers may not normally be used with a spell packet. To invoke the prayer, the cleric must physically touch the target with their hands or use boffer hands. The last delivery method is Personal. Personal prayers are prayers that affect the caster only. Because of their nature, they do not require spell 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 spell 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. The scroll can be read with intent to cast the Prayer written therein. 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.

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



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 and wicks	PnC	-
Ignite	Light a fuse, candle, or torch.	PnC	-
Lodestone	Caster can discern the cardinal directions.	Self	-
Wizard Mark	Create an indelible, unique mark on any surface. Lasts 5 mins.	Touch	-
Feign Death	Player appears dead. This effect cannot be detected by mundane means. 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 latent energy on an object or person	Touch	-
Sense Abilities	Determine the current amount of either body or Spender 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 Type
Sense Life	Allows the caster to determine whether an object is alive. This will also give the caster the target's current stage in their death count.	Touch	-
Bark Skin	Gain +6 armor. This magical armor does not grant the bonuses of wearing a full suit of armor. Duration: EOP This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Cause Wounds	Throw a packet dealing 5 Force.	Ranged	
Iron Lung	Invoke to allow the caster to ignore harmful vaporized toxins. Latent, Invoked. Duration: 1 minute.	Self	Defensive
Rasp	Throw a packet that causes the target to choke 5 seconds.	Ranged	-
Joint Lock	Throw a packet causing Stun 5 seconds.	Ranged	-
Sleep	Cause the target to fall into a deep natural sleep. Vigorous shaking or loud noises will wake the target from this slumber. Duration: 10 minutes.	Ranged	-
Root	Triggers to negate the next displacement effect. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Atrophy	Throw a packet causing Slow. Duration: 10 seconds	Ranged	-
Awaken	Forces a target currently in an unconscious or sleeping state to awaken.	Touch	-

Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Invoke Courage	Triggers to negate a single fear effect. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive



Strength (Might)	Grants the target the effects of Incredible Strength for the duration of the spell. Duration: 1 minute. Instant	Touch	Offensive
Rot Flesh	Throw a packet dealing 5 force body.	Ranged	-
Frailty	Causes target to become weakened, swinging -1 Damage with all weapons and losing all enhanced Strength. Duration: 30 Seconds.	Ranged	-
Senility	Causes the target to suffer from forgetfulness. The target is unable to remember spells, prayers, information, and any non-combat skills. Knowledge will return after the duration of this effect, and the subject may suspect that he was the target of a spell or effect. Duration: 30 seconds.	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. Does not work with Spell Toss. 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. This spell takes 30 seconds concentration time to cast.	Touch	-
Swarm	Summon a swarm of vermin or insects to harass and distract the target. Target is Slowed and Silenced. Duration: 1 minute.	Ranged	-
Splint	Target regains the use of a limb suffering the effects of Break Limb. This does not heal the broken limb, and it still must be set in order to be healed. Duration: 5 minutes. This spell takes 30 seconds concentration time to cast.	Touch	-

Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Cheetah Speed	The caster must take 5 leaping steps and is immune to all effects. No hold is needed for this spell. If the caster stops moving before taking all 5 steps, the spell ends.	Self	-



Thick Skin	Target gains +6 healable body. Duration: EOP. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Command Unholy	Target unholy must obey the next three word command to the best of its understanding. Duration: 3 minutes	Ranged	-
Life Drain	Target takes 6 Force Body. The caster heals +3 Body.	Touch	-
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	-
Splinter	Target's limb is broken. Caster chooses the limb.	Ranged	-
Life Transfer	The caster may transfer up to 12 of his/her body to another target. Target adds the amount of body transferred as 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: EOP. This spell takes 30 seconds concentration time to cast.	Touch	Defensive

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	Defensive
Death Curse	When the caster reaches the 2nd stage, or beyond, the caster may select a nearby target within 20 feet. That target takes 10 Force Body. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Self	Offensive
Palsy	Causes the target to experience extreme fatigue. The target is Slowed, weapon damage is reduced to 1 damage and suffers Exhaustion. Duration: 30 seconds.	Ranged	-
Heart Murmur	Throw a spell packet causing 10 Force Body and Stun the target. Duration: 5 seconds.	Ranged	-



Torpor	Caster suspends a willing, or unconscious, target into a state of vegetation for the duration. All negative status effects inflicted upon the target pause until the target wakes up, including effects such as Mortal Wound, poisons, diseases and their Death Count. Taking further damage from another source ends this effect. This spell takes 30 seconds concentration time to cast. Duration: End of Period.	Touch	-
Brain Rot	The target becomes an imbecile and loses use of all skills for the duration of this spell. Target may recall no information, may not speak, and may not use skills, weapons or shields for the duration of this spell. Target is considered to be Mindless for the purposes of other effects. This is a mind-altering effect. Duration 1 minute.	Ranged	-
Brittle Flesh	Target's flesh becomes dry and brittle and now suffers 2x damage from the next 3 physical attacks. No effect on anything that is Incorporeal. Duration: EOP	Touch	-

Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Armor of Decay	Triggers the next time the caster receives damage to their body. The attacker receives the effect that they are Slowed, weapon damage is reduced to 1 damage and suffers Exhaustion for 30 seconds. This spell takes 30 seconds concentration time to cast.	Self	Offensive
Gangrene	Throw a packet, causing a limb to wither and die. Target's limb is severed and they take 10 body.	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 5 minutes.	Self	-
Command Life	The caster forces a living target to either move, attack or stand still and be silent until the target reaches the death count. This is not mind-altering and has no effect on Unholy or anything that is incorporeal. Duration: 5 minutes	Ranged	-
Cloak of Bones	The caster gains +20 armor. Duration: EOP. This spell takes 30 seconds concentration time to cast.	Self	Defensive



Primal

Rank 1

Spell Name	Effect	Delivery Method	Enhancement Type
Sense Material	Determine if the raw material has any magical nature, and if so what school.	Touch	-
Keen Edge	When invoked, target weapon deals +1 damage. Latent, Invoked. Duration: 1 minute. This spell takes 30 seconds concentration time to cast.	Touch	Offensive
Frost Shards	Throw 2 packets dealing 3 ice each.	Ranged	-
Earth Strike	Throw a packet dealing 5 force.	Ranged	-
Glue	Create a 1" x 1" patch of extremely sticky glue. Any item that touches this patch will be stuck for the duration. +1 strength is required to separate stuck objects. Duration: 10 minutes.	Touch	-
Magnetic Grip	Negate the next disarm effect. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Jolt	Stun a single target. Duration: 10 sec.	Touch	-
Feather Light	The caster becomes as light as a feather. In this state, they are immune to fall damage. Duration: 5 minutes.	Self	-
Wind Blast	The target is hit by rocks and sticks from a sudden blast of wind, causing the target to become Blind for 30 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. Latent, Invoked. Duration: 2 minutes. This spell takes 30 seconds concentration time to cast.	Self	Offensive



Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Rope Bind	Throw a packet, causing the target to Trip.	Ranged	-
Storm shield	Negate the next ranged attack. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Fireball	Throw a packet dealing 9 Fire.	Ranged	-
Shock Therapy	Negate a mind-altering effect on a single target. This spell takes 30 seconds concentration time to cast.	Touch	-
Harden Armor	Increase the armor value by +2 AP per location of worn armor. Duration: EOP, or until armor is removed. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Grounding	Negate the next displacement effect. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Magnetize	Throw a packet, causing the target to have their largest weapon/shield disarmed.	Ranged	-
Toxic Vapor	Target is overwhelmed with nauseating, toxic vapors that inspire lassitude and weariness. Target suffers the effects of Exhaustion. Duration: 10 seconds.	Ranged	-
Wizard Lock	Magnetically seal a door or box, giving it a +1 power modifier when trying to open. When casting this spell, a password is selected. When the password is spoken aloud, the spell will dissipate. Duration: EOP or until opened. This spell takes 30 seconds concentration time to cast.	Touch	-

Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Gravity Blast	Throw a packet, causing the target to be Knocked Back 10 feet.	Ranged	-
Galvanize	Negate the next effect that would break your weapon or shield. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive



Ice Lance	Throw 2 packets, each dealing 7 ice.	Ranged	-
Windguard	Block the next melee attack that targets you from any source. Latent, triggered. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Molten Armor	When struck by a damage dealing melee attack, the attacker takes equal damage dealt as Fire. This does not negate the attack. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Self	Offensive
Lightning bolt	Throw a packet dealing 10 Shock. Target is Stunned. Duration: 10 seconds. This spell must be used outdoors.	Ranged	-
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	Offensive

Rank 4

Spell Name	Effect	Delivery Method	Enhancement Type
Permafrost	All creatures in a 5 foot AOE from the caster take a Stun. Duration: 30 seconds.	Self	-
Conflagrate	Throw a packet dealing 17 fire.	Ranged	-
Chain Lightning	Throw a packet, dealing 7 shock damage. The caster can then point at a target 5 ft adjacent and deal 7 shock. Both targets take a Stun. Duration: 5 seconds.	Ranged	-
Gravity Well	All creatures in a 10 foot AOE are pulled inexorably to the ground. Affected targets may not move without enhanced Strength, which allows a character to walk only. Targets may continue to use skills that do not affect their movement. This effect does not affect the caster. Duration: 1 minute.	Ranged	-
Shatter	Break target weapon or shield.	Ranged	



Vorpai Edge	Caster imbues the molecules of a weapon's edge, when Invoked, target's next physical attack causes Body damage. Latent, Invoked. This spell takes 30 seconds concentration time to cast.	Touch	Offensive
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Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Kinetic Resonance	The caster gains a soak of 2 and any successful melee strike against the caster causes disarm to the opponent. Duration: 3 minutes. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Primal Storm	The caster selects one of the primal elements, fire, ice, or shock, and then plants their feet. The caster may throw 3 packets, dealing 8 force each of the chosen element type. These packets must be thrown within 5 seconds of each other.	Ranged	-
Earthmeld	The caster becomes one with the earth, upon calling the spell, the caster performs a silent 3 count and then goes out of game. The caster, while out of game, must move 20 steps in any direction while remaining outdoors. The caster must return to the game after the 20 steps with a silent 3 count. When the caster emerges from the Earthmeld, all creatures in a 5 foot AOE from the caster take a Trip. This spell can only be cast outdoors. This spell does not require a hold. If the caster stops moving before taking all 20 steps, the caster surfaces and the spell ends.	Self	-
Seismic Stomp	All creatures in a 5 foot AOE from the caster take 10 Force and suffer the effects of Trip.	Personal	-
Primal Wrath	Create a massive supercharged magnetic anomaly, causing plasma to arc to the ground from the heavens. Throw a packet dealing 20 Shock and Paralyze. Duration: 10 seconds.	Ranged	-



Umbral

Rank 1

Spell Name	Effect	Delivery Method	Enhancement Type
Rainbow Bracers	Grants +7 armor Duration: EOP. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
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.	Personal	-
Animated Shadow	Negate the next surprise attack. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Fear	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. These packets must be thrown within 10 seconds of each other.	Ranged	-
Blind	The target is deprived of their sight. Duration: 10 seconds.	Ranged	-
Phase Blade	When invoked, the caster's weapon becomes incorporeal 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	Offensive
Shadow Pocket	Allows the caster to create a pocket made from shadow. The caster may place up to three (3) palm sized items into this pocket so that they cannot be seen by any means. Items hidden in this manner may be of palm size or smaller and must be indicated by an orange flag attached to them. Items hidden this way cannot be found unless this Enhancement ends or the caster fails a resurrection roll, after which case the item will reappear nearby. Items may be taken in or out freely while the spell lasts. Duration: End Of Period	Self	-
Luminous Riposte	When struck by a damage dealing melee attack, the target is rendered Blind. Duration: 15 seconds. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive



Brilliant Imprint	Allows the caster to recall the contents of 1 page by creating an afterimage with light. The caster must copy the contents of the page within 1 hour, otherwise the after image fades from memory.	Self	-
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Rank 2

Spell Name	Effect	Delivery Method	Enhancement Type
Blur	Negate the next physical Attack that targets you. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Prismatic Sphere	Throw a packet dealing 5 Solar.	Ranged	-
Shroud of Night (beta)	This spell can only be cast after the sun goes down and shrouds the caster in shadow, making them hidden to any normal scrutiny. The caster must wear a yellow headband and may not move or take any action while under this effect. Caster under the effects of Shroud of Night must take a knee and/or place their hand above their head for the duration of the effect. If the caster is perceived at any point, they must stand up immediately and are now visible. Shroud of Night does not grant immunity to damage of any kind, and the caster must break line of sight before casting this spell. This spell has no effect if there is an in-game light source within 5ft of the caster. Any skill or effect that dispels an illusion will render the caster visible.	Self	-
Cripple	The target limb is wracked with incredible pain and rendered crippled 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	Offensive



Transfixing Gaze	With a look, the caster is able to hypnotize their opponent into helplessness. Both caster and target are considered Paralyzed while eye contact is maintained. Neither the caster nor the target may speak, use skills, defend, or move. Anything that disrupts the eye contact between caster and target, ends this effect. This is a mind-altering effect.	Ranged	-
Umbral Aegis	Create a small barrier of raw umbral energy around the caster and grants +12 armor. Duration: EOP. This spell takes 30 seconds concentration time to cast.	Personal	Defensive
Mystic Bonds	Arcane shackles bind (as per the keyword) the target's hands together at the wrists. Target may not attack for the duration. Duration 30 sec.	Ranged	-

Rank 3

Spell Name	Effect	Delivery Method	Enhancement Type
Radiant Vestment	Grant +17 armor. Duration EOP. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
Solar Blade	When invoked, target weapon deals +1 Solar. Latent, Invoked. Duration: 3 minutes. This spell takes 30 seconds concentration time to cast.	Touch	Offensive
Shade Lance	Throw a packet dealing 10 Force.	Ranged	-
Spectral Shift	Dispel illusion effects on a target object or person.	Touch	-
Lambent Shell	Block the next spell or prayer to affect the target. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Touch	Defensive
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. Duration: 3 minutes.	Self	-
Speed of Light	The caster must take 5 leaping steps and is immune to all effects. No hold is needed for this spell. If the caster stops moving before taking all 5 steps, the spell ends.	Self	-



Rank 4

Spell Name	Effect	Delivery Method	Enhancement Type
Prismatic Plate	Caster gains +20 armor. Duration: EOP. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Dark Defense	When struck by a melee attack, the attacker takes a Cripple Limb. Duration: 5 minutes. This is an arcane effect and can only be avoided by blocking or negating the spell effect. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Self, point and click	Offensive
Substantiate	Force a target to become corporeal. Duration: 5 minutes.	Ranged	-
Moonlit Duel	Both caster and target become incorporeal. The target of this spell is now under the effects of challenge and must attack the caster. This effect will end when either the caster or target is reduced to 0 body or duration expires. Challenge effect ends when the spell ends. Duration: 5 minutes.	Ranged	-
Shadow Step	The caster becomes as insubstantial as a shadow and 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.	Self	-
Umbral Passage (beta)	Allows the caster to select one target that may enter the caster's shadow. The target must agree to being placed in the casters shadow, and 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. The target must call a "hold" and then may step out of the casters shadow at any time. The target may remain in the caster's shadow until the end of the period or until the caster enters the Death Count. The target may not take any action while in the caster's shadow. A mage with a target in their shadow may not enter the shadow of another. This spell takes 30 seconds concentration time to cast.	Ally Only	-



Rank 5

Spell Name	Effect	Delivery Method	Enhancement Type
Solar Gaze	Throw a packet dealing 12 solar. The Target is Blinded. Duration: 3 minutes	Ranged	-
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 all forms of normal damage and any mind-altering effects. Caster is not immune to special attacks. At the end of the duration, the caster falls directly into the 2nd stage of the death count. Duration: 5 minutes. This spell takes 30 seconds concentration time to cast.	Self	-
Refraction	Caster gains 3 uses of blur. Latent, Triggered. This spell takes 30 seconds concentration time to cast.	Self	Defensive
Planar Walk	The Caster becomes incorporeal. Caster may phase through solid material by using a silent 3 count. Caster may cast spells as non-corporeal, and any physical attacks will not harm corporeal targets. Duration: 5 minutes. This spell takes 30 seconds concentration time to cast.	Self	-
Solar Storm	Throw 3 packets each dealing 7 solar. The packets must be thrown within 5 seconds of each other.	Ranged	-



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Appendix B: Ritual List

Gulf
of
Torgos

The
Fendenglade



Formal

Ritual Name	Effect	Enhancement Type
Cloaking Ritual	Target item or person becomes untraceable by Arcane or Divine means for the duration. Duration: 1 hour	-
Armor Refit	Target Suit of Armor or up to 6 pieces of armor are repaired. This ritual requires double the raw materials that would normally be required to repair the armor.	-
Relentless March	The ritualist gains a special version of the Courier Background for the next hour. This ritual halves all travel times, not just those on established roads. This cannot be used in an AAR.	-
Preserve	Extend the shelf life of target item prone to spoilage by 1 month.	-
Rampant Growth	This ritual is performed on a crop just before harvest. It allows the field to produce a double yield of one agricultural product once per event.	-
Tracing	Forge a mystical connection to a far away object. This allows the celebrant to trace an item or person over great distances. Duration: 1 hour.	-
Discern Truth	A deep, probing of the target's mind. This ritual creates a 5-foot circle where the caster can determine the truth of any statements in that circle for the duration. Duration: 5 minutes.	-
Magnetic Grip	This ritual is performed with up to 5 total participants. Each participant receives an enhancement, triggered to negate next the Disarm effect that targets them.	Defensive
Gravity Anchor	This ritual is performed with up to 5 total participants. Each participant receives an enhancement, triggered to negate next the Displacement effect that targets them.	Defensive

Empowered Rituals

Ritual Name	School	Effect	Enhancement Type
Reapers Favor	Corporeal	Return a recently dead spirit into their body, by using the ritualist's own life force as bait for the reaper.	-
Second Wind	Corporeal	This ritual can only be performed if the ritualist currently bears the enhancement Life Ward. This Ritual transfers that enhancement from the ritualist to a living target. The ritualist becomes incapable of casting the spell Life Ward until this enhancement is triggered.	Defensive



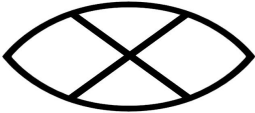
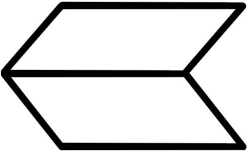


Fortify	Corporeal	This ritual is performed with up to 5 total participants. Each participant receives an enhancement of +15 healable Body for the duration. Duration: End Of Period	Defensive
Material Compass	Primal	This ritual is used to seek out the location of a specific raw material. The ritual points to the nearest source of that material to the ritualist. This may only be used in an AAR.	-
Maelstrom	Primal	This ritual is performed with up to 5 total participants. Each participant receives an enhancement, triggered to negate the next 3 ranged attacks from any source that target them.	Defensive
Density	Primal	This ritual is performed with up to 5 total participants. Each participant receives an enhancement, invoked to gain the effects of a Full Suit of armor, without gaining any additional armor points for the duration. Duration: 30 minutes.	Defensive
Elemental Blade	Primal	This ritual is performed with up to 3 total participants. Each participant receives the effect of the spell Primal Infusion.	Offensive
Isolation	Umbral	As long as this ritual is continuously channelled inside a building, no spell, prayer, or incorporeal creature may pass through the walls of the building using an effect such as Phase.	-
Hasten the Blade	Umbral	Target living being receives an enhancement. When invoked, they double the damage of their next melee attack. Latent, Invoked.	Offensive
Mirage	Umbral	This ritual is performed with up to 5 total participants. Each participant receives the effect of the spell Blur.	Defensive



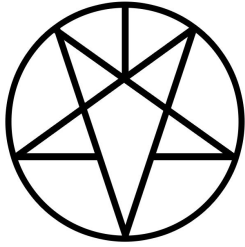
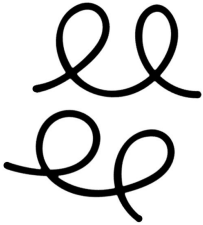
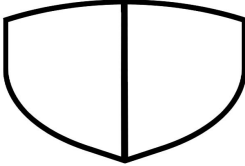

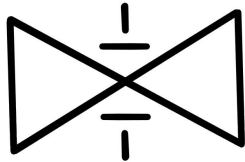


Appendix C: Glyph List




Glyph Name	Symbol	Effect
Awareness		Gain the effects of the Blind Fighting skill. This glyph may be activated in total darkness or while already Blind. Effect lasts for 30 seconds after activation.
Diffusion		Trigger to negate prayer effect that affects the bearer of this glyph. This glyph does not work on spells.
Firebrand		Glyphed weapon swings for Fire Damage for 1 minute.
Illumination		Target object glow with a spotlight for 10 minutes. May not be ended early. Use a flashlight to represent the effect of this glyph.



Infusion		Used on crafting tools. The next, single project these tools are used on are completed at one (1) level higher efficiency.
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.
Resistance		Triggered by Break effect. Expend glyph to resist break.
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.
Unraveling		Trigger to negate spell effect that affects the bearer of this glyph. This Glyph does not work on Prayers.



Wakefulness		<p>Triggered by non-death count unconsciousness. Glyph is expended, and the character immediately becomes conscious.</p>
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Appendix D: Prayer List



Kishar

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Detect Poison	The cleric may determine the presence of an alchemical poison in a single item or location within 5 feet, such as in a plate of food, on a door handle, weapon, etc.	Self	-
Wind Wall	Avoid the next physical ranged attack that hits the player's front. Requires 30 seconds of concentration to cast.	Touch	Defensive
Aspect of Tortoise	Target receives +8 armor points. These are the first to be destroyed in combat. Duration: End Of Period. Range: Touch. Requires 30 seconds of concentration to cast.	Touch	Defensive
Detect Life	The caster may determine if the target is alive, and what stage of the death count they are in. Some Unholy and Soulless exhibit signs that will cause them to appear "alive" for the purposes of this prayer.	Touch	-
Invigorate	Heal 1 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. Faith is used at the start of concentration.	Touch	-
Soothe	Target is freed from effects of pain, madness, insanity. Duration: 1 minute.	Touch	-
Turn Animal	Target beast will not attack or approach within 5' of caster. Duration: 5 minutes	Ranged	-
Silverthornes	When invoked, target weapon swings for silver for 1 minute. Requires 30 seconds of concentration to cast.	Touch	Offensive
Aspect of Wolf	Gain the senses of a wolf to follow a creature's scent. Can follow the trail of another creature; trail must be less than 30 minutes old. Duration: 1 hour. This prayer can be overcome by Tracking Evasion.	Personal	-
Cure Paralysis	Target is released from the effects of paralysis.	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 fighting skill. Target may not hold a weapon or shield with the claws. Duration: 5 minutes Latent, Invoked. Requires 30 seconds of concentration to cast.	Personal	Offensive
Restore Sense	The target is freed from either blindness, deafness, or silence. Does not grant blind fighting/combat sense. 1 minute.	Touch	-
Gust	Target is Knocked back 10 ft and knocked prone.	Ranged	-
Stasis	Holds target at current point in Death Count indefinitely. Caster must maintain physical contact throughout.	Touch	-
Vines	Vines sprout from the ground and entwine one of the target's legs, chosen by the caster. Target's leg is pinned and must be on natural ground. Target can free itself with any strength enhancing skill or ability. Duration: 2 minutes	Ranged	-
Vivinate	Heal 2 Body. May be used on a target in the first or second phase of the Death Count. The cleric must concentrate for one minute. Faith is used at the start of concentration.	Touch	-
Aspect of Viper	Target suffers the effects of slow for 10 seconds.	Ranged	-
Aspect of Feline	The next Trip/Knockback effect that would affect the target is avoided. 30 Seconds to Cast. Enhancement, Latent Triggered	Touch	Defensive

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 Incredible Strength for the duration of the spell. Duration: 1 minute. Instant.	Touch	Offensive



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.	Personal	-
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	Target receives +13 armor points. These are the first to be destroyed in combat. Duration: End Of Period. Range: Touch. Requires 30 seconds of concentration to cast.	Touch	Defensive
Quake	Creates a brief but violent tremor. Target is knocked prone for 10 seconds.	Ranged	-

Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Aspect of Boar	Caster moves with bestial speed. The caster must take 5 leaping steps and is immune to all effects. No hold is needed for this spell. If the caster stops moving before taking all 5 steps, the spell ends.	Personal	-
Entwine	Target's entire body becomes entangled in rapidly growing vines. Target is immobilized and immune to all effects/damage for 1 minute. Target must be on natural ground.	Ranged	-
Hands of the Divine	When invoked, target duster, fists, or claws are infused with divine energy. Target causes +1 Divine Damage with unarmed attacks. Duration: 5 minutes, latent, Invoked Requires 30 seconds of concentration to cast.	Touch	Offensive



Life Touch	Allows the caster to heal 4 body on a target twice. May be used on multiple targets. No effect in the target's death count.	Touch	-
Revive	Restores a person who is in the 3rd stage of Death Count to 1 Body Point.	Touch	-
Tempest Shield	Negate the next physical attack on the caster. The attacker is knocked back 10 feet from the caster. Latent, Triggered	Personal	Defensive
Aspect of Bat	Invoke to Gain Blind Fighting as per the skill. Duration 5 minutes. Requires 30 seconds of concentration to cast.	Touch	Offensive

Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
Infuse	Heal 15 Body, gain a reprieve from all status ailments Target is currently afflicted by for 15 minutes. This doesn't prevent new status effects after casting. (Includes Break Limb, Cripple, Blind, Silence, Deafen, Exhaust, Stun, Paralyze, Slow, Choke, Mortal Wound, Poisons Diseases). No effect in the death count.	Touch	-
Mass Healing	All allies within 5' of the caster are healed by 5 body points. Has no effect on a target in their death count.	Personal	-
Entangle	All characters within 10" of the caster suffer the effects of Vines	Personal	-
Aspect of Garou	Cleric gains Claws on both hands that deal Divine, Strength Rush, and +5 Body (healable) for 5 minutes. Natural claws deal a base 4 Divine. Requires 30 seconds of concentration to cast. Can't hold weapons or shield with claws.	Personal	Offensive
Empathic Healing	Caster may Point-And-Click heal 4 body at a target in eyesight. Can be used in first stage of the death count. No casting time in death count	Point-and-Click	-



Diakonoff

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Endure Element	When cast, choose one of the following: endure exhaustion, endure slow, or endure choke. This spell may be invoked to negate the chosen effect. Latent, invoked. Requires 30 seconds of concentration to cast.	Personal	Defensive
Divine Binding	Target Lesser Unholy or Undead is paralyzed for 30 seconds.	Ranged	-
Divine Lightning	Summons a bolt of ethereal energy that causes 4 Divine Damage.	Ranged	-
Invoke Courage	Caster calls upon his/her steadfast faith in Diakonoff to negate Fear or Fear-based effects upon himself/herself.	Personal	-
Spiritual Armor	Target receives +8 Armor Points. These are the first Armor Points to be destroyed when Damage is taken. Duration: End of Period. Requires 30 seconds of concentration to cast.	Touch	Defensive
Summon Watcher	Avoid the next Surprise or flanking attack. Latent, Triggered. Requires 30 seconds of concentration to cast.	Touch	-
Sterling Blade	When invoked, target weapon swings for silver for 1 minute. Latent, Invoked, Requires 30 seconds of concentration to cast.	Touch	Offensive
True Seeing	Caster is able to see through an illusion or disguise. No spell packet is required.	Personal	-
Luminate	A radiant beam emanates from the casters head, chest, or hand for one minute, allowing them to see in natural darkness. Caster may use a flashlight to represent this effect. This spell does not overcome blindness.	Personal	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Dintok's Shielding	Invoke to avoid effects of any non-surprise physical attack to your front 180. Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	Defensive
Dissipate Arcane Energies	Dispels all spell effects and glyphs of rank 2 or less on target item or person. When this prayer is cast on an activated rune, the effect dissipates, but not the rune. When this prayer is cast on a prepared Glyph, a single charge of the Glyph is expended. Any remaining charges will be available.	Ranged	-
Grant Courage	Negates Fear or Fear-based effects on target.	Touch	-
Enhance Weapon	Target's weapons swing for +1 damage for the next minute.	Touch	Offensive
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.	Touch	-
St. Beshial's Defense	Negates the effects of the next magic spell cast upon the target. Latent, Triggered. Requires 30 seconds of concentration to cast.	Touch	Defensive
Descry	Target must answer the next yes/no question truthfully.	Touch	-
Battle Armor	Target receives +10 Armor Points. These are the first Armor Points to be destroyed when Damage is taken. Duration: End of Period. Requires 30 seconds of concentration to cast.	Touch	Defensive

Rank 3

Prayer Name	Effect	Delivery Method	Enhancement Type
Holy Bolts	Throw 2 packets for 7 Divine damage 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 is destroyed if they are Lesser. If they are not Lesser, they become susceptible to all damage for 2 minute	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	Defensive
Sentinel	Invoke to avoid effects of any physical attack. Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	-
Holy Light	Cast to negate the effects of blindness or creation of AOE effects that prevent sight caused by magic.	Point-and-Click	-
Essa's Sacrifice	The caster is now the target of any physical attack within reach of their weapon. Must be used within 5 seconds of the original attack.	Personal	-

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.	Touch	-
Armor of the Righteous	Grant +18 Armor Points to target. These are the first Armor Points to be destroyed when Damage is taken. Duration: End of Period. Requires 30 seconds of concentration to cast.	Touch	Defensive
Bless Weapon	When invoked, Target weapon causes +1 Divine Damage for the next 1 minute. Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	Offensive
Divine Weapon	When invoked, creates a Hand Weapon in 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.	Personal	Offensive



Repulse Undead	Lesser Unholy and Undead may not approach within 5 feet of caster and may make no attacks toward caster for 1 minute. Attacks from Lesser Unholy and Undead have no effect for the duration.	Personal	-
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Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
St. Beshial's Blade	Caster's weapon is imbued with holy grounding energies for 3 minutes. This weapon may block any spell effect as though it were physical for as long as it is held by the caster.	Personal	Defensive
Holy Storm	Caster Summons a storm of Divine Energy, and may throw packets dealing 2 Divine Damage at will for 30 seconds.	Ranged	-
Seraphic Guardian	Calls upon a Soulless of Diakonoff to keep watch over the target. The power of the guardian may be invoked to negate the effects of any single attack. Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	Defensive
Spirit Blade	When Invoked, Caster causes +1 Divine Damage for 3 minutes. Latent, Invoked, Requires 30 seconds of Concentration to cast.	Personal	Offensive
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	Personal	Defensive



Icarmadoro

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Fortified Drinker	A caster may remove one of their drunk points, and does +2 damage on their next swing within 10 seconds. Caster must have drunk points to remove to gain the effect.	Personal	-
Flame Blade	When invoked, target weapon swings for Fire Damage. Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	Offensive
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 1 minute. You may choose: Pain or Euphoria. Target suffers the effects of exhaustion for 10 seconds.	Ranged	-
Fangs	When invoked, caster gains +1 Grapple Strength and a use of Break Restraints	Personal	Offensive
Command Raven	Target Raven monster is enthralled to the caster for 1 minute, and must follow the caster's commands.	Ranged	-
Manifest Weapon	Creates a Hand Weapon in 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.	Personal	Offensive
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. Latent Triggered, This spell may trick Lesser Unholy, but more cunning members of the corrupt may not be so fooled... Requires 30 seconds of concentration to cast.	Personal	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Beguile	Target living creature becomes non-hostile to character unless otherwise provoked.	Ranged	-
Inebriate	Target is overcome by a rush of intoxication, and is Stunned. Duration: 5 seconds. Mind-Altering	Ranged	-
Choke	Target has extreme difficulty breathing and must gasp for breath for the duration. Target may not speak, cast spells, invoke prayers, or make any attack during this time. The target may defend himself/herself and his/her movement is unimpeded. Duration: 30 seconds.	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 caster's will and will follow the caster's orders exactly for 1 minute.	Ranged	-
Feral Claws	When Invoked, Cleric's hands turn into monstrous claws. Target has natural claws that swing for 3 damage each and the unarmed fighting skill. Target may not hold a weapon or shield with the claws. Duration: 1 minute Latent, Invoked Requires 30 seconds of concentration to cast.	Personal	Offensive
False Life	Target gains +4 healable Body. Requires 30 seconds of concentration to cast.	Touch	-
Vampiric Touch	When invoked, the next melee strike deals 2 body damage, and heals the user 2 body. Requires 30 seconds of concentration to cast.	Weapon Strike	-

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 Incredible Strength for the next 5 minutes. Requires 30 seconds of concentration to cast.	Touch	Offensive
Lacerate	The Caster throws 2 spell packet for 8 Force each. They must be thrown within 10 seconds of each other.	Ranged	-
Lay Waste	All targets within approximately 5 feet of the caster take 6 fire damage.	Personal	-
Bloodfeast	May feed on an unconscious, dying, or stunned humanoid target for 10 seconds to heal the caster for 10 body. There is no damage or effects dealt to the target.	Personal	-
Frenzy	Target suffers the effects of Bloodlust. Duration: 1 minute.	Ranged	-
Debilitating Strike	Caster summons 2 bolts of searing energy, each causing 4 Force Body Damage. Both spell packets must be thrown within 10 seconds.	Ranged	-
Stupor	Target is unable to cast spells and prayers, and is immune to fear. Duration: 1 Minute	Ranged	-

Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Bleeding Blade	Requires 30 seconds of concentration to cast. Once invoked, the next 3 swings cause body damage. Latent, Invoked	Touch	-
Celerity	Caster moves at the speed of a vampire. The caster must take 5 leaping steps and is immune to all effects. No hold is needed for this spell. If the caster stops moving before taking all 5 steps, the spell ends.	Personal	-
Enervate	The target is shaken violently as a force of ethereal energy rips through their body. Target takes 12 Force Body Damage.	Ranged	-
Crack Armor	Caster throws a packet to Break a Shield or Sunder Armor. The packet does not have to hit the target's shield to break it.	Ranged	-
Burning Vengeance	The Next weapon strike on Target Triggers a backlash of 10 fire damage. Requires 30 seconds of concentration to cast.	Touch	-



Fortitude of Unlife	When Invoked, the caster gains a soak of +1 against Physical Damage. Latent, Invoked, Requires 30 seconds of concentration to cast. Duration; 5 minute	Personal	Defensive
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Rank 5

Prayer Name	Effect	Delivery Method	Enhancement Type
Terrorize	Caster may use Terror on up to 3 targets. This is treated like the skill Fear, except that it can only be mitigated by negating a mind-altering effect. Delivery: Point & Click.	Ranged	-
Vampiric Defense	When invoked, Caster takes 1 damage from all sources of Damage or Body. 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	Personal	Defensive
Battle Rage	When invoked, Caster swings +3 damage. The caster is prevented from using Faith Skills and is considered Mindless for the duration. Duration: 1 minute Requires 30 seconds of concentration to cast.	Personal	Offensive
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 take the effects of Feign Death for 5 minutes. They may not exit the "feign death" state for at least 1 minute. Duration EOP or until Triggered	Personal	-



Oberim

Rank 1

Prayer Name	Effect	Delivery Method	Enhancement Type
Dream Shield	Ward's target's mind from intrusion while sleeping. Negates next mind-altering effect against target's mind while sleeping. Latent, Triggered. Requires 30 seconds of concentration to cast.	Touch	Defensive
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. Does not require a spell packet.	Personal	-
Ice Blade	When invoked, target weapon swings for Ice Damage. Duration: 1 minute, Latent, Invoked. Requires 30 seconds of concentration to cast.	Touch	Offensive
Induce Dream	Target becomes distracted from reality and is soothed and calmed. Target is non-hostile until attacked. Duration: 1 minute.	Ranged	-
Inspiration	Cleric can ask game staff for a hint on how to complete a current puzzle/challenge. Limit once per puzzle/challenge.	Personal	-
Ghost Touch	Personal. Allows caster to swing for phase damage with their next weapon swing.	Personal	Offensive
Feign Death	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 target moves.	Touch	-
Clarity of Thought	The target is freed from effects of stupidity, madness, or insanity for 5 minutes.	Touch	-
Frozen Blast	Target takes 5 Ice Damage	Ranged	-



Rank 2

Prayer Name	Effect	Delivery Method	Enhancement Type
Portent	You are given a momentary flash of insight to move out of the way of incoming danger. Avoid the next Ranged attack from any source. Latent, Triggered, Requires 30 seconds of concentration to cast.	Personal	-
Mindlink	The caster may invoke to touch a target and transfer any mind-altering effect from the target to themselves.	Personal	-
Lethargic	Ranged. Target is under the effects of slow. 30 second duration.	Ranged	-
Invoke Fear	Target is overcome by fear and dread. Target's first priority is to flee from caster. 30 second duration.	Ranged	-
Mind Spike	Causes 4 points of Force Body Damage.	Ranged	-
Fumble Tongue	Target is under the effects of silence, and is unable to cast spells/prayers. Target may use skills as normal. 30 Second Duration.	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.	Personal	-
Discern Value	Caster learns the Value of an item on the Market Evaluation chart	Personal	-

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 must roleplay a mental malady for 3 minutes. Caster chooses one of the following effects: confusion, paranoia, belligerence.	Ranged	-
Freeze	Target suffers the effect of Paralyze for 10 seconds.	Ranged	-



Mass Lethargy	Everyone within 10 feet of the caster suffers from the effects of Slow. Duration 30 seconds.	Personal	-
Deprive Senses	Caster chooses one of the 5 Senses (Sight, Hearing, Touch, Smell, Taste. Target loses that sense. Duration 1 minute.	Ranged	-
Phase	The caster becomes non-corporeal 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.	Personal	-
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.	Personal	-

Rank 4

Prayer Name	Effect	Delivery Method	Enhancement Type
Hail Storm	Caster throws 3 packets for 6 Ice Force each. Targets are also under the effect of slow, Duration 30 Seconds	Ranged	-
Temperance	Target becomes non-hostile until attacked. Duration: 3 minutes	Ranged	-
Forsee	When cast, target chooses Broken Limb, Mind Altering, Silence, or Body Damage. Avoid next instance of chosen effect. Latent, Triggered.	Touch	Defensive
Mind Blast	Ranged. 9 Force Body Damage	Ranged	-
Ghost Blade	When Invoked, Caster swings for +1 phase damage, for 3 minute. Phased weapons cannot block normal damage. Any unphased blows that land on the phased weapon hit the wielder. Caster cannot choose to stop this prayer until the end of duration. Latent, Invoked. Requires 30 seconds of concentration to cast.	Personal	-



Anchor Spirit	Target's next (or current) Death Count is increased by 6 minutes. These additional 6 minutes are added to the first phase or current phase, but the target is unconscious due to a mystical aura that encases the body. Target is immune to Deathblow and decapitation 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	-
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 a 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. Duration: 5 minutes	PnC	-
Cure Amnesia	Negates the effects of Amnesia and Brain Rot, including the prayer and spell. Erased memories older than 48 hours may not be recovered.	Touch	-
Wraithform	Caster and possessions become ghost-like, and can be seen but not touched. Caster can not interact with the physical world and can not speak. If the caster carries any objects of exotic materials, those objects will not take Wraithform and will be dropped. While in Wraithform, the caster swings for "phase" damage, which does not hurt corporeal creatures. Duration: 5 minutes.	Personal	-
Psychic Reversal	Latent Invoked, Invoke to Negate a mind-altering effect, and redirect the effect back to the attacker, Point and Click	Personal	Defensive
Cloak of Frost	When invoked, the caster is covered in a cloak of ice and snow for 3 minutes. For the duration, they are immune to Fire damage and have a Soak of 2 against all physical Damage. Latent, invoked.	Personal	Defensive



Dwarven
Kingdoms

Free
Cities

Elven
Kingdoms

Appendix E: Rites List

Gulf
of
Torgos

The
Fendenglade

Sha H' hKuor



Kishar

Minor

Rite Name	Effect	Enhancement Type
Rite to Consecrate Parchment	Prepares parchment to become a divine scroll.	-
Rite to Consecrate an Altar	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Soil	Produces a divine anchoring agent necessary to complete many other Rites.	-
Rite to Consecrate Water	Produces a divine anchoring agent necessary to complete many other Rites.	-
Font of Healing	Contains a total of 30 Body. Any number of participants may consume from the font and regain Body until the font is consumed.	-
Rite of Preservation	Any item prone to spoilage is held in a state of stasis for 1 month.	-

Standard

Rite Name	Effect	Enhancement Type
Rite of Resurrection	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 effects of Incredible Strength, 4 uses of the Subdue skill, and can't hold weapons or shield with claws. End of Period.	Offensive
Rite of Lupine Tracking	Gain the sense and tenacity of a Wolf Spirit for the duration. This allows the celebrant to trace an item or person over great distances. Duration: 1 hour.	-
Rite of Regeneration	Allows the celebrant to regrow the target's severed limb.	-



Major

Rite Name	Effect	Enhancement Type
Rite of Bodyless Resurrection	The celebrant puts a recently dead spirit into a newly generated body at the cost of some Life Force of the deceased. Please refer to the Resurrection section in the Core Rulebook for details.	-
Rite of the Guardian's Feast	<p>Prepare a blessed meal, which grants up to 4 participants who consume the meal each of the following effects until EOP:</p> <ul style="list-style-type: none"> - Removes the effects of all Poisons and Diseases - Gain +8 Healable Body - Gain 1 use of the Willpower skill <p>This Rite also makes the participants Well-Fed for the period and, as such, has no effect on already Well-Fed participants.</p>	Defensive
Kisharian Avatar Bonding	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Kishar. They gain the following effects for the next 2 hours. All your healing prayers have instant cast time, you are immune to Disease and Poison (any active immediately end), and you gain claws that swing 2 Divine, +5 Healable Body. This effect does not end in the death count.	Offensive, Defensive



Diakonoff

Minor

Rite Name	Effect	Enhancement Type
Rite to Consecrate Parchment	Prepares parchment to become a divine scroll.	-
Rite to Consecrate an Altar	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Water	Produces a divine anchoring agent necessary to complete many other Rites.	-
Rite to Contain Corruption	Prevents corruption from naturally spreading on target for 1 month.	Defensive
Rite to Sanctify a Body	The target body becomes immune to Corporeal and Corrupt Magic that would create Undead or Unholy. If used on a living creature, Duration: 1 month. If used on a dead body, duration is permanent.	Defensive
Rite of Illumination	Target item glows for the next hour. (Use a glow stick or similar item to represent this effect)	-

Standard

Rite Name	Effect	Enhancement Type
Rite to Remove Minor Corruption	Removes all minor corruption points and effects on target or self.	-
Font of Courage	Up to 10 participants gain a use of Courage by drinking from the font. Duration: End of Period	Defensive
Rite of Testimony	A willing target is incapable of lying as long as they remain inside the ring of testimony.	-
Rite of Greater Illumination	Target item emits a beam of light for the next hour. Use a flashlight or similar item to represent this effect.	-



Major

Rite Name	Effect	Enhancement Type
Rite to Remove Major Corruption	Removes all major corruption points and effects on target/self.	-
Rite of Arcane Disruption	Removes all magical effects from target or object. Runes are expended, but not destroyed. Artifacts are depowered for 3 hours.	-
Diakonic Avatar Bonding	<p>This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Diakonoff. They gain the following effects for the next 2 hours:</p> <ul style="list-style-type: none"> - 5 soak vs magic damage - +20 Armor - Attacks swing Divine damage - Immune to Mind Altering effects from Unholy creatures. <p>This effect does not end in the Death Count.</p>	Offensive, Defensive



Oberim

Minor

Rite Name	Effect	Enhancement Type
Rite to Consecrate Parchment	Prepares parchment to become a divine scroll.	-
Rite to Consecrate an Altar	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Holy Chrism	Produces a divine anchoring agent necessary to complete many other Rites.	-
Rite to Bestow Knowledge	The celebrant may use the skill Research over the next month/AAR.	-
Rite of Lesser Possession	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
Font of Visions	Up to 7 participants pick one status effect when they drink. Until End of Period, they negate next time they are targeted by that status by any source. <u>Choices</u> : Stun, Break Limb, Mind Altering, Silence, Break Weapon, Displacement, Choke.	Defensive
Rite of Shrouding	Conceals an item from arcane and divine detection.	-
Wraith Blade Manifestation	The target weapon's striking surface is incorporeal. Duration: EOP	Offensive



Major

Rite Name	Effect	Enhancement Type
Rite of Soul Reclamation	Return a recently dead spirit into their body. Roll Life Force Die. Celebrant and Deceased each lose half (odd numbers round up to the deceased).	-
Rite of Reinvention	Allows a target to forget a single skill of their choice permanently. The character is immediately refunded all Build spent for that skill. The celebrant may perform this rite on themselves.	-
Oberic Avatar Bonding	<p>This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Oberim. They gain the following effects for the next 2 hours:</p> <ul style="list-style-type: none"> - Immune to Mind-Altering - Become Incorporeal - Swing for ice or phase damage at will <p>This effect does not end in the death count.</p>	Offensive, Defensive



Icarmadoro

Minor

Rite Name	Effect	Enhancement Type
Rite to Consecrate Parchment	Prepares parchment to become a divine scroll	-
Rite to Consecrate an Altar	Create a Holy place of worship. This is necessary to complete many other Rites.	-
Rite to Consecrate Blood	Produces a divine anchoring agent necessary to complete many other Rites.	-
Acolyte's Gift of Vim	The celebrant sacrifices their own Body Points to grant that many healable Body to the target.	-
Rite of Grim Feast	The Celebrant drains life from a still living victim. For each Body drained, heal +1 body or regain +2 Faith. The victim may not regain this body until the end of event.	-

Standard

Rite Name	Effect	Enhancement Type
Rite of the Blood Pact	This rite requires two willing participants. Until the end of the period, when one of the participant's goes enters the Death Count, the other is afflicted with Bloodlust and swings +2 Damage for 1 minute.	Offensive
Rite of Torture	Confers a use of the skill Interrogate. This Rite requires the target to answer 3 questions truthfully. Deal 1 Body to the target per question asked.	-
Font of Revelry	Up to 5 participants each receive the following until EOP: <ul style="list-style-type: none"> - +5 Faith - 1 use of the Courage skill - +1 Drunk Point (lasts until EOP) Only a sober character may participate in this rite. If a participant has any prior drunk points, they regurgitate the font and take no effect.	Defensive



Major

Rite Name	Effect	Enhancement Type
Rite of Burning Desire	Up to 3 targets gain the latent enhancement 'Burning Desire' that, when Invoked, negates any physical attack and deals 10 Fire damage to the attacker. The Attacker then suffers the effects of Bloodlust for 30 seconds.	Defensive
Rite of the Vampiric Embrace	The celebrant becomes equivalent to a Low Level Vampire for the duration of the period. This confers some of the benefits and detriments of unlife, so celebrants must perform the rite at their own peril.	Offensive
Icarmadorian Avatar Bonding	This Rite may only be performed once per person per event. The celebrant temporarily fuses with a greater Soulless of Icarmadoro. They gain the following effects for the next 2 hours. Strength Rush, +1 Fire on all damage, You are considered to be in a full suit of armor, ignore break limb effects and immune to Fear. This effect does not end in the death count.	Offensive, Defensive



