

PDabble Games™ Presents the

MAGESTRY™

Player's Rulebook

2nd Edition (Draft L – Last Updated May 13, 2017)

This book is undergoing minor editing.

A Live-Action Roleplaying Game Set in the



By Paul Dabkowski

Credits

Design: Paul Dabkowski

Development: Paul Dabkowski and Randall Dederick

Editing: Dr. Ed Goodman, Meg Plumb, and Dave Tanguay

Artwork: Angela Dabkowski, Graham Sternberg, Lena M' Sadoques, Ross Sullivan-Wiley

Photography: Mike Kinnally, Monica Bushor (*Bushor Photography*), Randall Dederick, and Steve Hall

Cartography: Angela Dabkowski

Web Design: Randall Dederick and Mark Dey

Online Character Generator and Database: Mark Dey

Rules Revision Team: Ryan Cahill, Anthony Coppola, Paul Dabkowski, Jarad Demick, Mark Dey, Peter Dey, Sean Dey, Mike Faulk, Mike Kinnally, Myk Meyer, Jeff Mitchell, Tom Sadler, Zak Smith, Graham Sternberg, Dave Tanguay, Dan Timbro, Mark Vadney

Table of Contents

Introduction.....	2	Chapter 8: Adventuring.....	40
Chapter 1: Creating a Character.....	7	Chapter 9: The World of Magesta.....	48
Chapter 2: Races.....	10	Chapter 10: Magic.....	54
Chapter 3: Skills.....	13	Chapter 11: Alchemy and Toxicology....	60
Chapter 4: Effects.....	21	Chapter 12: Prestige Classes.....	63
Chapter 5: Equipment.....	28	Chapter 13: Complete List of Skills.....	67
Chapter 6: Combat.....	32	Chapter 14: Rewards.....	119
Chapter 7: Dying and Playing Dead...37		Glossary.....	120

All the information that you need to create and play a *Magestry* character is contained within the pages of this book. Enjoy!

You must be at least fourteen years of age to play *Magestry*. Persons under the age of eighteen must have written permission from a parent or guardian to play *Magestry*. A person under the age of 16 must be accompanied by a player of at least 18 years of age. *Magestry* does not discriminate for any reason, but we do reserve the right to suspend any person's event participation for any reason. Play Nice!

Magestry Player's Rulebook is Copyright © 2003 and 2014 PDabble Games. Permission is granted to print this document *for personal use only*. All Other Rights Reserved. 'PDabble Games,' 'Dabbleverse,' 'Magestry,' 'Magestic,' 'Magestream,' 'Magesdeep,' and the Dabbleverse logo are Trademarks owned by PDabble Games. Artworks, except for maps, are Copyright © 2003 by their respective artists, used with permission. All maps are Copyright © 2009 PDabble Games.

Introduction

What is Live Action Role-Playing?

Role-playing is simply acting. Whether you are performing a Shakespearian play in your community theater, or only using a silly voice to impersonate your favorite cartoon character, you are assuming a role that is different from yourself and you are role-playing.

Live Action Role-Playing (LARP) is improvisational acting in which you assume the role of an imaginary character. It has the flavor of tabletop role-playing; except, instead of controlling the actions of some fictitious character that exists on paper, *you* become your fictitious character and are immersed in an environment that has been created to accommodate that character along with many others. Unlike tabletop role-playing games that are organized by one storyteller, live action role-playing games involve a cast of many players who help to bring a story to life. Your job in a live action role-playing game is to react to the story in a way that is appropriate to the character you have created.

What is Magestry?

Magestry is a live action role-playing game that takes place on and in the imaginary world of Magesta. Magesta is just one of many worlds in the Dabbleverse™ Campaign Setting by PDabble Games™ (PDabbleGames.com). Its lands are very similar to those of planet Earth, but it is a more fantastical setting. Magesta possesses many of the elements from classic fantasy literature (elves, goblins, magic, etc.), but there are also many elements unique to the Dabbleverse.

Magestry has a system of rules that has been designed to give the player ultimate flexibility in building and playing his or her character; however, we hope that each player will be more focused on having fun and on role-playing well than on character advancement. For the enjoyment of all the players of Magestry, we are interested in the personalities, backgrounds, and ambitions of each character on Magesta. You don't have to have the most powerful character to have the most fun.

Magestry is more than just a game; it is a family. Everyone in the family enjoys playing with good role-players, so don't be shy about putting on your best act. You will be rewarded for a well developed and well played character. Join the Magestry family and play it up!

Who Can Play?

Anybody who is 14 or older can play Magestry. We do not discriminate for any reason, not even physical disability. The only two things that will stop us from accepting a player are if all the space for an event is full or the player has been suspended from the game for behavioral reasons. A player that is under the age of 18 must have permission from a parent or guardian to play each event, and a player that is under the age of 16 must be accompanied by another player that is at least 18 years old.

Getting Started

There are a few things you must do before you begin playing Magestry:

1. Read and understand the rules and policies. We understand that there are a lot of rules, and we don't expect you to memorize them all. We do, however, expect you to know the

function of the skills that *you* will be using. We've tried to make the skill statements as self-explanatory as possible, and we will go over all safety rules and policies before each game.

You can download the Magestry Player's Rulebook for free or find out how to purchase a hard copy of the Magestry Player's Rulebook at Magestry.com. You should bring a copy of the rulebook to each event so you can refer to it if you have any questions.

2. Once you are comfortable with the rules, you must create a character. The next few chapters of this book will guide you through the character creation process.

3. After your character has a unique personality and the proper skills, you must purchase or construct an appropriate costume and weapon(s).

4. Register for an event (of course). See "Registering for an Event" later in this section.

What You Need to Play

We have compiled the following checklist for you. The following are things you should bring to each event:

- Costume
- Weapon(s) (assuming you use one)
- Spell packets (assuming you use them)
- Hard copy of the Player's Rulebook (purchased from us or printed off of the internet)
- Warm sleeping bag
- Extra clothes
- Extra socks and footwear
- Rain gear (something that doesn't appear modern)
- Food (registration fee does not include a full meal plan)
- Personal hygiene items
- Weapon repair kit (duct tape, scissors, extra foam)
- Cabin/campsite props
- Bug spray and first aid kit
- Glow sticks or lantern
- Pencil and paper
- Emergency Flashlight (should be small and concealed)

Event Schedule

Each event will typically begin with some degree of set up. Usually, events will require hours of set up, and anyone who helps will be rewarded with Brownie Points (discussed further in "Chapter 14: Rewards"). After this set up, players will begin to line up for check-in. At check-in, each player will sign a waiver, pay for the event if the payment had not been made in advance (see section below about pre-registration), receive his or her updated character information, have his or her weapons and armor tested for safety, have his or her armor rated, and be assigned a sleeping arrangement. During check-in, the cast (NPCs) will meet in another location to receive plot information and finalize the plans for the event. While the cast is meeting, all new players will gather near the check-in area for a final rules instruction where any questions will be clarified.

After check-in and the NPC and new player meetings are completed, all players (cast included) will gather near the check-in area for a general meeting. At this meeting, important rules and policies will be repeated, any rules changes will be

announced, and we will inform you of which people to find in case of an emergency. After the general meeting: Game On!

The game will run non-stop for the entire event. This means that you are in-game all the time; yes, even to sleep. If you feel that you must go out-of-game for any reason, please go to plot central and tell the director there. Also, it is crucial that you tell us if you need to leave the premises while the game is still on. We may have a plot planned for your character, and sending out cast members to find a player that isn't even on the premises is a waste of everyone's time. More importantly, we need to know where you are in case of an emergency.

After the official "Game Over" has been called, all players will report to the check-out station (same as check-in) for a closing meeting. After the meeting each player (that's you) will have to check out by returning all in-game money and any alchemical components you may have acquired. These items will be returned the next time that character is played. Items that are not turned in will be considered "lost" and you will not be able to have them at the next game.

Once your character is done with check-out, feel very free to help us take down and clean up the event. Remember: players who help will be rewarded with Brownie Points.

In-Game (IG) and Out-of-Game (OOG)

The term "In-Game" (IG) refers to the imaginary world of Magesta and things that are considered to be happening there. "Out-of-Game" (OOG) refers to the real world and things happening there. Things that exist in Magesta (monsters, magic items, weapons, your character, etc.) are considered In-Game. Things that exist in the real world, and are not conducive to the Magestic setting (cars, cell phones, conversations about video games, etc.), are considered Out-of-Game.

While game is on, you are expected to stay in-game as much as possible. You'll lose skill points for going OOG or having unnecessary OOG conversations. If you feel that you must go Out-of-Game for any reason other than an emergency (or to comply with some game rule), please don't disrupt the game for others who want to remain In-Game. If you must use a cell phone (only for emergencies please), set it to vibrate and go Out-of-Game (and away from other players) when you use it.

Everyone will remain In-Game from the beginning of the event right to the end. All areas are In-Game except for staff areas (such as Plot Central and the Module Building), the bathrooms, and the space underneath your bed (DO NOT store In-Game items underneath your bed.).

If you do need to go OOG, you should hold your arm over your head. Doing that is a sign to others that you are not In-Game and they will ignore you.

Emergencies

In case of an emergency, please find a GM or emergency medical personnel (but first be sure that the situation won't get worse without you there). If you aren't properly trained in how to handle an injury, don't! Just get help (after making sure the injured person is in a secure environment).

-Running at Night- This is the number one cause of injury at live action role-playing events. If you don't have a very clear and/or well-lit path, please don't run at night. If you are

fleeing from another character (in-game) and you do not feel safe running, simply slow down and tell the other player, "Out-of-game: I'm running." This signifies that you are continuing to run in-game while the situation stays safe and happy out-of-game. If you are the character following the player that says this, please slow down as well. Stay an equal distance behind. You may still pursue the person for as long as you wish. NOTE: You cannot state out-of-game that you are running and then remain still; you must at least continue walking.

Safety Commands

There are certain out-of-game commands that you can use in emergency situations. For the safety of everyone, these commands must be followed immediately:

-“Time Out”- Yell this loudly if you notice an emergency situation that requires the attention of everyone. When a "Time Out" is called, everyone who hears it must stop what he or she is doing and take notice of (and maybe help) the emergency situation. (At many other games, the command "Hold" is used instead of "Time Out." Because of this, some people may say "Hold" out of habit. However, Magestry's official safety command is "Time Out," so please correct people if they use "Hold" or any other command word.)

-“Caution”- This command functions as a mini "Time Out." Use this command if you notice a situation that is potentially dangerous to a small number of people. You need only speak this command loud enough for those persons (or person) to hear. Example: You are engaged in combat with another player and you notice that he is about to back into an area filled with slippery rocks. Say "Caution" to your opponent and then move the combat to a safer location.

-“Out-of-Game Help”- This command is to be used only in a real (OOG) emergency. If you hear someone yelling this, please stop whatever you are doing to get help to the situation.

Being Considerate — In-Game and OOG

Not all situations that require out-of-game attention are emergencies. Sometimes, a situation that is not at all dangerous can use a little consideration on your part. No matter how vicious or diabolical the character is that you are playing, remember that we are all friends out-of-game and we never want to do anything that makes anyone else feel (OOG) uncomfortable. Consideration is especially important when dealing with new players that might not fully understand the rules yet.

On the note of OOG consideration for others, we ask that you please keep your language as clean as possible. Many people find expletives offensive and filthy language detracts from the friendly atmosphere that we try to create. If you must insult someone in-game, for the sake of role-playing, try expanding your vernacular. Instead of cussing at a creature, say something like, "May you be visited in the night by the fleas of a hundred mongrel dogs!" Remember, we consider things like this to be good role-playing and we are always on the lookout for it. We love rewarding players who role-play well, especially the considerate ones.

Cheating

Magestry is played under the honor system. We have done our best to reduce the possibility of cheating without making the

rules so rigid that the atmosphere of the game would suffer. As with any LARP game, there are an infinite number of ways to cheat at Magestry and maybe some loopholes in the rules. You are on your honor to play honestly and as the rules are intended. The spirit of the rules is every bit as important as their specific phrasing. Anyone caught cheating will have to leave the game for one or more events.

Each player is required to memorize the rules that his or her character uses during the game. Claims of, "I didn't know how that skill worked" or "I got the rules confused with the rules of another LARP game" will not be accepted and will be considered cheating. If someone uses a skill against your character that you are unfamiliar with, you must ask for it to be "Clarified." If there is any confusion or argument about how a rule works, consult the rulebook or ask a GM.

-Metagaming- There are certain things that you may learn about the world of Magestry that your character never learned in-game. Using this OOG knowledge while in-game is called "Metagaming" and is considered cheating. Example: If you are part of the cast one event and play a skeleton under the command of an evil necromancer, you may learn where the necromancer's secret lair is; however, if you return to the game as another character who has not learned of the lair's location and use or share any knowledge of the place, you are metagaming.

Real (OOG) Laws

In keeping with the Magestic atmosphere, we will play with a number of in-game laws (like "No poisoning the kings soup" and "No brandishing your weapon while in town"), but all players are still subject to all national and state laws. Players caught breaking any of these will be punished to the full extent of the law.

-Theft- In-game items can be stolen during the game; however, by the end of the game it is required that every item returns to its (OOG) owner. Items that are out-of-game, underneath a bed, or in an out-of-game (OOG) area may not be stolen, even if they can be used in-game. Theft of out-of-game items is punishable by the law.

Drugs, Alcohol, and Smoking

The use or possession of alcohol or illegal drugs at a Magestry event is strictly forbidden. Anyone caught with these items or under their influence will be permanently expelled from the game and may face legal consequences. (Alcohol is represented in-game by non-alcoholic beverages like soda or grape juice.)

Smoking is permitted at Magestry but only in designated locations. If people are caught smoking outside of these locations, or we find cigarette butts on the ground, smoking will no longer be allowed at Magestry events. Smoking locations will be revealed at the general meeting before each event.

Lights and Fires

We try very hard to maintain the fantastical atmosphere of Magestry, and one of the most important elements of this atmosphere is the lighting. We do not allow the use of electric or "white light" (this includes flashlights).

Magestry uses candles, oil lamps, firelight, and glow sticks to light up the night, but no flame may be left unattended, and

a GM must approve each campfire before it is lit. Also, no combat is allowed within twenty feet of a flame (open or enclosed). Flashlights and electric lights may only be used in an emergency. NOTE: Some electric lights (such as flicker-bulbs or Christmas lights) may be allowed, but ask a GM first.

Real Weapons

Magestry uses safe "boffer" weapons for its combat system. No player is allowed to carry real weapons (live steel), but we may allow them to be used for decoration in safe places (ask a GM). On the other hand, real armor *is* permitted (and encouraged) as long as it doesn't contain spikes, blades, or anything sharp.

We Are Not Liable

We've made the Magestry gaming system as safe as possible, but, as with any physical activity, there is still risk involved. Once or twice a year, each player will be required to sign a waiver acknowledging that Magestry is not liable for injuries sustained during an event. By signing the waiver, you agree to:

- Follow all safety regulations
- Inform us if you discover any problem that might endanger the safety of others
- Inform another player if one of his/her own weapons or props is or becomes unsafe
- Refrain from any (OOG) illegal activities
- Refrain from consuming, possessing, or being under the influence of alcohol or illegal drugs while at an event
- Understand all the game's policies and involved risks

Permission From Parents

You must be at least 14 years of age to play Magestry. Any player under the age of 18 is required to submit written permission from a parent or legal guardian at each event and must also have the signature of a parent or legal guardian on his or her most current waiver.

Game Masters (GMs)

Game Masters (GMs) are the staff members who are in charge of the game. All other staff members report to them for their assignments, and all players must obey anything that a GM tells them regarding the game. Throughout this book, you will notice that there are instances when you need to consult a GM; these are not suggestions but requirements. All GMs will be introduced at the general meeting before each event.

Plot Central (NPCHQ)

"Plot Central" (sometimes called NPCHQ) is an out-of-game area(s) where the cast members (NPCs) receive their commands and don appropriate costumes. Players are not allowed in this area without permission from a GM unless there is an emergency. There will always be at least one GM in this area unless an emergency brings him or her away. The location(s) of Plot Central will be revealed at the general meeting before each event.

Lost and Found

If you find an out-of-game item that seems to have been lost by its owner, please bring it to the Lost-and-Found at Plot Central. In-game items that were lost or stolen can be used or

sold in-game, but they must be returned to their owner or turned in at the Lost-and-Found once the game ends.

If your boffer weapon is stolen in-game, you may retrieve it through in-game means or buy another one in-game. NPC weapons (with a red stripe around the hilt or pommel), armor, and shields are considered useless (unless otherwise noted) and must be given back to the cast member who used it or to Plot Central. (See “Taking Weapons and Armor” in Chapter 5: Equipment.)

Registering for an Event

The most convenient method of registration is through the Magestry Database at Magestry.com. Log in to the Magestry Database and look for the “Register for Future Events” area. Select the event date, your character, and where you would like to sleep, and then click the Add To Cart button. Follow the directions on the screen that appears to complete your registration.

Also, you can click the “See Who Else is Registered” button to see who is planning to attend the upcoming events. By default, the next event date is shown, but you can change the date by altering the selection in the dropdown menu.

The best method of registration is to pre-register by submitting your payment to us no later than one week before an event (Friday). This will lessen the risk of you not being able to play due to event space selling out. Registrations are taken on a first-come first-serve basis. You may not be able to play if you try to pay at the door, and even if there is space, registration may be more expensive. Visit our website, Magestry.com, to see the schedule of events and their rates.

You can submit payment in-person by cash or check (made out to “Magestry”) or by sending a check (not cash) to the address provided at Magestry.com.

-Cancellations- If you cannot attend an event that you have registered for, you may be refunded half of your payment as long as you cancel at least one week [Friday] before an event. Later than that time, you will not receive a refund. Half of your registration fee is a non-refundable deposit. However, if you announce your cancellation far enough in advance, we may allow you to use your payment toward the pre-registration of another event. If, for some crazy reason, an event is cancelled, all players will have the option of a full refund or using his or her payment to pre-register for another event.

Though it is free to be a member of the cast, NPCs should notify us before the event of their intention to play. Space and food for NPCs is limited just as it is for players, and requests to be an NPC will be taken on a first-come first-serve basis.

-Minimal Attendance- A player may register for an event as Minimal Attendance. This allows someone who cannot attend an event have his character still earn Skill Points, although at a reduced rate. The registration cost is the same as for a normal event, since for all purposes, your character is considered as having attended the event. Players who register for an event and do not attend without telling us ahead of time will be marked for minimal attendance unless another arrangement is made out of the kindness of our hearts.

Weather

Magestry events will be played in any weather, so come prepared for anything. If some kind of dangerously severe weather interferes, each registered player will be notified of a cancellation.

Disclaimer About Gender Usage

For the sake of ease while constructing and reading this rulebook, the male gender is used from here on. Everything that is written for “him” also pertains to any other gender. There are also instances when a creature or creatures will be referred to. For these purposes, every character is also considered a creature (whether the term flatters you or not).

Being on Staff for a Game (NPCing)

Everything from here until the beginning of Chapter 1 pertains to being an NPC at Magestry. If you are a Player Character (PC), feel free to skip to Chapter 1: Creating a Character.

NPCs

Non-Player Characters (NPCs) are technically the in-game personalities assumed by the cast members, but the term “NPCs” may also be used to refer to the cast members themselves. The cast is the driving force behind the storyline of a Magestry event. They are the beasts that the player characters battle, the strange and new people that they encounter, and the workers hidden behind the scenes. Anyone eligible to play Magestry is eligible to be an NPC.

NPCs should be familiar with the rules, but they need not have them memorized; just like the PCs, they are allowed to ask for a clarification when they do not understand something. No NPC is exempt from the rules or policies of the game.

Check Magestry.com for details about NPCing for a particular event.

Notify Us Early

If you plan to NPC, please tell us by at least one week before an event. We need time to figure out who we have and what plots we are going to use them in. Also, space for NPCs is limited, and there is some chance that you will not be able to get in at the door.

Registering as an NPC

Registering as an NPC is free. You may do so by emailing NPC@Magestry.com or by using the Magestry Database. Log in to the Magestry Database and look for the “Register for Future Events” area. Select the event date and then select “NPC Lodging” from the dropdown menu under Lodging. Once you do that, the “Register as an NPC” button will become active. Click it.

What You Need to NPC

- Warm sleeping bag
- Extra clothes
- Extra socks and footwear
- Rain gear (something that doesn't appear modern)
- Healthy snacks
- Personal hygiene items
- Bug spray and first aid kit

- Flashlight (only for emergencies)
- A watch (keep it hidden OOG)
- Your own costuming pieces are always a bonus. We will supply you with costuming, but you should at least wear clothes that don't look mundane (try black pants and a black sweatshirt). Also, try to wear something with a pocket or two.

How It Works

You will report to the event site in time for the NPC (cast) meeting that happens just before the event. We will get you initiated and bring you up to date on the game's storyline. During the event, you will be responsible for checking the plot book and knowing when you are scheduled to be in a plot. You should always have a watch hidden on your person so you are not late for a plot; everyone is depending on you. At certain times, no plot will be scheduled for you. These times are when we will send you out as a wandering beastie or something. We might even allow you to execute one of your own ideas.

The Plot Director

At all times, there will be a GM or knowing NPC present in plot central called the plot director. The plot director's job is to see to it that all scheduled plots are performed as written and that the players are supplied with adequate entertainment. For a smooth and successful event, all NPCs must obey the orders of the plot director. If you want to play a particular character or run a particular plot, you must always get permission from the plot director and follow his or her instructions exactly.

Cast Leaders

Usually, there will be multiple NPCs scheduled for a single plot. One of the NPCs will be assigned the job of "Cast Leader" by the Plot Director. The cast leader is in charge of that particular plot once the NPCs leave plot central. If a problem or something unexpected arises during the plot, the other NPCs will listen to the cast leader for their instructions. The cast leader is also responsible for giving a full report of the plot to the plot director once it is complete.

NPCs who know the rules very well and prove that they can be trusted as cast leaders tend to be rewarded more than average cast members.

Changing the Plot

Please don't ever change the plot that you are supposed to be playing. We set them the way they are for good reasons. If you are playing nothing more than a little wandering skeleton and you run into a group of the most powerful characters in the game, don't suddenly make yourself a big, tough skeletal warrior. We want to make Magesta seem as real as possible, and high-level characters have worked hard for the right to mow down a sorry, walking pile of bones every once in a while.

If something goes seriously wrong with the plot, and it cannot go off as planned, the cast leader will decide your course of action. Unnecessarily changing the plots that we write is considered cheating.

Be Who You Are

When you go out to play a character, even if it is just an average goblin that will probably die quickly, become that character to the best of your acting ability. Each character should be unique and have its own motives and ambitions. Think up a name and a short background for your character before you go out; it will vastly enhance your role-playing. You should never play two characters that look the same unless they are supposed to. When changing roles, don't just change your weapon and your shirt. Change your make-up, your accent, your personality, or whatever it takes so that no two of your characters can be mistaken for each other.

Also, realize that, even though you are an NPC, not all NPCs are on the same side. For example, being a goblin doesn't protect you from zombies: you've got what they want: living flesh! If you just remember who and what you are, others will take notice of your role-playing ability, and you will be rewarded for good role-playing just like the players are.

Keep Plot Central Clean

Always properly store away the masks, weapons, costuming, and other items that you use. You should never start another plot until plot central is clean and orderly after your last plot is completed. This will help the game move as smoothly as possible and keep our merchandise in good working condition.

OOG Considerateness

Being a member of the cast, you serve as an example for all the players at Magestry. You should always be as considerate as possible and remember that your opponent is your friend before he is your opponent. If there is ever a question about the result of a battle, the decision should always be in favor of the player. The player characters have to survive on the same resources all event, while you can always go back to plot central and become a new character.

Reporting Players

If you notice that a player is cheating or being inconsiderate or unsafe, please let us know. Under the same token, you should also report players that do a good job role-playing so they can be properly rewarded.

Chapter 1: Creating a Character

This chapter will guide you through the character creation process. The following chapters are where you will actually create your character, but this section will help you use those chapters most effectively and design a vivid and unique character.

After you have played your new character for one event, you will have the option of changing his characteristics without losing skill points; however, after two events, that option is closed to you. You are allowed to have multiple characters, but you may only play one character per event (see “Having Multiple Characters” later in this chapter).

Begin creating your character once you have at least some idea of what he will be like.

Choose a Race

Many races live on the World of Magesta, but only a small fraction of them are available to player characters. Turn to “Chapter 2: Races” to read about the different races available to you.

Choose a Name

This can be one of the most difficult parts of creating a character. Your character’s name should be something that fits well in a fantasy setting but that is not copied from a popular source. Your name should be distinct. Having a last name is helpful, especially if your first name is only a syllable or two. You don’t want to be called simply “Jack” or “Rose.” Even if you don’t think your character is the kind that should have a last name, you can add some other descriptor (like “Jack the Bounty Hunter” or “Rose of Thornville”). If the staff informs you that your character name is problematic, please be flexible and alter the name in some way.

Choose a Class?

Nope.

Magestry is not a class-based system. This means that when you create your character, you do not choose a class (like warrior, rogue, or wizard) for him to be. Under such a system, if you decided your character to be of, say, the warrior class you would be able to purchase fighting skills (e.g. *Disarm*, *Cripple*, *Fatal Crit*) at low costs, but it would cost you much more to purchase stealth skills (e.g. *Waylay*, *Dodge*, *Backstab* 2) and magic skills (*Read Magic*, spells, etc.), and many stealth and magic skills wouldn’t be available to you at all (which, by the way, is like saying you’ll never be a good tap-dancer because you’re already really good at selling encyclopedias).

Magestry *is* a skill-based system. This means that you build your character by purchasing individual skills, and all skills cost the same amount for every character. You can, however, decide that you want your character to focus on fighting techniques and even call yourself a warrior, but that does not mean that you cannot ever have the ability to cast magic spells.

Since skills are purchased in a tower format (see “Chapter 3: Skills”), as you purchase fighting skills, more powerful fighting skills will become available to you (the same goes for stealth and magic skills). It is also possible to focus on all

varieties of skills, but it will simply take your character longer to be able to purchase the most powerful skills on each chart.

We have designed Magestry as a skill-based system so that you can “mix and match” skills and create exactly the character you want. We also realize that players often change their minds about their characters’ skill advancements after having played them for a while. Here, characters can shift to a different course of study without disrupting their advancement or losing skills or powers that they already have.

Choose Skills

Skills are the basic building blocks of your character. Your character acquires skills by purchasing them with the Skill Points (SP) that he earns. When you create your first character you will begin with 200 free Skill Points; you can also earn an additional 20 SP by submitting an acceptable character history. See “Chapter 3: Skills” to learn how to spend your skill points and then purchase the skills that are to your liking and available to you.

While choosing skills, you should have a vision of your character in mind. Think about what you want him to be able to do when he is more experienced, because the skills you choose now will affect what skills you can purchase later. Though Magestry is not based on a class system, there may be Prestige Classes available to your character at higher levels. See “Chapter 12: Prestige Classes” if that sounds like an interesting option to you.

Make or Buy a Costume

In keeping with Magestry’s fantastical atmosphere, you must wear a costume that is appropriate to your character. Costumes don’t have to be expensive or elaborate. A rectangular piece of cloth with a hole in its center will function as a tabard when tied on using a rope as a belt. Please avoid wearing blue jeans, white sneakers, shirts with modern designs, or any clothing that is easily recognizable as not being appropriate to a Medieval or Renaissance setting. We work very hard to maintain the fantasy atmosphere, and we will reward you for your efforts in helping us in this venture. For costume ideas, watch a fantasy movie like *The Lord of the Rings* or find a history book with good pictures and drawings.

Arm and Armor Yourself

If your character uses a weapon and/or armor, you will be responsible for supplying yourself with those items as well. Details on the construction and use of safe weapons and armor come later, in “Chapter 5: Equipment” and “Chapter 6: Combat.”

Give Your Character History

As you will find once you first play Magestry, Magesta is a very vivid place, and we want your character to lack none of the same vividness. Everyone has the same races and skills to choose from, but only you can decide exactly where *your* character came from and what his characteristics are. Set aside some time during your character creation process to bring him to life. Begin by answering the following questions:

-Where is he from?

-Who is his family and what is their history?

- How did he get where he is now?
- What are his goals and ambitions?
- Who or what are his greatest friends? Enemies?
- What are his greatest fears?
- What were his previous professions?
- When was he born? (The current in-game date can be found at Magestry.com.)

Keep in mind that it is easier for the staff of Magestry to write plot for your character if your history is simple and not a heroic epic. If you are a new player starting your first character, it doesn't make any logical sense if his history dictates that he was a great war general or the head of some renowned mages' guild.

Also, you cannot create your character a situation that gives him a benefit over any other character. (Example: He can be from a wealthy family [not nobility], but that does not mean he will begin play with any more money than another beginning player because of it.)

Submit a written description to us. Tell us as much as you can about your character (make it easy for us to reference quickly), but try to keep it under one page in length. You will be rewarded for your efforts with 20 Skill Points and, more importantly, a role-playing experience that has been personalized for your character. If your character history does not fit with the atmosphere or seriously clashes with the geography and/or history of Magesta, you will be asked to revise it. Information about the World of Magesta can be found at Magestry.com.

Once your history has been accepted, you can review it at any time. To do this, log in to the Magestry Database, select your character's name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the View Character History button. Rereading your character history is a good way to prepare for an upcoming event.

Changing Your Character

We've designed the rules to make it very easy for your character to change his course of study whenever you want. In addition, we will allow you to completely change your character (as many times as you wish) until the beginning of the fourth event you play with that character.

The Parts of a Character

No matter what other skills are purchased, all characters have the following attributes:

- Hit Points
- An Armor Slot
- A Spell Protection Slot
- A Shielding Slot
- A Bestowment Slot
- Enhancement Slots (special rules)
- A Cantrip Pool

Hit Points

Hit Points (HP) are a representation of your character's health and stamina in combat. Basically, the number of Hit Points that he has equals the number of points of damage he can

endure before falling unconscious. All characters begin with a base of 5 Hit Points. The skill *Toughness* grants an additional Hit Point to the character's total, and it may be acquired more than once. Certain skills add Hit Points that cannot be healed once damaged; these are known as "temporary Hit Points" because, once they are damaged, they can never be regained.

The average weapon strike does a single point of damage, meaning that if you are hit anywhere on your body [except head, hands, or crotch, which are illegal targets] you will lose one Hit Point. If you reach zero (0) Hit Points, your character becomes unconscious and begins bleeding to death; however, the attack that brings you to zero (0) Hit Points must strike you in the torso; otherwise, you will remain conscious with one Hit Point and an injured limb (see Injured Limb Rule). There are 4 types of effects that deal numeric damage that can make you lose consciousness even if they don't hit you in the torso: *Life Drain* damage, poison damage, a gesture-based effect that deals numeric damage, or an area-based effect that deals numeric damage.

For the purpose of consciousness, temporary Hit Points are the same as natural Hit Points. If someone is unconscious with zero (0) Hit Points and has a *Health* spell cast on him (which grants one temporary Hit Point), he will then be conscious with one Hit Point. However, because *Health* is magical, *Dispel Magic* or a dampening effect (like *Dampening Field*) would make him fall unconscious again unless he had regained at least one natural Hit Point in the meantime (and he can even use the skill *First Aid* on himself).

Injured Limb Rule: If a weapon strike deals enough damage to bring you below one Hit Point but does not hit you in the torso, the limb that was hit becomes "injured" and unusable (and you remain at one Hit Point). An injured limb assumes the "crippled" state for 10 seconds. Healing one Hit Point will make one injured (or stunned or crippled) limb usable again, but gaining no amount of temporary Hit Points will heal a limb, no matter what state it is in.

Bleeding Out: Once your character has been brought to zero (0) Hit Points, he will fall to the ground, unconscious, and begin "bleeding out." If you remain at zero (0) Hit Points for 15 minutes, you will die.

Final Blow: Once your character has been brought to zero (0) Hit Points or is otherwise helpless, one well-placed attack will instantly kill him. This attack is called a Final Blow. A Final Blow is performed when someone places a weapon on your torso and clearly and slowly states, "Final Blow One, Final Blow Two, Final Blow Three." This count must be restarted if it is interrupted by another character actively defending your character or if your character moves or is moved.

Visiting Death: After your character has been dead for 15 minutes (whether from bleeding out or from being dealt a Final Blow), his body will "meld with the earth" and his spirit will go to see the Incarnation of Death. If this happens to you, go Out-of-Game, come to Ops, and tell the staff that you need to see Death.

See the "Dying" section in "Chapter 6: Combat" for more information.

Rest Period Rule: If you are between one and 4 Hit Points and rest for 10 minutes, you will return to 5 Hit Points at the end of those 10 minutes. ("Resting" means you cannot engage in combat, run, or do anything strenuous.) Also, any unusable limbs will become usable again at the end of a Rest Period. The Rest Period Rule does not apply to you if you are dead or if you are unconscious from Hit Point damage.

The Armor Slot

Every character has the ability to benefit from armor, both physical and magical. Armor grants Armor Points, which are similar to Hit Points, but they work a little differently. See "Chapter 5: Equipment" for details.

The Spell Protection Slot

Every character may benefit from only one type of Spell Protection at a time (see "Chapter 10: Magic" for details).

The Shielding Slot

Every character may benefit from only one type of Shielding effect at a time (see "Chapter 10: Magic" for details).

The Bestowment Slot

Every character has one Bestowment Slot into which one skill can be bestowed at a time. Buying the skill *Extra Bestowment* gains you an additional Bestowment Slot. A skill in your Bestowment Slot acts as if it is one of your own skills that has not yet been spent for the day, except that, when you use it, you have to use it exactly the way it was given to you (same Effect Type, Power Level, Base Mode, and whatever else is relevant). *Dispel Magic*, of any Power Level, cannot dispel something that is in your Bestowment Slot. Anything in your Bestowment Slot remains there Until Used, meaning it can carry over from day to day (but not between events).

Enhancement Slots

Enhancement effects have special rules about how many of each of them you can use at a time. These are outlined in the descriptions for those individual skills.

The Cantrip Pool

Every character has a Cantrip Pool consisting of 8 Cantrip uses. One spent Cantrip use is restored after a 10-minute Rest Period. See Chapter 3: Skills for more information about Cantrips.

Stacking Limits: There are various rules on what kinds of bonuses can and cannot be stacked with each other. Your character can never, at one time, benefit from any combination of Temporary Hit Points, Armor Points, and Temporary Armor Points totaling more than 8. Armor Points you get from physical armor are considered Temporary Armor Points and are part of that cap. Natural Armor is not. If a skill that grants Temporary Hit Points or Temporary Armor Points would push a person over the 8 maximum, that person decides which points remain and which points vanish. The same applies for donning actual armor that would result in exceeding the 8 maximum.

There is also a cap on the amount of extra damage you can add to a single attack (as from *Feat of Strength*, *Weapon*

Readiness, *Power Attack*, etc). The cap is +8 damage. This does not include the base damage done by a skill that deals numeric damage (like *Crit 2* or *Backstab 5*). Similarly, if you have the ability to stack multiple kinds of *Damage Reduction*, you can never reduce more than 8 points of damage from a single attack.

Chapter 2: Races

Choosing a Race

Magesta is home to a multitude of mythical races. The most common are humans, elves, orcs, and dwarves, but others have risen from the pages of fantasy literature to join us. There are also many others unique to the Dabbleverse, and, due to the nature of the place, still more are constantly appearing.

Unlike other role-playing games, Magestry does not assign benefits or restrictions to any race, because we feel that the characters should be as varied as the people playing them. We will not discourage dwarven wizards or orcish thieves by restricting their skills due to race. If you think, for example, that your dwarven warrior (focused on fighting techniques) should be more resistant to poison or magic than a half-elven rogue, then you will have to purchase the appropriate skills to achieve that.

The following are descriptions of the standard playable races found on Magesta. The first character you play in Magestry must be one of them. Remember, you are not obligated to play your character as his race is described: the “Description” line describes an average member of the race and “Preferred Height” only states the height that we prefer you to be if you are to play the character (you can disobey it if you think you can play the character convincingly despite your height). You are, however, obligated to acquire and wear the “Special Costuming” described for a particular race. We will try to keep a constant supply of elf ears, imp horns, and make-up for sale, but try to come prepared for your own character. You will be awarded bonus skill points for a well-detailed costume.

Humans

Description: Humans are the most common race on Magesta and, as you might imagine, they are the easiest to play for purposes of costuming because they are very similar to humans in the real world. The characteristics of humans vary greatly, so we will give no suggestions as to how to role-play as one.

Age of Maturity: 17 years

Average Lifespan: 70 years

Maximum Lifespan: 110 years

Preferred Height: Any

Special Costuming: None

Elves

Description: Elves are sometimes light-hearted though tend to be quite stern folk who dwell in the forests of Magesta and gravitate toward the practice of magic. They are similar to humans in appearance except that they are a bit smaller in size and have the distinctly pointy ears of the faerie folk that they descended from.

Around the age of 250, an elf will usually begin on a life-quest to secure himself a resting place in Elfheim (“Elf-home”), the mystical realm of their ancestors that is accessible only to pureblooded elves. If the elf does not reach Elfheim by the end of his lifespan, he will die of old age on Magesta.

Age of Maturity: 50 years

Average Lifespan: 500 years

Maximum Lifespan: 700 years

Preferred Height: Any

Special Costuming: Pointed [Elf] Ears

Dwarves

Description: Dwarves are a short but sturdy people who originated in the mountainous lands of the world. Most dwarf clans prefer to mine jewels and guzzle strong ale in their ancient kingdoms under the mountains, but there are a few that have taken to lowland cities and even forests. Their hair grows extremely fast and most dwarves take pride in their long beards – even the females. Most dwarves avoid magic to pursue fighting skills but a few legends speak of very powerful dwarven sorcerers.

Age of Maturity: 30 years

Average Lifespan: 250 years

Max Lifespan: 325 years

Preferred Height: Under 5’8”

Special Costuming: Beard

Orcs

Description: Orcs have long had a reputation for being bloodthirsty savages and are not among the most welcome sights in human settlements. However, recent years have seen the incorporation of many orcs into civilized society and, though the vast majority of orcs still live on the fringes of civilized life and share no love of other races, there are many individuals and even tribes who would rather live among the humans, elves, and more benevolent races of Magesta. These orcs are usually kept under a close eye until they can prove themselves trustworthy; even so, some, especially dwarves and elves, never forgive them their brutal heritage.

Age of Maturity: 15 years

Average Lifespan: 50 years

Maximum Lifespan: 80 years

Preferred Height: Any

Special Costuming: Lower Canine Teeth and Gray, Green, or Brown Skin

Drakians

Description: Drakians are a scaly lizard-like people that are said to have descended from an ancient line of shape-shifting dragons. They tend to have a very stern attitude and give equal consideration to both combat and magic studies. Drakians are uncommon, but their population is spread evenly throughout Magesta.

To play a drakian, you are required to have scaly skin of any color. For this you could wear a mask, make-up, or latex scales.

Age of Maturity: 40 years

Average Lifespan: 600 years

Maximum Lifespan: 800 years

Preferred Height: Any

Special Costuming: Scaly Skin of any Color (Wings Optional)

Faemin

Description: The faemin are a secluded forest people that descended from a line of faeries. They are not technically fae, themselves, but they often find acceptance among those mystical folk when other races cannot.

Their forest settlements are hidden to all but those who know exactly where to look (or to those who wander into the middle of a boisterous faemin festival — alive with song, dance, and silly games), and faemin that are raised in these places are generally schooled in the magics of both Nature and Magestry. However, because they have very short attention spans, it is not uncommon for a faemin mother to abandon her attention-starved child on a doorstep in some human city.

Some faemin are welcomed to dwell in the Fae Realm as an alternative to dying of old age, but those invitations are extremely rare.

Age of Maturity: 70 years

Average Lifespan: 700 years

Maximum Lifespan: 900 years

Preferred Height: Any

Special Costuming: Elf Ears and Glittery Skin of Any Color (and Optional Wings)

Imps

Description: Imps are a race of red-skinned, pointy-eared, inter-dimensional merchants that did not originate on the world of Magesta. Actually, they have been traveling and trading for so long that their population has spread to almost

every dimension in the Dabbleverse and no one is really sure what or where their home world is. Imps have a reputation for being ruthless salesmen but many choose to make their wealth through adventuring.

Age of Maturity: 20 years

Average Lifespan: 140 years

Maximum Lifespan: 200 years

Preferred Height: Any

Special Costuming: Elf Ears, Horns (optional), and Red Skin

Mongrelions

Description: The mongrelions are also a race that did not originate on Magesta. They were once a race of man-like creatures living peacefully on some far-off world when an epidemic swept through their population. With their remaining power, and some help from outside sources, they merged their ragged forms with the healthy bodies of various woodland and aquatic creatures. They became known as mongrelions because of their mongrel appearance and quickly became shunned by those of their original race who were still whole. As a result, the mongrelions set out in search of another world that would accept their demented forms. They found the World of Magesta and emigrated there about 2,000 years ago in an event known as the Great Migration.

Mongrelions usually have some human features mixed with the features of one type of creature (e.g. rat, cat, bear, etc.), but there are many with the features of multiple creatures and some with no noticeable human traits to speak of. Mongrelions are as mixed in their professions as humans.

Age of Maturity: 17 years

Average Lifespan: 70 years

Maximum Lifespan: 110 years

Preferred Height: Any

Special Costuming: Your Choice

Mixed Races

Description: Though certain combinations have never been heard of, every race described above is reproductively compatible with every other. Feel free to play a character that is any combination of two or more of them, but be sure to give us a good written history that describes how it got that way.

Many half-races are common throughout fantasy literature (half-elves, half-dwarves, half-orcs) and you can structure your character like one of them, or you can make any other combination. You are to decide what your special costuming is, but ask us if you want to know your combination's average lifespan and preferred height. Be warned that not all interracial combinations are welcomed by all people.

Age of Maturity: Average of all Involved Races

Average Lifespan: Average of all Involved Races

Maximum Lifespan: Average of all Involved Races

Preferred Height: Any
Special Costuming: Your Choice

Playing Other Races

Once you're familiar with the Dabbleverse setting, you may want to play a non-standard race or even create your own. Both are possibilities, but you will first need to propose your idea to a GM. In playing a race of your own creation, you grant PDabble Games full permission to use it however we deem appropriate.

Chapter 3: Skills

The use of skills is what makes Magestry more than just a weekend of acting. Some of the skills that you give your character (like *Literacy*) you might have in real life, some (like the ability to cast a *Fireball* spell) cannot be learned in the real world, and others (like the skill *Stabilize*) are nothing more than a representation of one of your character's qualities.

Gaining and Using Skills

You purchase skills for your character by spending Skill Points (SP) on them. Every player receives 200 free Skill Points when he creates his character. After that, Skill Points are earned by playing the game. Your character's skills are a representation of his abilities. Some of his abilities, however, cannot be purchased. For example, your ability to solve riddles, move silently, or pick another character's pocket is based on your out-of-game talent. The skills that you purchase are to be used in-game and must be used by the character they were purchased for; they cannot be bestowed upon any other character during the game unless it is a skill that directly states otherwise in its description.

To purchase a skill for your character, log in to the Magestry Database, select your character's name from the dropdown menu, and click the View Character button. Then, click the Buy a Skill button located at the bottom of the page. On the next page that appears (only skills that your character is able to purchase will be shown), choose the skill you want to purchase and click the Buy Skill button.

Most skills are expendable, meaning a character only has access to each one once per day, but some are permanent skills that he can use all of the time. They each have different functions, but many of them are used in similar ways. Most skills have out-of-game (OOG) statements that a player must call out when using them. An offensive skill call must come before or during (not after) the attack that is delivering it. Defensive skill calls must be spoken immediately after they are used. Since these statements are said out-of-game, they cannot be heard in-game and they can be spoken even if a character does not have the ability to speak for some in-game reason.

If your target could not understand your OOG skill statement due to excessive noise or because it was rushed or mumbled, it is considered unused unless he has you clarify for him (but if the skill was a weapon skill, the weapon strike still does a point of damage even if he did not hear your OOG statement).

All skills are equally available to all characters, but many of them require that a character has already gained some prerequisite skill(s). There are several types of skills in Magestry and they are acquired and used as follows:

Flat Skills

Flat skills are skills that can be acquired outside of any school or skill routine. Your character can gain them without having to learn many other skills first; however, some Flat Skills do have prerequisite skills. Skills on the Miscellaneous Skills Table and the Weapon Skills Table are all Flat Skills. All weapon skills and some of the miscellaneous skills are permanent (meaning they cannot be spent). Once a character

learns them, he can always use them (unless other in-game circumstances dictate otherwise). However, some miscellaneous skills are expendable (meaning they can only be used once per-day-per-time-purchased). The number of uses per day is listed in the skill description.

Tower Skills

Tower skills are those that a character acquires through a specific skill routine. Tower skills are categorized into grades, and there are ten grades for every routine or school of skills. Unlike Flat Skills, you don't purchase individual skills when you are dealing with Tower Skills – you purchase *skill slots*. Each skill slot has a grade and a type (e.g. a Grade 2 Fighting Skill Slot or a Grade 10 Stealth Skill Slot) and they cost 10 skill points per grade. When you purchase a skill slot in a particular grade and school, you purchase the right for your character to use any of the skills listed in that grade of that school. The beauty of a skill slot is that a character gets to choose which skill to use it for, as long as it is a skill of the appropriate grade. All skill slots are expendable: they can be used once per day.

These are called Tower Skills because skill slots must be purchased in a "tower" format. A character must have an equal or greater number of lower grade skill slots before purchasing higher-grade skill slots, and he must have a minimum of two skill slots in each grade before moving on. Some skill towers might be constructed like this:

44	4	4444
33	33	333
22 or	222	but not 22
11	1111	1

A character wishing to learn from more than one school of skills must build skill towers in each one separately. Example: After purchasing two skill slots in Grade 1 Fighting, he could not then purchase a Grade 2 Stealth skill slot because Fighting and Stealth are separate schools; however, he could purchase a Grade 2 Fighting skill slot.

To use a certain tower skill, a character must have access to at least one skill slot in that skill's school and grade, and as long as he has access to a skill slot he can use any skill in that particular school and grade. Example: Fayne the Firebrand has access to one Grade 4 Fighting skill slot. She can spend that slot to use any one of three skills that are in that grade: *Cripple*, *Crit 4*, or *Stamina*. She decides what skill to spend the slot on at the time of use, so she can use the skill that best suits her particular situation. Upon using the skill, the slot becomes used and will not be regained until sunrise. (Only used skills are regained at sunrise; characters cannot gain additional unused skills.)

A skill slot of a higher grade can always be used to perform a skill of a lower grade in the same school. This is often called "downcasting," whether referring to magic spells or non-magic skills.

Baggage Skills

Once a character has purchased at least one skill slot in a particular skill school and grade, he acquires the Baggage Skills that for that school grade. Baggage Skills are usually permanent and not expendable (unless otherwise noted). (Example: Kieran the Fencing Fancier has just purchased his first Grade 2 Fighting skill slot. In addition to being able to use a Grade 2 skill once per day, he also gains an additional Hit Point to his HP total because the skill *Toughness* is the Baggage Skill for Grade 2 Fighting.) Purchasing multiple skill slots in a certain grade will not result in multiple acquisitions of corresponding Baggage Skills.

Cantrips

Cantrips are simple, low-powered skills that are available, for free, to every character no matter his skill choices. Every character, when created, has a Cantrip Pool of 8 Cantrip uses. For each of those 8 uses, he may choose to use either *Light* or *Essence Strike* (see Chapter 13 for details on those spells). Gaining the *Cantrips* Baggage Skill at Grade 1 in any school adds that school's Cantrips to your list of Cantrip Options. Unlike a Specialization Pool (see Specialized Skills), gaining a *Cantrips* Baggage Skill does not increase the size of your Cantrip Pool. The skill *Extra Cantrips*, however, will increase your Cantrip Pool by 2 uses each time you acquire it.

Unlike other skills, one spent Cantrip use is restored after a 10-minute Rest Period. Should you run out of Cantrip uses, you may always spend any tower skill slot you have available to perform any Cantrip you have access to.

Alchemy and Toxicology Skills

Alchemy and Toxicology skills are somewhat like tower skills, but they have very unique acquisitions and uses. See "Chapter 11: Alchemy and Toxicology" for rules on these skills.

Prestige Skills

Prestige Classes are options that are available to your character once he has gained some experience. Like the six basic schools of study, Prestige Classes are purchased in tower format and include Baggage Skills at each Grade. See "Chapter 12: Prestige Classes" for details. Even more Prestige Classes and Prestige Skills can be found in the supplement *Professions & Prestige*, available at Magestry.com.

Profession-Based Skills

When you acquire the skill *Profession*, there are many professions to choose from. Profession-Based Skills are skills designed around the various professions. Any character may acquire any Profession-Based Skill as long as he meets the prerequisites. The skill *Profession* is never a prerequisite for any Profession-Based Skill; however, having the appropriate *Profession* will decrease a Profession-Based Skill's Skill Point cost. For details, including the complete list of professions and Profession-Based Skills, see *Professions & Prestige*, a supplement available at Magestry.com.

Specialized Skills

Once a character acquires his first *Skill Specialization*, he gains a Specialization Pool that contains 8 uses. Only the skill that he has specialized in is available to be used with the uses in his Specialization Pool. Upon specialization of a second skill, the size of the character's Specialization Pool increases by 2 uses and that second skill becomes another option on which to spend any of the uses of his Pool. Every new specialization gained after the second works the same way as the second: the new skill option and 2 more uses are added to the character's Specialization Pool.

A character's Specialization Pool is composed of all skill uses gained from any skill containing the word "Specialization" in its name. All skills that are specialized, whether they are spells or techniques, are grouped into the same Pool. Skills gained from *Favored Enemy*, *Opportunist*, or any other skill does not have "Specialization" in its name is **not** part of a character's Specialization Pool.

Dual skills (like *Cure/Inflict Wounds 2*) may not be chosen for *Skill Specialization*. One or the other must be chosen (*Cure Wounds 2* or *Inflict Wounds 2*, not both).

See *Skill Specialization* in Chapter 13 for details.

Add-On Skills

If your school of study seems somewhat limited, you might try looking for some Add-On skills. These skills can be learned (for a fee) and added to your repertoire in a particular grade in your school of study as long as you have already purchased at least 2 skill slots in that grade of the school. Add-On skills cost a baseline of 5 skill points per grade (some Add-Ons may cost more) and purchasing one does not give you an extra skill slot; rather, it only adds that skill to your list of choices for that grade. Once added, it is treated in all ways as a skill of that grade (meaning it can be chosen for *Skill Focus*, *Skill Specialization*, etc.).

There are many Add-Ons that are not published in a place available to public view, and many are very rare to find in-game. When one of these does wander into game (either in the mind of a teacher or on the pages of a book), that is when you will discover it.

Teaching and Learning

Certain skills, and all skill grades in every school and routine, can only be learned under the instruction of an experienced teacher (i.e. someone with the *Teach* skill). When a character is first created, and up until his 4th game, he need not be instructed in the skills that he purchases. However, after that time, he can only learn a new skill (that requires teaching) from a teacher who has purchased that particular skill and is eligible to teach it. A character can never learn a skill until he has acquired all of its prerequisites (if any). In the case of tower skills, a character must have purchased at least one skill slot in a particular grade (let's call it Grade X) before he can be taught skills in the grade above (Grade X+1). Before he can actually *purchase* skills in the grade above (X+1), he must have met the full prerequisite: at least two skill slots in the grade preceding it (Grade X).

PCs can only teach other PCs during in-game time, and the teacher must report the lesson at check-out. Between events, the student can purchase the skill(s) he has learned as long as he is able to pay the skill point cost(s).

Not all skills require teaching (see skill tables), and once a character has acquired a particular skill he does not need to learn it again to buy another use of it.

Skills may also be learned between games from NPCs by spending in-game money and available between-game days. Learning a skill costs one silver and one day for every 5 Skill Points in the value of the skill. However, learning a skill with a value of 60 or more Skill Points costs 2 silver and 2 days for every 5 Skill Points in the value of the skill. (Examples: Learning *Appraise* between games costs 4 silver and 4 between-game days because *Appraise* has a value of 20 Skill Points. Learning Grade 7 *Spiritualism* between games costs 28 silver (2.8 gold) and 28 between-game days because Grade 7 *Spiritualism* has a value of 70 Skill Points.)

Skill Safety

We require that each player use his character's skills as fairly and as safely as possible. We will take away any skill from any character if we feel that his player is using them unsafely. We keep an especially close eye on the use of bows, shields, and armor. Before you can use a bow at Magestry, you must pass a safety test administered by the staff.

The Six Basic Schools of Study

-Fighting
-Stealth
-Magestry
-Nature
-Psionics
-Spiritualism

Key to Skill Tables

Grade: The power level of the skills listed in that row of the table; grade 1 is the lowest, grade 10 is the highest.

Tower Skills: The skills that can be chosen for use with available skill slots. These are expendable skill slots that can be used once per day.

Baggage Skills: The skills that freely accompany the purchasing of at least one skill slot of their particular school and grade.

Cost: The skill point cost of one skill slot in that grade. Multiple skill slots may be purchased.

Prerequisite: The skills that a character must acquire before gaining skill slots in that grade.

Fighting Skills

This is the favored school of study for the character who wishes to make a career as a warrior. However, even magic users and stealthy rogues often learn a few fighting skills for those situations when things just don't go as planned. Most fighting skills require the use of a weapon and are considered offensive, but some of them are defensive and can be used

even if the character is not wielding a weapon with which he is proficient. Though a character can use any weapon without having purchased the skill (except *Florentine*, *Shield*, and *Unarmed* – see "Weapon Skills"), he can only use weapon-based fighting skills with a weapon that he is proficient with.

An offensive Fighting skill does not deal a point of damage in addition to its effect. Example: If a character has five hit points and is hit in the left leg by the skill *Cripple*, he then has a crippled left leg but still has five hit points. However, if you miss your intended target with a skill but still hit the creature (Example: you use "Cripple" but hit the torso), a point of damage is dealt as normal.

To use a Fighting technique, you must call your skill (say the OOG statement) before you make contact with your weapon.

If a player calls a fighting technique and then misses (OOG) his target with his weapon, that skill has no effect and is not considered used; however, fighting techniques that are negated by another skill are considered used. Weapon-based techniques can also be used with thrown weapons and arrows, but they must strike the required target just as a hand-held weapon must. Example: The arrow must strike a player's arm or leg for *Cripple* to be effective.

Special: Weapon-Based fighting techniques have a unique quality: they can be used to counter other fighting techniques of the same type (as per the skill *Parry*), provided the countering technique meets or beats the Power Level of the attack (though the Effect Type can be different). Example: If one character uses a *Crit Paralyze* against his opponent at Power Level 3, that opponent can spend one of his own *Crit Paralyze* skills to negate it, but only if his *Crit Paralyze* is at least Power Level 3. However, this rule does not apply to *Crit* skills that increase numerical damage like *Crit 2* or *Crit 5*. To parry those skills, the appropriate *Parry* skill must be used.

Fighting Skills Table

Grade	Fighting Tower Skills (Techniques)	Baggage Skills	Cost	Prerequisite
0 Cantrips	Bravery, Lesser Battle Readiness, Lesser Stamina	N/A	N/A	Cantrips (Fighting)
1	Crit 2 (B) W1, Trip (B) W1, Withhold (B) W1	Cantrips (Fighting), Heavy Armor	10	Light Armor, Any Weapon Skill
2	Damage Reduction, Feat of Strength, Stun (B) W1	Toughness	20	2 grade 1 slots
3	Battle Readiness, Disarm (B) W1, Parry	Stabilize	30	2 grade 2 slots
4	Cripple (B) W1, Crit 4 (B) W1, Stamina	Toughness	40	2 grade 3 slots
5	Berserker Rage, Combat Instinct, Fortitude	Fast Healing, Favored Enemy	50	2 grade 4 slots
6	Crit 6 (B) W2, Flatten (B) W2, Terrorize (S) Gaze2	Resist Fear, Toughness	60	2 grade 5 slots
7	Crit Storm (B) W1, Magic Attack, Shatter (B) W2	Weapons Master	70	2 grade 6 slots
8	Combat Maneuvers, Crit 8 (B) W2, Crit Paralyze (B) W2	Toughness	80	2 grade 7 slots
9	Fatal Crit (B) W3, Improved Stabilize, Improved Stamina	Skill Specialization (Fighting)	90	2 grade 8 slots
10	Defensive Stance, Heroism, Riposte	Create Technique, Sturdiness	100	2 grade 9 slots

Skill Translation Key: Skill Name (Effect Type) Base Mode + Power Level. **Base Modes:** Weapon, Gaze **Effect Types:** Body, Spirit

Stealth Skills

Stealth is the school of study for the adventurer who would rather focus on sneaking, information gathering, and survival than on frontline fighting.

Just like fighting techniques, any stealth technique that requires the use of a weapon (such as *Waylay* or *Backstab Paralyze*) cannot be used unless the character is proficient with the weapon that he attempts to use for it.

Backstab Positioning: All weapon-based Stealth skills require that you have backstab positioning: you must be positioned behind your target. If you extend an imaginary line through his shoulders, you should be safely behind that line. If a defender, using his best fair judgment, thinks that an attacker was too far in front of him at the time of a *Waylay* or *Backstab* attack, he may declare “No Effect to Backstab,” causing him to take nothing more than a point of damage as if hit by a normal weapon strike, and the attacker’s skill is considered unused. If this happens on a *Backstab* attack that is coupled with a weapon-based spell, poison, or disease; the spell, poison, or disease is also considered unused.

Hypnosis: To use Hypnotize skills, the user must be within 30 feet, look the target in the eyes, and state, “Gaze [Effect], [Effect Type] X.” Hypnosis has the following characteristics: it is not a magic spell and bonuses to magic resistance do not apply, it can be resisted by *Iron Will* or *Alertness*, it cannot be used by a character that is blind,

and it requires only a moment of eye-contact; the user need not hold eye-contact for the entirety of the OOG statement. Whether a hypnotize attempt succeeds or fails, the victim may suspect, but he cannot be certain that the hypnotist made an attempt on him. Hypnosis cannot be used on a creature that is actively engaged in combat. See “Chapter 6: Combat” for the definition of active engagement in combat.

Like fighting techniques, an offensive stealth technique does not deal a point of damage in addition to its effect.

If a player calls an offensive stealth technique and then misses (OOG) his target with his weapon, that skill has no effect and is not considered used; however, stealth techniques that are negated by another skill are considered used.

To use a Stealth technique, you must call your skill (say the OOG statement) before you make contact with your weapon. **Special:** Unlike fighting techniques, stealth techniques cannot be used to counter other stealth techniques of the same type.

Thieves’ Tools: Locks cannot be picked and traps cannot be disarmed without the use of thieves’ tools. If a character begins his first game with at least one grade one stealth skill slot, he will be allowed to start with a free set of thieves’ tools. Additional or replacement tools must be purchased in-game.

Stealth Skills Table

Grade	Stealth Tower Skills (Techniques)	Baggage Skills	Cost	Prerequisite
0 Cantrips	Avoid Simple Trap, Backstab 1 (B) W2, Focus	N/A	N/A	Cantrips (Stealth)
1	Backstab 2 (B) W2, Evade, Sense Poison	Cantrips (Stealth), Spot	10	Appraise, Backstab Positioning
2	Escape, Hypnotize Confuse (P) Gaze1, Simple Mechanics	Acquisitions	20	2 grade 1 slots
3	Backstab Snare (B) W2, Dodge, Waylay (B) W2	Resist Poison, Spot	30	2 grade 2 slots
4	Common Mechanics, Backstab 4 (B) W2, Improved Escape	Trap-Setting	40	2 grade 3 slots
5	Alertness, Hamstring (B) W2, Hypnotize Charm (S) Gaze1	Opportunist, Spot	50	2 grade 4 slots
6	Backstab 6 (B) W3, Great Escape, Slow Poison	Resist Gaze Effect	60	2 grade 5 slots
7	Complex Mechanics, Hypnotize Sleep (P) Gaze2, Survival Flight	Escape Artist, Spot	70	2 grade 6 slots
8	Backstab 8 (B) W3, Backstab Paralyze (B) W3, Feign Death	Evasion, Investigator	80	2 grade 7 slots
9	Fatal Backstab (B) W3, Great Mechanics, Hypnotize Paralyze (P) Gaze3	Skill Specialization (Stealth), Spot	90	2 grade 8 slots
10	Battle Finesse, Free Action, Hypnotize Control (P) Gaze3	Create Technique, Stealth Focus	100	2 grade 9 slots

Translation Key: Skill Name (Effect Type) Base Mode + Power Level. **Base Modes:** Weapon, Gaze **Effect Types:** Body, Psychic, Spirit

Magic Skills

Magesta is a world that is literally alive with magic energy and all of its inhabitants have the potential to use it if they wish. Magic skills (aside from baggage skills) are also known as spells. There are four basic schools of magic on Magesta: Magestry, Nature, Psionics, and Spiritualism. Each school draws its casting ability from a different type of energy and has different spells at each grade. See “Chapter 10: Magic” for a full description of the acquisition of magic, the uses and implications of spell-casting, and a chart detailing the spells by grade for each school. Each school of magic is purchased in tower format in a tower separate from all other schools, which means that each school has unique baggage skills at

each grade; they can be found on the “Magic Baggage Skills Table” below.

School’s Prerequisite: Before learning any spells in a school of magic, a character must have gained the skill required to learn from that school. The prerequisites are as follows:

Magestry: *Read Magic*

Nature: *Commune with Nature*

Psionics: *Mental Focus*

Spiritualism: *Spiritual Sympathy*

Magic Spells Tables

Magestry Tower Skills (Spells) (Essence)	Nature Tower Skills (Spells) (Body / Elements)	Psionics Tower Skills (Spells) (Psychic)	Spiritualism Tower Skills (Spells) (Spirit)
Grade 0 (Cantrips)	Grade 0 (Cantrips)	Grade 0 (Cantrips)	Grade 0 (Cantrips)
Detect Magic (E) G0, T0	Detect Poison (E) G0, T0	Awaken (P) T4, M2	Detect Disease (E) G0, T0
Fire Strike (F) T1	Elemental Strike (Elem) T1	Darkness (E) T1	Identify Spirit (S) G0
Lesser Magic Shield (E) T1	Toughskin (B) T1	Detect Magic (E) G0, T0	Lesser Health (S) T1
Grade 1	Grade 1	Grade 1	Grade 1
Awaken (P) T3, M2	Awaken (P) T3, M2	Confuse (P) G1	Awaken (P) T3, M2
Essence Missile (E) M2	Barkskin (B) T1	Laughter (S) G1, M2	Cure/Infl Wnds 1 (S) M2, T1
Magic Shield (E) T1	Elemental Missile (Elem) M2	Psychic Missile (P) M2	Detect Poison (E) G0, T0
Refresh Cantrips (E) T1	Poison Shield (B) T1	Psychic Shield (P) T1	Health (S) T1
Grade 2	Grade 2	Grade 2	Grade 2
Confuse (P) G1	Diagnose (B) T0	Despair (S) G1	Despair (S) G1
Diagnose (E) T0	Entangle (A) G1, M2	Diagnose (P) T0	Diagnose (S) T0
Entangle (A) G1, M2	Sunbeam (F) G0	Fumble (E) G1	Sunbeam (F) G0
Sunbeam (F) G0	Translate (E) G0	Pain (P) G1, M2	Turn Undead (S) A0
Grade 3	Grade 3	Grade 3	Grade 3
Acid Arrow (A) M2	Elemental Arrow (Elem) M2	Iron Will (P) T1	Calm Emotions (S) G1, M2
Magic Armor (E) T1	Freeze Limb (I) G1, W1	Psychic Arrow (P) M2	Cure/Infl Wnds 2 (S) M2, T1
Pain (P) G1, M2	Elemental Weapon (Elem) T1	Telepathy (P) G0	Fear (S) G1, M2
Spell Resistance (E) T1	Strength (B) T1	Weakness (B) G1, M2	Strength (S) T1
Grade 4	Grade 4	Grade 4	Grade 4
Dispel Magic (E) G0, T1	Calm Emotions (S) G1, M2	Fear (S) G1, M2	Detain Spirit (S) G1, M2, T1
Essence Weapon (E) T1	Gust of Wind (L) G0	Psychic Armor (P) T1	Iron Will (S) T1
Magic Lock (E) T1	Regenerate Limb (B) T1	Release (P) T1	Remove Disease (S) T1
Strength (E) T1	Spell Resistance (E) T1	Silence (E) G1, M2	Speak w/Dead (S) G0
Grade 5	Grade 5	Grade 5	Grade 5
Bestow Magic (E) T-	Elemental Bolt (Elem) M2	Charm (S) G1	Cure/Infl Wnds 4 (S) M2, T1
Cripple Limb (B) G1	Neutralize Poison (B) T1	Command (P) G1	Dispel Magic (E) G0, T1
Lightning Bolt (L) M2	Remove Disease (B) T1	Psychic Bolt (P) M2	Silence (E) G1, M2
Silence (E) G1, M2	Stoneskin (B) T1	Psychic Weapon (P) T1	Spiritual Weapon (S) T1
Grade 6	Grade 6	Grade 6	Grade 6
Identify (E) T0	Aspect of the Opossum (B) T2	Delusion (P) G2	Charm (S) G2
Magic Bonds (E) G2, M2	Charm (S) G2	False Aura (E) T2	Command (P) G2
Mending (E) T2	Control Elements (E) G2	Forget (P) G2	Morale (S) G0, T2
Refresh Essence (E) T2	Elemental Ball (Elem) M2	Sleep (P) G2, M2	Neutralize Poison (S) T2
Grade 7	Grade 7	Grade 7	Grade 7
Blind/ Deafen (E) G2, M2	Aspect of the Bear (B) T2	Blind/Deafen (E) G2, M2	Destroy Undead (S) G2
Counterspell (E) T2	Elemental Storm (Elem) T2	Feeblemind (P) G2, M2	Great Health (S) T2
Fireball (F) M2	Protection fr. Elements (B) T2	Mind Over Body (P) T3	Remove Curse (S) T2
Glyph (E) Gaze1	Whirlwind (L) A4	Morale (P) G0, T2	Sleep (P) G2, M2
Grade 8	Grade 8	Grade 8	Grade 8
Ice Storm (I) T2	Elemental Explosion (Elem) A0	Armor of Agony (P) T2	Heal/Harm (S) T2/M2
Magic Cage (E) T2	Elemental Flare (B) T2	Mind Control (P) G2	Healing Hands (S) T2
Paralyze (E) G2, M2	Frz. Paralyze (I) G2, M2, W1	Paralyze (E) G2, M2	Protection from Volition (S) T2
Protection from Magic (E) T2	Heal (B) T2	Protection from Volition (P) T2	Restoration (S) T2
Grade 9	Grade 9	Grade 9	Grade 9
Circle of Protection (E) T3	Elemental Blast (Elem) M3	Destroy Mind (P) G3	Circle of Protection (S) T3
Essence Explosion (E) A0	Flesh to Stone (A) G3	Mass Awaken (P) A4	Death Word (S) G3
Finger of Death (E) M3	Regeneration (B) T3	Mass Confuse (P) A0	Mass Cure/Infl Wnds (S) A0
Restoration (E) T3	Remove Curse (S) T3	Restore Mind (P) G3, T3	Resurrection (S) M3, T3
Grade 10	Grade 10	Grade 10	Grade 10
Astral Projection (E) T5	Elemental Form (Elem) T5	Protection from Normal Weapons (E) T3	Consecration (S) A4
Essence Flood (E) A4	Mass Entangle (A) A0	Psychic Emulation (P) T3	Mass Despair (S) A0
Mass Confuse (P) A0	Nature's Refuge (B) T3	Psychic Projection (P) T5	Regeneration (S) T3
Protection from Normal Weapons (E) T3	Sunburst (F) A4	Replicate Skill (P) T3	Spirit Walk (S) T5

Skill Translation Key: Skill Name (Effect Type) Base Mode + Power Level. **Base Modes:** Gesture, Touch, Missile, Weapon, Area
Effect Types: **Essence**, **Body**, **Elements**, **Fire**, **Ice**, **Acid**, **Lightning**, **Psychic**, **Spirit**

Magic Baggage Skills Table

Grade	Magestry	Nature	Psionics	Spiritualism
1	Cantrips (Magestry), Magic Missiles (Essence)	Cantrips (Nature), Magic Missiles (Elemental)	Cantrips (Psionics), Magic Missiles (Psychic)	Cantrips (Spiritualism), Magic Missiles (Spirit)
2	Essence Conversion	Untangling	Resist Gaze	Enchant Potion, See Spirit
3	Essence Empowerment	Combined Empowerment	Mental Empowerment	Combined Empowerment
4	Deflecting, Scribe Spell Scroll	Deflecting, Resist Poison	Deflecting, Mental Healing	Deflecting, Resist Disease
5	Essence Link	Wild Empathy	Psychic Link	Spiritual Empathy
6	Resist Magic	Natural Armor	Resist Psychic Effect	Resist Spirit Effect
7	Stack Spells	Stack Spells	Stack Spells	Stack Spells
8	Enchant Item, Spell Turning	Enchant Item, Improved Combining	Enchant Item, Spell Turning	Enchant Item, Improved Combining
9	Skill Specialization (Magestry)	Skill Specialization (Nature)	Skill Specialization (Psionics)	Skill Specialization (Spiritualism)
10	Create Spell, Essence Attunement	Create Spell, Natural Attunement	Create Spell, Hardened Mind	Composed Will, Create Spell

Weapon Skills

A character that gains one of these skills becomes proficient with the chosen weapon. Being proficient with a weapon means that a character can use that type of weapon to perform skills that require the use of a weapon (i.e. *Parry*, *Cripple*, *Waylay*, *Backstab 2*, etc.). A character is free to use any weapon that he does not have the weapon skill for, but he cannot use any special skills with it. The only exceptions to this are *Florentine*, *Unarmed*, and any *Shield*; a character must be proficient in these to be able to use any of them. See “Chapter 5: Equipment” to learn how to construct a safe boffer weapon that is within the required size specifications. NOTE: All possible weapons obviously could not be named on the chart. To become proficient with an unlisted weapon, simply choose the closest match (e.g. a one-handed pick counts as a one-handed Warhammer; a sickle counts as a one-handed axe; a scythe counts as a two-handed axe.)

Unarmed: Unarmed (natural) weapons are represented in-game by short boffer clubs that are covered with green duct tape and do not have pommels. The *Unarmed* skill allows the user to fight with both hands as the skill *Florentine*, but he

cannot fight with two weapons unless at least one of them is an unarmed weapon. Unarmed weapons function just as normal weapons, except they cannot be disarmed. Sometimes an unarmed weapon will actually look like the lower arm and/or hand (or paw or claws) of the creature that is using it. If an unarmed boffer weapon is *Shattered*, it will *Cripple* the limb holding it.

Note on Bows: Magestry allows the use of real recurve bows as long as they have no more than a 25-pound draw weight and the arrows fired from them have very thick foam tips (see “Chapter 5: Equipment” for construction instructions). Do *Not* use the bows themselves as weapons or shields; they must be stored away during hand-to-hand combat. If a character who is proficient with the bow skill happens to be struck while holding his bow, the bow may not be used as a parrying weapon for purposes of the *Parry* skills. If the bow happens to be struck by a weapon, the attack is considered blocked as long as it is determined that it was not the player’s intention to use the bow as a shield. Though you need not purchase the Bow skill before you can use a bow in-game, you do need to pass an Out-of-Game safety test administered by the staff.

Weapon Skills Table

Weapon Skill (Flat)	Cost	Teach	Prerequisite
Bow/Crossbow	20	Yes	None
One-Handed Axe	20	Yes	None
One-Handed Club/Mace	20	Yes	None
One-Handed Sword	20	Yes	None
One-Handed Warhammer	20	Yes	None
Small Weapon	20	Yes	None
Staff/Spear/Polearm	25	Yes	None
Thrown Weapon	20	Yes	None
Two-Handed Axe	10	No	One-Handed Axe
Two-Handed Club/Mace	10	No	One-Handed Club/Mace
Two-Handed Sword	10	No	One-Handed Sword
Two-Handed Warhammer	10	No	One-Handed Warhammer
Unarmed	40	Yes	None

Miscellaneous Skills Table

Miscellaneous Skills (Flat Skills)	Cost	Teach	Prerequisite
Alchemy	40	Yes	Gather Components or Knowledge (Nature)
Appraise	20	Yes	None
Astrology	40^	Yes	Knowledge (Any Subject)
Backstab Positioning	20	Yes	None
Commune with Nature	40	Yes	None
Enchant Potion	10	Yes	None
Extra Bestowment	60^	No	None
Extra Empowerment	30^	No	Combined Empowerment, Essence Empowerment, or Mental Empowerment
Extra Cantrips	15	No	None
Fast Healing	20^	No	None
First Aid	25	Yes	None
Florentine	40	Yes	None
Gather Information	30^	No	Knowledge (Any Subject)
Gather Components	20	Yes	None
Heavy Armor	5^	Yes	Light Armor
Identify Potion	5	Yes	None
Improved Bow	50	Yes	Bow/Crossbow
Knowledge	20	No	None
Learn	25	No	None
Light Armor	20	Yes	None
Literacy	20	Yes	None
Mental Focus	40^	Yes	None
Natural Armor	40^	No	None
Profession	30^	Yes	None
Read Magic	20	Yes	Literacy
Resist Disease	15^	No	None
Resist Essence Effect	15^	No	None
Resist Fear	15^	No	None
Resist Gaze	15^	No	None
Resist Magic	20^	No	None
Resist Poison	15^	No	None
Resist Psychic Effect	15^	No	None
Resist Spirit Effect	15^	No	None
School Mastery	120	No	200 skill grades in the school you are mastering (160 for a prestige class)
Scribe Spell Scroll	10	Yes	Read Magic
Scribe Technique Scroll	10	Yes	Read Magic
Skill Focus	75	No	4 skill slots in the school and grade of the focused skill
Skill Specialization	50^	No	9 skill grades in the school you are choosing your specialized skill from
Shield	25	No	Shield, Buckler
Shield, Buckler	15	Yes	None
Spiritual Sympathy	40^	Yes	None
Spot	10^	No	None
Stabilize	25^	No	None
Stack Potions	50	No	None
Stalking	30	No	Gather Information or Wilderness Survival
Teach	20	No	None
Thickness	30^	No	None
Toughness	10^	No	None
Toxicology	40	Yes	Gather Components or Knowledge (Nature)
Transform Spell	30^	Yes	Grade 5 Spell-Casting
Weapon Readiness	35	No	Fighting 3
Wilderness Survival	40	No	None

Notes on the Miscellaneous Skills Table

-Miscellaneous Skills are those that belong to no particular school. They are all considered “flat skills” (with the exception of *Alchemy* and *Toxicology*, which are described in Chapter 11) and have a wide variety of functions. Many skill schools include certain bonus miscellaneous skills as baggage skills.

-^ A skill that has its cost marked with a carat [^] increases in cost by its base cost each time it is purchased. (Example: The first time you buy *Fast Healing*, it costs 20 SP; the second time, 40 SP; the third time, 60 SP; etc.) Acquiring one of these skills as a Baggage Skill in a school of study does not count as a purchase for this purpose.

Florentine: Allows a character to fight with two weapons (one in each hand) at once. Neither weapon can be longer than the maximum length allowed for a one-handed weapon.

Shields: Without a shield skill, you cannot even attempt to use a shield. Shields must only be used for defense and must be held close to your body during combat. You cannot wear a shield or a buckler on the same arm that you are using to wield a weapon.

Skill Descriptions

Descriptions of all of the skills named on the above charts can be found in “Chapter 13: Complete List of Skills.”

Chapter 4: Effects

Skill Calls

There are four parts to every skill that gets used: the **Base Mode** or delivery method, the **Power Level**, the **Effect Type**, and the **Effect** itself. An attack's OOG statement or incantation tells you *everything* offensive that is happening to you. For instance, weapon-based *Freeze Limb* does not do any points of damage from the weapon swing – it just paralyzes your limb.

As an example of how the four parts of a skill get put together, *Trip* is called as, "Trip, Body 1." The **Base Mode** is Weapon-Based, "Trip" is the **Effect** that the skill has on you, Body is the **Effect Type**, and 1 is the **Power Level**. This tells you that, to negate it, you would need an appropriate defensive ability that is at least Power Level 1 and able to stop Weapon-Based effects. Some spells have Effect Types that fall outside the normal area of influence for a school of magic. For example, emotions are usually Spirit Effects, so a Psionicist casting *Despair* would be delivering a Spirit Effect instead of a Psychic Effect, which is the most common Effect Type available to the school of Psionics.

For Missile-Based damaging spells, the caster usually has a choice to either include the spell name or not. A *Lightning Bolt* could be cast either as, "Lightning Bolt, Damage 5, Lightning 2," or, simply, "Damage 5, Lightning 2." However, a *Cure Wounds* spell, in its Missile-Based form, requires the full incantation. Because *Inflict Wounds* and *Life Drain* are kinds of Spirit Effects and there are no sub-types for Spirit Effects, it is required that you say "Inflict" or "Life Drain" in your incantation.

Power Levels

Every skill that is used has a Power Level. A skill's Power Level tells you what level of defensive skill you need to defend against it; or, if it affects you, the Power Level tells you how difficult it is for another skill to remove the effect. If you do not use the appropriate defensive skill of the appropriate level, any offensive skill will affect you.

Each skill has a natural Power Level. In general, skills from grades zero (0) to 5 are Power Level 1 (if it helps, think "regular"), skills from grades 6 to 8 are Power Level 2 (think "Improved"), and skills from grades 9 and 10 are Power Level 3 (think "Great"). There are some exceptions to this rule, and a skill's Power Level will be listed in its description and its OOG call.

Exceptions include Weapon-Based **spells**, most Missile-Based spells, and *Backstab* skills. All Weapon-Based spells are considered Power Level 1 no matter what grade they are. Most Missile-Based spells in grades zero (0) to 8 are Power Level 2. For *Backstab* skills, grades 0 to 5 are Power Level 2, and grades 6 to 10 are Power Level 3.

Effect Types

Along with Power Level, a skill's Effect Type will be stated at the time of use; it will be part of the suffix of the OOG statement. There are 4 basic Effect Types: Psychic, Spirit,

Essence, and Body. The Body Effect category has many different subtypes. These include things like Fire, Ice, Acid, Lightning, Astral, Shadow, Magestic, Poison, Disease, etc. Basically, if the effect you are being hit with is not a Psychic, Spirit, or Essence Effect, then it is a type of Body Effect.

When your weapon is enchanted with a type of energy, all of your attacks may take on that Effect Type. So, a *Cripple* used with a weapon enchanted with psychic energy could be "Cripple, Psychic 1" instead of the normal "Cripple, Body 1." However, you may (when wielding an enchanted weapon) choose which attacks will carry that Energy Type and which attacks will be simply regular "Body" attacks.

Base Modes

There are 8 ways that skills are used at Magestry. A skill's Base Mode is not stated in the incantation or OOG statement; it is identified by the way it is delivered:

1. Weapon-Based
2. Missile-Based (including arrows, thrown weapons, and spells that use packets)
3. Gesture-Based
4. Area-Based (sometimes also called "mass-effect")
5. Gaze-Based (including Hypnotize, Terrorize, Glyphs)
6. Contact-Based (including Traps and contact poison)
7. Ingestion-Based (including poison and food or drinks with magical effects)
8. Touch-Based (either via touch or being within 3 feet, and can only be delivered offensively if your target is helpless)

*Each skill's normal Effect Type, Base Modes, and Power Levels for those Base Modes are listed on the skill tables in Chapter 3: Skills.

Undefined Effects

While the Base Mode and the name of the effect that is being used will always be obvious, it will sometimes happen that the Effect Type and/or Power Level is omitted. This may be a mistake, or it may be done purposely. Either way, no clarification need be asked for because here is the rule: If no Power Level is called with a skill, the target can assume it was either Power Level 1 or Power Level Zero. If no Effect Type is called with a skill, the target can assume it was whatever Effect Type he wants it to be.

"No Effect"

"No Effect" means that, for all OOG purposes, the exchange never happened. If the attacker used a technique or spell on the attack, its skill slot remains unused. If the attacker used a poison, scroll, or other expendable item or item charge on the attack, it remains unused.

"No Effect" is the appropriate response to give if you are an invalid target for a skill. (e.g. trying to cast *Resurrection* someone who had been animated as a zombie.) If you used a skill to modify an offensive skill, such as casting *Combine* before attempting *Destroy Undead*, and the response to that offensive skill was "No Effect," you may make another attempt with the same or a different skill, but you cannot choose for your preparation skill to remain unspent. Whether

you end up having an effect or not, your preparation skill remains spent. (The intention of the “No Effect” rule is to allow your skills to be as useful as possible. The intention is not that to gain you more skills each day than you normally have, so don’t use it like that.)

You may also hear “No Effect to X.” This means that the effect is not considered spent, but some other damage happened. You would say this if someone, say, hit your leg with a *Fatal Crit*, or hit your torso with a *Cripple*. The attacker’s skill would remain unused, and you would take one point of damage.

Essentially, all response calls mean one of two things: “Resist” or “No Effect.” Any other response call means, as far as the attacker is concerned, the same thing as “Resist”: the attacker’s skill is considered used. (e.g. “Absorb” means your skill was soaked up by the target, “Dodge” means your skill was avoided, “Altered Effect” means that your skill had a different effect than normal but is still used up, etc.)

“No Effect” to a Contact or Ingestive Effect means the same thing as “Resist”: the effect is used up.

Costume Leeway

We don’t want to punish people for wearing good costumes, so a weapon or missile that strikes a piece of costuming (like a faemin’s wing or a billowing cloak) does not count. If, however, that piece of costuming was directly between the attack and the target’s body (as in, it would have hit the target if the costuming was not there), the attack will count.

Empowering Skills

Almost any skill can be empowered. To do so, you must spend a skill slot of a higher grade than the skill normally is, and that skill slot must be in the same school. To raise a skill of Power Level 1 to Power Level 2, you must spend a Grade 6 slot. To raise a skill to Power Level 3, you must spend a Grade 9 slot, or a Grade 6 slot in the case of a *Backstab* skill. Power Level 4 and higher may not be attained in this way.

Resistance Levels

Most defensive skills grant a number of Resistance Levels against certain types of effects. One Resistance Level will negate one Power Level of an appropriate effect. If your skill does not have enough Resistance Levels to counter all of an offensive skill’s Power Levels, then the offensive skill affects you and your Resistance Levels remain unused.

Some defensive skills grant Active Resistance Levels, meaning you use them immediately in response to an offending ability, like *Parry*. Others grant Passive Resistance Levels, meaning you carry them on you and they are used when they are hit by the first appropriate offensive ability, like *Iron Will*. These are both Grade 3 (or 4) abilities now, and they provide one (1) Resistance Level. They can be empowered by spending a Grade 6 skill slot to get 2 Resistance Levels, or by spending a Grade 9 skill slot to get 3 Resistance levels. Most defensive tower skills, active and passive, can be empowered this way.

Passive Resistance Levels from different sources can add up to stop an effect (provided all Resistance Levels used are able to stop that type of effect), but you can’t add any Active Resistance Levels. Active defense is all or nothing, and you can also never use 2 Active defenses in response to the same attack (such as using 2 grade 3 Parries at once to block “Crit 8, Body 2” or using *Evade* and *Damage Reduction* against the same Missile attack). Unless you are using a very rare ability, you cannot stop an effect of Power Level 4 or higher no matter how many Resistance Levels you have.

Immunity Levels

An Immunity Level is a type of Resistance Level, and it works in all ways like a Resistance Level except that, when you use it, you call “No Effect” rather than “Resist.” This means that the attacker does not have his skill used. While the attacker can just perform the same attack again, the defender gains some time to respond and becomes aware of the threat.

Power Level Zero

Effects that are Power Level 0 bypass all Passive Resistance Levels; however, some Active defenses are able to stop them, depending on their type. Power Level 0 effects that are Weapon or Missile-Based will affect you even if you physically block it with your weapon or shield. For such effects, your shield or weapon is considered to be the arm that is holding it.

Removing Effects

If you use a skill in an attempt to remove an effect, but it fails because the Power Level of your skill did not meet or beat the Power Level of the effect, your skill is unused. Your skill also remains unused if it has no effect because it does not find an appropriate effect to remove. If your skill removes some effects but not all (as in the case of *Dispel Magic* being cast on someone under multiple effects of varying Power Levels), it is considered used.

Weapon-Based Spells, Enchanted Weapons, and Poison

Weapon-Based spells and Blade Poisons have a Power Level of 1 no matter what grade they are from. Contact and Ingestive Poisons have Power Levels based on their grade (Grade 6-8 is Power Level 2; Grade 9-10 is Power Level 3).

If you use poison or a Weapon-Based spell with a weapon that is enchanted, the Effect Type of the Poison or spell supercedes the energy type of the weapon; however, you may still choose which attacks to use which calls for. For example, if you are using a weapon enchanted with Spirit energy and you spread a Sleep poison on it, you may alternate your attacks between “Spirit” and “Body” at will, but when you choose to use that poison, you must call simply, “Sleep, Poison 1.” Except in rare plot circumstances, one attack can only have one Effect Type. Even if a poison’s effect is something that is usually a type other than Body (such as Sleep usually being a Psychic Effect), it is considered a Body Effect if “Poison” is called.

A Crit or Backstab attack does not add its effect to an attack made with a poison or Weapon-Based spell. Instead, it determines the Power Level. For example, while a “Death Poison” used by itself would be “Death, Poison 1,” if it is used with a Crit 6 attack, it becomes “Crit Death, Poison 2” because

Crit 6 is a Power Level 2 attack. Notice that the attack only carried the Death effect and did not also carry 6 additional points of damage.

The one exception to the above rule are poisons that do nothing other than deal numeric damage. If used with a Crit or Backstab that deals numeric damage, such a poison will add its damage to the damage caused by the skill. This increase in damage will not, by itself, increase the Power Level of the attack. A “Backstab 1” skill plus a vial of “Poison 10” results in a “Backstab 11, Poison 2” call. A regular weapon strike plus a vial of “Poison 8” results in a “Crit 9, Poison 1” call.

Most spells that can be used Weapon-Based have the option of being cast as Touch-Based (Weapon) spells at Power Level 1. Essentially, you are storing the effect on someone’s weapon for later use, and they can choose which attack to use it with. Its Power Level can be empowered in the same way that an attacker would empower a Weapon-Based Poison. The various “Strike” Cantrips are also considered Touch-Based (Weapon) spells.

If you are attacking with an enchanted weapon, whether temporary or permanent, you can choose, with each swing, for the attack to carry either the Effect Type of the enchantment or the Effect Type “Body” (which is a normal, non-magical attack). A weapon can only hold one enchantment at a time. If a temporary enchantment is cast on a permanently-enchanted weapon, the wielder of that weapon has three different Effect Types to choose from with each swing: the Effect Type of the temp enchantment, the Effect Type of the permanent enchantment, and the “Body” Effect Type.

Every individual attack can only have one effect. You may not use two techniques on the same weapon swing or two spells on the same packet. Using a technique in conjunction with a poison or weapon-based spell does not add the technique’s effect to your attack, only its Power Level. However, if you use a Backstab skill to raise the Power Level of your poison or spell, you must state the “Backstab” portion to inform your target that your attack needs to follow the rules for Backstab.

Power Level Awareness

While the calling of a Power Level is an OOG thing, characters can talk about the Power Level of an effect as an in-game thing. How they know the Power Level is up to them. They can also opt not to know what the level is if that is the way they want to role-play. “Did you see that necromancer curse Simon? That was more powerful than any spell I can cast. It must have been the fourth power level!”

Dealing with Multiple Effects

If you are affected by multiple effects, role-play them all if it is possible. If it is not possible because effects contradict each other, role-play the effect with the highest Power Level. If conflicting effects are the same Power Level, role-play the last one you were hit with. (As an example, *Gust of Wind* will not blow you out of *Entangle* because *Gust of Wind* is Power Level Zero and *Entangle* is higher than that.)

If a target is affected by the same effect that he is already under the effect of, the duration of the effect will restart, but he will then technically only be under one effect, not two, meaning only one countering ability is needed to negate all of a given effect. Overcasting and then dismissing your spell can only be done if you meet or beat the Power Level of the original effect while the duration of the original effect lasts. (One *Command* spell will replace another, even if the command is different, a *Nightmare* will replace another, etc.) Even if the original effect came from a non-magical source (such as a technique) or an Area-Effect spell, you can Overcast and dismiss the effect so long as your spell has the same effect as the original Effect. It does not matter if the Effect Type is different (e.g. casting a *Paralyze* spell on person who is paralyzed from *Crit Paralyze* and then releasing your spell will free him from paralysis provided your *Paralyze* spell’s Power Level was equal to or greater than the Power Level of the *Crit Paralyze*).

Essence Effects	Body Effects	Psychic Effects	Spirit Effects
Blind	All Weapon-Based Techniques	Awaken	Calm Emotions
Control Elements	Bleed (New Effect)	Command	Charm
Deafen	Cripple Limb	Confuse	Cure Wounds
Detect Disease	Elemental Numeric Damage	Delusion	Death Word
Detect Magic	Entangle (Acid)	Destroy Mind	Despair
Detect Poison	Flesh to Stone (Acid)	Feeblemind	Destroy Undead
Dispel Magic	Freeze Limb (Ice)	Forget	Detain Spirit
Essence Numeric Damage	Freeze Paralyze (Ice)	Hypnotize Confuse	Fear
Finger of Death	Gust of Wind (Lightning)	Hypnotize Paralyze	Harm
Fumble	Heat/Chill Weapon (Fire/Ice)	Hypnotize Sleep	Hypnotize Charm
Magic Bonds	Sunbeam / Sunburst (Fire)	Mind Control	Inflict Wounds
Paralyze	Weakness	Pain	Laughter
Silence	Whirlwind (Lightning)	Psychic Numeric Damage	Spirit Numeric Damage
		Sleep	Terrorize
			Turn Undead

*The Effect Types of most skills are noted on their skill tables. If an Effect Type is not noted for a skill, it matches the Effect Type of the school it is in. (Magestry is Essence, Nature is Body, Psionics is Psychic, Spiritualism is Spirit, Fighting is Body, and Stealth is Body.)

Complete List of Offensive Effects

We have put all of Magestry's offensive effects here, in one list, to make it easier for you to learn and reference later. More details can be found in the descriptions of individual skills, but the information included here is all that you need (in fact, probably a lot more than you need) to know to get through a Magestry event with almost never needing to use the "Clarify" command.

Animate Dead

Duration: 10 Minutes

Function: If your dead body is subject to this, you will become an undead version of yourself under the complete control of the caster (see the Control effect). The kind of undead creature you are will be determined by the caster. Unless you are told otherwise, you cannot speak or have access to any of your character's skills or abilities, but you can attack and defend normally. If given no other command, your default behavior is to seek out living creatures and kill them.

Skills: Animate Dead, Vile Resurrection

Banish

Duration: Instantaneous

Function: You are sent to another place in the cosmos. (Go Out-of-Game immediately and find a Game Master to find out where your character went.)

Skills: Banishment, Dismissal

Bind

Duration: 5 Minutes

Function: Your arms are bound together at the wrists, your legs are bound together, or both. You are not stuck in place and may hop around. You may even try to defend as best as you can.

Skills: Magic Bonds, being bound with rope or manacles (Bind from a physical source will last until you use an appropriate skill to escape or until someone frees you.)

Bleed (New Effect)

Duration: Instantaneous

Function: You are wounded and will continue to lose one Hit Point every 3 minutes. Upon reaching zero Hit Points, you will be unconscious and, 3 minutes after that, you will die. If you have at least one Hit Point repaired by Cure Wounds, First Aid, or Heal, the Bleed effect will end. Gaining temporary Hit Points (as from Health or Stamina) will not end the Bleed effect, nor will the skill Stabilize.

Skills: Zombie Rot from the spell Disease has a similar effect (See Zombie Rot below)

Blind

Duration: 5 Minutes

Function: You cannot see. Thus, you cannot cast any spells other than Touch-Based or Area-Based. You also cannot attack or defend. You may place your weapon or shield in front of your body, but you may not move it once it is placed.

Skills: Blind, Sunburst (10 Seconds)

Charm

Duration: 5 Minutes

Function: You feel like the caster is your close friend. You will follow his suggestions unless you feel like they are endangering or degrading you in some way. Your mood will not be different toward anyone other than the caster. Charm will end if the caster takes any aggressive action against you.

Skills: Charm, Hypnotize Charm

Command

Duration: One Minute

Function: You must perform the command you are given to the best of your ability and to the best of your character's understanding of the command. If you are attacked, you may defend yourself, but you may not attack or cast any spells unless you determine that the command allows for it.

Skills: Command

Confuse

Duration: One Minute

Function: This is just like the Pacify effect except that the duration is shorter and, after it is over, you do not remember anything that happened.

Skills: Confuse, Hypnotize Confuse

Control

Duration: 10 Minutes

Function: You are under the complete control of the caster and must do whatever he tells you to (follow the intention of his commands, not "your character's interpretation" of his commands). You cannot attack, defend, or cast spells unless the controller allows it. The caster cannot force you to use your skills, but you may if you wish. He can force you to speak, but he cannot force you to tell the truth. He also cannot force you to reveal the truth through your actions.

Skills: Control Elemental (elemental creatures only), Control Undead (undead creatures only), Mind Control, Uncontrollable Dance ("dance" is the only command that can be given; you can choose to give yourself the Flatten effect if you get tired of dancing)

Counter

Duration: Instantaneous

Function: The skill you are in the process of using is countered, meaning it has no effect on its target and the skill slot is considered spent (as are all preparation skills that you put into it). If the countering effect's Power Level does not meet or beat the Power Level of the skill you are using, finish your skill call and then say "No Effect" to the counter effect.

Skills: Countersong, Counterspell

Curse

Duration: Until Sunrise

Function: You are under the effect of a curse. The nature of the curse is told to you at the time of casting.

Skills: Curse

Dampen

Duration: 5 Minutes

Function: You cannot cast any spells. Also, all magic in effect on you that is of a Power Level 2 or lower is muted. It will return after the Dampen effect ends if its own duration has not yet expired.

Skills: Dampen Magic, Dampening Field

Deafen

Duration: 5 Minutes

Function: You cannot hear in-game noises. Thus, you are immune to Sonic effects (say "No Effect"). You also cannot cast any spells that have verbal incantations.

Skills: Deafen

Death / Destroy

Duration: Instantaneous

Function: You are reduced to zero Hit Points and dealt a Final Blow all at once. Armor is bypassed.

Skills: Absorb Life Force, Backstab Death, Death Word, Destroy Undead, Destroy Elemental, Finger of Death

Destroy Mind

Duration: Instantaneous

Function: You become a mindless vegetable and are immune to all Psychic and Spirit Effects (say "No Effect") except for Restore Mind (and, no matter what affects you, you will not role-play anything other than "mindless vegetable"). You will remain that way permanently unless someone restores your mind. Even though your body is not dead, you may choose to die and go to see the Incarnation of Death, but you may not choose to do this before at least 3 minutes have passed.

Skills: Destroy Mind, Phantasmal Killer

Detect

Duration: Instantaneous

Function: The user of the Detect ability learns if you are in possession of whatever it is he is trying to detect. You must [Out-of-Game] truthfully answer either Yes or No. (Examples: You should say Yes to Detect Magic if you or any item you are holding is under any magical effect [Poison and Ingestion-Based effects don't count]. You should say Yes to Detect Poison if you or any item you are holding is under any Poison Effect or Ingestion-Based Effect.)

Skills: Detect Disease, Detect Magic, Detect Poison

Disarm

Duration: Instantaneous

Function: You must drop the affected item. When it lands, it must land at least 3 feet from any part of your body. After it lands, you may retrieve it. (To a shield that is strapped to the arm, the Disarm effect will cause you to hang it limply at your side for 10 seconds.)

Skills: Disarm, Fumble, Heat or Chill Weapon (this effect deals a Hit Point of damage to the hand that is holding the affected weapon, which is what causes the Disarm effect – if you resist or reduce that point of damage, you need not drop your weapon)

Dispel

Duration: Instantaneous

Function: The stated effect(s) is (are) immediately negated. Dispel Magic removes all magic effects up to the Power Level that is specifies (effects from Poison, Disease, Crit, or Backstab attacks are not considered magic). However, Dispel Magic will not dispel any Hit Points, Armor Points, or Passive Resistance Levels, even if they came from magical sources.

Skills: Dispel Magic

Fatal

Duration: Instantaneous

Function: You are reduced to zero Hit Points, drop to the ground unconscious, and begin bleeding to death.

Skills: Fatal Backstab, Fatal Crit, being reduced to zero Hit Points from regular attacks or other skills that deal numeric damage (the last Hit Point of damage must be dealt to your torso unless it is from Poison or Life Drain – numeric damage from effects other than Weapon and Missile-Based Effects is considered dealt to your torso)

Feeblemind

Duration: 5 Minutes

Function: You become devoid of all intelligence. You cannot speak coherent words, understand any language, or perform any task other than move, eat, drink, and continue breathing. You cannot cast any kind of spell, attack, or even defend yourself. You may, however, run away from threats. After the effect is over, you do not remember anything that happened.

Skills: Feeblemind, Hypnotize Feeblemind

Flare

Duration: Instantaneous

Function: Upon striking someone or something with a hand-held weapon, you might release a Flare. For purposes of resistance, a Flare is considered to be a Missile-Based Body Effect of Power Level Zero that is presumed to have hit you (though no actual missile is projected). A Flare is not exactly an effect; it is a special delivery mode. The stated thing that it delivers is the effect. "Fire Flare" deals a single Hit Point of fire damage. "Pain Flare" deals you a Pain effect.

Skills: Armor of Agony, Elemental Flare

Flatten

Duration: 10 Seconds

Function: You must lie flat on the ground with your arms stretched away from your body. You cannot move or cast spells of any kind, but you may speak.

Skills: Flatten

Flesh to Stone

Duration: Instantaneous

Function: You become a stone statue and cannot be affected by any effect (say "No Effect"). You will remain that way permanently unless someone reverses the Flesh to Stone effect. Even though your body is not dead, you may choose to die and go to see the Incarnation of Death, but you may not choose to do this before at least 3 minutes have passed.

Skills: Flesh to Stone

Forget

Duration: Instantaneous

Function: You instantly lose memory of the last 10 minutes of your life.

Skills: Forget

Injured Limb

Duration: Varies

Function: The affected limb is unusable. If it is an arm, you can maintain hold on an item in that hand, but you cannot attack or defend with that item. The arm hangs limply at your side. If it is a leg, you cannot stand on that leg. You must drop to your knee. You cannot walk or hop on the good foot, but you may slowly crawl (though while you are crawling you suffer the Pain effect).

Skills: Cripple (permanent until fixed), Cripple Limb (permanent until fixed), Stun (one minute), or your limb being injured from being struck when you are at one Hit Point (10 seconds)

Numeric Damage

Duration: Instantaneous

Function: Damages a stated number of your Hit Points.

Skills: Backstab [Number], Crit [Number], Harm, Life Drain [Number], explosions (such as Fire Explosion), spells that deal numeric damage (such as Acid Arrow)

Pacify

Duration: 5 Minutes

Function: You cannot take any aggressive actions. You may defend yourself, but as soon as you are subject to an aggressive action, the pacifying effect ends. When pacified, you may still defend yourself against any aggressive action.

Skills: Calm Emotions, Despair

Pain

Duration: 10 Seconds

Function: You must fall to the ground, but you may crawl. You can speak haltingly, but you cannot cast spells. You may defend but not attack.

Skills: Pain

Paralyze

Duration: 5 minutes

Function: You cannot move the affected body part. Unless a specific body part is indicated, Paralyze affects your entire body, meaning you cannot move any part of your body or make any noises.

Skills: Backstab Paralyze, Crit Paralyze, Detainment, Freeze Limb, Freeze Paralyze, Hypnotize Paralyze, Paralyze

Rage

Duration: 5 Minutes

Function: You must attack the person that is closest to you until you believe that the person is unconscious. (If someone else becomes the closest person to you while you are attacking, you will instead begin attacking that person.) If some effect keeps you from attacking for more than 10 seconds, you will go unconscious as per the Sleep effect and remain that way for the duration of the Rage effect.

Skills: Rage

Repel

Duration: One Minute

Function: You must immediately get at least 30 feet away from the caster and stay at least 30 feet away for the duration.

Skills: Fear, Gust of Wind, Terrorize, Turn Undead, Whirlwind

Roleplay

Duration: 5 Minutes

Function: Nothing is inhibited. The only effect is that you must role-play the stated condition.

Skills: Delusion, Hiccup, Intoxication, Nausea, Nightmare

Shatter

Duration: Instantaneous

Function: The affected item is broken and cannot be used until it is repaired.

Skills: Fumble, Shatter

Silence

Duration: 5 Minutes

Function: You cannot speak or make any sound with your vocal chords. Thus, you cannot cast spells that have verbal incantations.

Skills: Silence

Sleep

Duration: 5 Minutes

Function: You are unconscious and are unaware of things happening around you. Healing will not restore your consciousness, though Awaken will, as will a Pain effect or suffering at least one Hit Point of damage. "Final Blow 1," the first step of a Final Blow bypasses armor and deals a Hit Point of damage, which is sufficient to wake you up, and waking up interrupts the rest of the Final Blow.

Skills: Hypnotize Sleep, Sleep, Waylay

Sleeping Sickness

Duration: Permanent

Function: You fall asleep uncontrollably at various intervals until you fall asleep permanently. You sleep for 30 seconds during the first 3 minutes. During the second 3 minutes, you sleep for one minute. During the third 3 minutes, you sleep for 90 seconds; during the fourth 3 minutes, sleep for 2 minutes; during the fifth 3 minutes, sleep for 2 and a half minutes. Until, after 15 minutes with Sleeping Sickness, you will fall asleep permanently and cannot be awakened by Awaken, Pain, or suffering Hit Point damage. You can only be awakened if an appropriate effect is used that can remove Sleeping Sickness, and it must meet or beat the Power Level.

Skills: Sleeping Disease, the Sleeping Sickness disease

Snare

Duration: 5 Minutes

Function: Your feet are planted in one spot and you cannot move them.

Skills: Backstab Snare, Detain Spirit, Entangle

Sonic

Duration: Varies

Function: Sonic is technically an Effect Type (a sub-type of Body), and many different things might be delivered sonically (including an alchemical toy called Boomstick, which does nothing other than create a loud noise). When the Sonic Effect Type is used, the accompanying effect and Power Level will be named. If your character is deaf, he is immune to Sonic effects (say “No Effect”).

Skills: Boomstick, some Maestro abilities

Spell Turn / Skill Turn

Duration: Instantaneous

Function: The skill that you just used affects yourself instead of the target. That target is considered to have used the skill against you.

Skills: Spell Turn

Sunbeam

Duration: Instantaneous

Function: This has no effect on you unless you are a special type of creature that is affected by sunlight.

Skills: Sunbeam

Trip

Duration: Instantaneous

Function: Both of your hands and knees touch the ground at the same time. You may get up immediately.

Skills: Trip

Weakness

Duration: 5 Minutes

Function: You are sluggish. You cannot run, make a regular (unskilled) attack with a weapon, use any Missile-Based skills, or do any task requiring moderate strength (such as move an unconscious person). You may still defend normally, but you can only attack if you are using a Weapon-Based skill.

Skills: Weakness

Withhold

Duration: 10 Seconds

Function: You can move and defend freely, but you cannot attack or cast spells. If used on a weapon, you are only restricted from attacking with that weapon for 10 seconds (you can still defend with it) – you can still cast spells or attack with a weapon in your other hand (though you cannot switch a withheld weapon to your other hand and keep attacking with it).

Skills: Coughing Powder, Fumble, Itching Powder, Laughing Powder, Laughter, Sneezing Powder, Withhold

Zombie Rot

Duration: Until Removed

Function: Like the Bleed effect, this disease causes you to lose one Hit Point every 3 minutes. Upon reaching zero Hit Points, you will be unconscious and, 3 minutes after that, you will die and instantly rise as a zombie with 5 Hit Points. You may receive healing or temporary Hit Points while you have Zombie Rot, but only Heal or Remove Disease will remove the disease. If you touch another person (or he touches you) while you have Zombie Rot, that person will be affected by Zombie Rot at the same Power Level that you were affected. If you become a zombie from this disease, you will still carry

the disease and can still spread it (unless someone casts *Remove Disease* or *Heal* on you - this will stop you from being contagious, but you will remain an undead zombie). As a zombie, instead of harming you, the disease will restore one of your damaged Hit Points every 3 minutes.

Skills: Disease (spell), the Zombie Rot disease

Chapter 5: Equipment

Medieval-style combat is one of the key elements that bring Magestry to life. Our combat system uses safe boffer weapons so all players can participate without having to go through hours of training and choreography with live steel replicas.

Every player is responsible for supplying his own boffer weapons. A character is allowed to get his initial weapons for free, but once he starts playing Magestry he must purchase new weapons with in-game money or make them by using the appropriate weapon crafting skills. See *Professions & Prestige* supplement (available at Magestry.com) for details.

Every weapon (and piece of armor and shield) will have to pass a safety test at check-in before each event. Players caught using weapons that did not pass the current event's inspection will be suspended from the game.

Using Boffer Weapons

Combat with boffer weapons is a bit different than combat with the weapons that they represent. Whatever kind of boffer weapon is being used, the object is to simply touch the other player. Each touch (with any weapon) deals one point of damage unless a character uses a skill that deals more damage. Blows from a boffer weapon should land softly but firmly (no full swings) and they should not be less than one second apart from each other; continuously striking very fast is called "Machine-Gunning" and is illegal (players that are machine-gunned ignore the damage from each of the hits). A player's head, neck, hands, and groin are all illegal targets for boffer weapons; if he is hit in any of those places (hopefully by accident) he does not receive any damage unless he chooses to role-play the effects. Players found aiming for illegal targets will be subject to disciplinary action.

Constructing a Safe Boffer Weapon

Boffer weapons are constructed from PVC or CPVC Pipe, two types of foam, and duct tape.

Even if you think you know how to construct a safe boffer weapon, please read these instructions to make sure you do it the way we require. We are not obligated to supply you with a weapon if yours fails inspection.

Materials You Need

- PVC or CPVC Pipe with a ¾" total diameter (not inner diameter)
- Pipe Insulation Foam with a ¾" inner diameter and at least a ½" thick wall (1¼" or greater total diameter). Be careful not to use the wrong sized pipe insulation foam. Typically, the stuff that we use is beige in color: the black stuff is too dense and has too thin a wall.
- Open Celled Foam, like the stuff inside sofa cushions (please don't tear up the living room).
- Duct Tape. The color of the tape denotes the material of the weapon: gray (not chrome) or black is metal, brown is wood, and green represents an unarmed weapon. You may decorate your weapon with other colors, but since other colors represent special metals, please be sure that the vast majority of your weapon is the color of the material it represents.
- Leather, cloth, sports tape, etc. to function as a good hilt grip
- A Hacksaw to cut pipe with
- Scissors or a Utility Knife for cutting foam

Making a Boffer Longsword

If you decide to construct another medieval-style weapon, follow these directions but adjust them to your need. Every weapon must have two inches of open celled foam on any part of it that will be used to thrust or jab, and no weapon may contain more than one pipe.

Step 1

Measure and cut the PVC pipe. Remember: your weapon must meet our size specifications and the extra foam at its ends will extend about four inches farther than the pipe. Let's say you want to make a longsword (that can be no longer than 45 inches- see chart), so to be safe you cut your pipe to 40 inches. Cut it as straight as possible, smooth out any jagged edges, and then tape both ends closed to prevent foam from getting pushed inside the pipe.

Step 2

Cut a piece of pipe insulation foam to function as the cross guard (cross hilt); about 10 inches is good for a 45 inch longsword (Anything longer than 12" tends to interfere with your swings during combat.). Cut a ¾" diameter hole exactly in the middle of the cross guard and slide it onto the pipe so that there are 28 inches of exposed pipe above it and 10 inches of exposed pipe below it (the cross guard covers about 2 inches of pipe). Your sword will have an 8-inch handle because the pommel will cover another 2 inches of the pipe.

Step 3

Cut a 29-inch piece of pipe insulation foam to function as the blade and slide it over the exposed 28 inches of pipe. The pipe insulation foam must extend one inch past the end of the pipe. Use duct tape to tightly fasten the blade to the cross guard and the cross guard to the pipe. Then stuff the one-inch of space between the end of the pipe and the end of the blade with open celled foam; tape the end of the blade to trap the foam inside.

Step 4

Cut a cylindrical piece of open celled foam that is between 2 and 3 inches tall (it will be pressed down to about 2 inches) and tape it to the end of the blade for a nice soft thrusting tip.

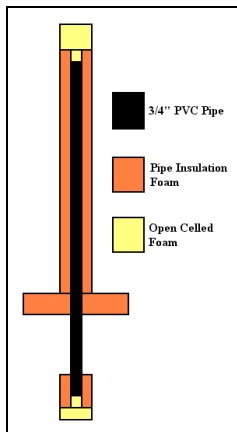
Step 5

Create a pommel in much the same way that you did the blade. When you fasten the pipe insulation foam, it should cover about 1½" of the pipe and extend about ¾" past the end of it. Once again, stuff that empty ¾" with open celled foam and tape over the end of the pipe insulation foam to trap it inside. For the pommel, cut a 2-inch cylindrical piece of open celled foam and tape it to the end (it will compress to about one inch long). The pommel should never be used in combat; the only time it is used to strike someone is softly in the back when using the skill *Waylay*.

Step 6

Lengthwise up the weapon, neatly cover the blade and thrusting tip with long strips of duct tape (do not wrap it around the circumference of the blade). Also neatly cover the pommel and the cross guard. Do not use more tape than you

need to simply cover the exposed foam; tape gets heavy quickly. Then, cover the entire hilt (handle) with whatever material you chose for your sword's grip. Once that is done, take a pin and poke a few hundred little holes in the duct tape at the ends of the sword so air can get into the open celled foam of the thrusting tip and the pommel to soften them.



Done!

Now you should have a longsword with a 2-inch thrusting tip, a 29-inch blade, a 2-inch (wide) cross guard (10 inches long), an 8-inch hilt, and a 3-inch pommel. The sword's total length is about 44" (safely under the 45" limit). Make sure that none of the foam on the sword is visible and that all the duct tape is smooth and flat. When you hold it by the handle and shake it, you should not hear or feel the pipe rattling around inside the blade. Practice a gentle "touch" combat with a friend before playing Magestry; learn to aim well and control the strength of your swings.

Constructing Other Weapons

You are welcome to try your hand at making other types of weapons; just remember that no weapon can have more than one pipe, and every part of the pipe that might be used for striking must be totally encased in pipe insulation foam with open celled foam at the ends. As long as these rules are followed, you can use either of the two types of foam to construct the other parts. Example: The head for an axe or hammer is best made with open celled foam encased in gray duct tape and taped to the weapon's shaft; pipe would not be allowed.

Arrows: You must make sure that arrow tips are cushioned securely and generously. An arrow cannot be longer than 28 inches, including its 4-inch long by 2-inch diameter open celled foam tip. Make an arrow by cutting its shaft perfectly flat and smooth no more than 24 inches from its knock (be sure to get rid of the metal tip). Tip its end by taping a flat 1"x1" square of pipe insulation foam against the flat surface of the arrow. Once that initial tip is on, tape on another cylindrical open celled foam tip that is no less than 4 inches long and 2 inches in diameter. The tip will look huge and clumsy, but the arrow will fly surprisingly far and accurately.

Thrown Weapons: No thrown weapon can be constructed with any pipe. Pipe insulation foam rolled tightly will make the weapon dense enough to be thrown well without the risk of injuring anybody. All sides of every thrown weapon must be larger than an eye socket.

Shields: Shields are normally constructed by bolting leather straps to a board of plywood that is painted on the other side. All shields must have their edges covered by pipe insulation foam that is attached well by duct tape and/or glue. You cannot attach spikes or any sharp objects to your shield or create sword/shield combinations. Foam spikes are okay. (See additional safety information below.)

Unarmed Weapons: Unarmed weapons are most basically constructed like short green boffer clubs with no pommels; however, you may try to make your unarmed weapon actually look like the lower arm and hand of the race that you are playing. You may be given a skill point bonus for costuming if it looks good and passes inspection.

Weapons Including Chains or Ropes?: They're not allowed. Each boffer weapon must be one solid unit. You cannot make weapons with moving parts such as flails or nunchaku. You also cannot design or use a weapon or shield to grab or pin another player or an item he is holding.

Repairing Weapons In-Game

If your character's weapon is broken (as from *Shatter*), you can spend 10 resting minutes to repair it. A character with the appropriate *Repair Weapon* skill can repair it faster, even if not resting (See *Professions & Prestige* for details.), and a *Mending* spell can repair it instantly. If your character does not get his weapon repaired before the event ends, it is assumed that the weapon is repaired in the time between events.

Weapon Safety

Bows: Bows are potentially the most dangerous weapons at Magestry because of the danger of a player getting attacked while using one and snapping the string on himself in a rush to get away. However, if used properly, bows will be just as safe as other weapons. Never fire an arrow at an opponent that is less than 15 feet away (aim low so as not to hit the head) and try to move the bow out of the way if you are engaged in hand-to-hand combat (dropping it in a safe place is encouraged). DO NOT use the bow as a shield or a weapon. Bows must have a draw weight no greater than 25 pounds. We will not hesitate to take bows away from players that use them improperly.

Shields: Though they are described here, SHIELDS ARE NOT WEAPONS. We know that you see them being used as such in movies and in literature, but don't even think about it at Magestry. You must hold your shield close to your body while using it and be sure that it never touches your opponent. "Shield-bashing" will get you thrown out of Magestry faster than you can say, "but they let us do it at another LARP."

Ultra-Light Weapons?: They are allowed if they meet all of our weapon specs and are not deemed to be too whippy.

Latex Weapons?: Sure, they can look great, but they can also be dangerous. Magestry might allow a latex (or ActionFlex™) weapon, but only if it can pass all of our inspection standards (including soft thrusting tips, no points smaller than an eye socket, and not too whippy).

Weapon	Maximum Length
Arrow	28"
One-Handed Axe	45"
One-Handed Club/Mace	45"
One-Handed Sword	45"
One-Handed Warhammer	45"
Shield	See Below Chart
Shield, Buckler	12" Diameter
Small Weapon	24"
Spear/Polearm	72"
Staff	66"
Thrown Weapon	12" or 40"(Javelin)
Two-Handed Axe	60"
Two-Handed Club/Mace	60"
Two-Handed Sword	60"
Two Handed Warhammer	60"
Unarmed	24"

Weapon Specifications

- No weapon that is used as a melee (hand-held) weapon can have any striking surface that is less than 12 inches long. A striking edge between 12 and 18 inches is only recommended for weapons that you intend to conceal and use for single surprise attacks. Any weapon intended for hand-to-hand fighting should have no striking edge shorter than 18 inches.

-The length of the striking edge (not including the thrusting tip or cross guard) of any weapon must be, indisputably, at least 50% of the weapon's total length. If the measurement is a close call, the weapon will fail inspection. For weapons that have two striking edges and a handle in the middle (such as a staff), each striking edge must be at least one third the weapon's total length (not including its thrusting tips).

-The maximum cross guard length is 14 inches (but can never be longer than 50% the length of the striking edge).

Shields: You cannot use a shield that has a width or length that is longer than the distance from your wrist to the middle of your neck when your arm is held straight out, and no shield can ever be larger than 24" x 36". If, while in-game, you pick up a shield to use, you should give it a quick measure from your wrist to your neck, and if it is obviously longer, you should not use it.

Two-Handed Weapons: Any weapon that is longer than 45 inches requires the use of both hands to wield. This means that if one hand becomes unusable, so does the weapon.

Armor

Besides being a nice addition to the Magestic atmosphere, armor allows a character to withstand more damage in combat than his Hit Points would normally allow. Every character can wear armor as long as he has gained the appropriate *Armor* skill (*Light* or *Heavy*).

Armor grants a character additional points known as Armor Points (AP). Armor points are somewhat like Hit Points, except the character isn't hurt (much) when they are damaged. Armor points will always be damaged before Hit Points (since the body is inside of it) even if an attack does not actually strike a character on his armor. However, there are some effects that bypass armor points and directly damage Hit

Points; namely, Psychic Effects, Spirit Effects, Astral Effects, and any Backstab attack.

Different types of armor offer different amounts of protection (Armor Points). The chart below tells how much protection each type of armor provides.

Light Armor Type	Armor Points
Padded Armor; Fur; Soft Leather	1
Hard or Studded Leather or Hide; Light Chainmail, Scale Mail, or Splint Mail	2
Heavy Armor Type	Armor Points
Medium Chainmail, Scale Mail, or Splint Mail; Banded Mail	3
Heavy Chainmail, Scale Mail, or Splint Mail; Breast Plate	4

The values on the above chart refer to authentic armor that covers the torso and the tops of the shoulders (about as much as a tank top would cover). Homemade armor or armor that covers less area might yield less Armor Points than the chart offers. All armor will be checked for safety and given an armor point rating at check-in.

Covering More Than the Torso

A character will receive bonus armor points for covering additional parts of his body with armor. He will receive half a point for each extra area covered with any kind of armor (the total is rounded down). A character cannot gain the benefit from any more than one piece of armor on each body part.

Extra Areas:

-Head	-Hands
-Face	-Forearms
-Thighs	-Upper Arms and/or Elbows
-Groin	-Entire Shoulders
-Feet	-Knees and/or Shins

*While the number of any combination of Armor Points and temporary Hit Points you are wearing cannot normally exceed 8, an exception will be made if you want to be that rare LARPer in full plate armor; you can have up to 9 (as dictated by the math in this chapter).

If you are wearing more than one piece of armor on the same armor location, you choose one piece to get armor points from and, once they are all damaged, both pieces of armor are completely damaged.

Your character can never, at one time, benefit from any combination of Temporary Hit Points, Armor Points, and Temporary Armor Points totaling more than 8. Armor Points you get from physical armor are considered Temporary Armor Points and are part of that cap. Natural Armor is not. If a skill that grants Temporary Hit Points or Temporary Armor Points would push a person over the 8 maximum, that person decides which points remain and which points vanish. The same applies for donning actual armor that would result in exceeding the 8 maximum.

Casting Spells in Armor

Spells in Magestry require very subtle somatic components (movements), if any, so wearing armor will not hinder spell casting.

Repairing Armor

Once an Armor Point has been damaged it will not return until the armor is repaired. To repair metal armor, a character must have the profession-based skill *Repair Metal Armor*, and to repair non-metal armor, a character must have the profession-based skill *Repair Leather Armor* (see *Professions & Prestige* for details).

However, any character may spend time during a Rest Period to temporarily repair a portion of their own armor. Doing so takes 3 resting minutes to repair 1 Armor Point as per the skill *Battle Readiness*. To be able to repair armor in this way, the armor must be damaged below half its total Armor Point value, and it cannot be restored to more than half of its total AP value (rounded up).

If you end an event with your armor damaged, it will be automatically fully repaired between events. (It is assumed that your character found a way to get it repaired.)

Armor Safety

Armor (especially metal) is potentially dangerous during boffer combat. Magestry reserves the right to take away any piece of armor from any player for the duration of an event if we find it being used carelessly. In no case will spikes or sharp protrusions be allowed on any piece of armor at Magestry. If you want spikes, make them out of foam.

How Armor Points Work

Armor provides protection from a number of Power Levels worth of attacks. Because of this, Armor Points are also Passive Immunity Levels. Each Armor Point gives you one Passive Immunity Level that can be used to stop the first Weapon-Based attack you are hit with. "Cripple, Body 1" will have No Effect if it hits an Armor Point, but that Armor Point will be damaged. Armor cannot stop Power Level 0 attacks, or attacks of Power Level 4 or higher. If you have 2 or fewer Armor Points and you are hit with a "Fatal Crit, Body 3," the Fatal Crit will affect you and your Armor Points will remain undamaged.

Some things bypass armor: a Final Blow; Spirit, Psychic, and Astral Effect Types; Backstab attacks; and any effect from a Base Mode other than Weapon-Based. This means that arrows, thrown weapons, and missile-based spells bypass armor. Normal weapon strikes are Power Level 1 effects of whatever Effect Type they happen to be enchanted with (or Body if they are un-enchanted). This means that one Armor Point can stop a "Crit 4, Essence 1" as easily as it can stop a single point of damage from a regular weapon attack.

Shields and Weapons

Shields and weapons can be used to block any Weapon-Based Effect that is Power Level 1, 2 or 3. Physically blocking a weapon will make any skill carried by that weapon have No Effect unless it is a skill that specifically targets a weapon. Unlike with Armor, there is no Energy Type that will "bypass"

a weapon or shield. You can still use your shield to block the swing of an Astral, Psychic, or Spirit weapon.

Weapon-based effects of Power Level 0 or Power Level 4 or higher will still affect you even if you physically block it with your weapon or shield. For such effects, your shield or weapon is considered to be the arm that is holding it. If you block a "Crit Flatten, Body 0" attack with your shield, you will not be paralyzed because *Flatten* will not work if it hits you in the arm. Instead, you would say, "No Effect to Flatten" and take a single point of damage to your arm. If you were already at one Hit Point, your arm would become unusable for 10 seconds as per the Injured Limb Rule. If, however, you got hit with a "Cripple, Essence 0" on your shield or sword, that arm would be crippled unless you used some other defense to stop it.

Shields and weapons can also be used to block Missile-Effects, but only if they are Power Level 1. Any other power level will still affect you even if you actually block it. For the purpose of missiles that can bypass shields, a full shield is considered to be both your torso and the arm that is holding the shield. Blocking a "Fatal Crit, Body 3" with a full-size shield which is delivered via missile would result in you being affected by the *Fatal Crit*. A buckler or a weapon is still only considered to be the arm holding it.

Missile-Based spells will normally have at least a Power Level of 2, regardless of their grade. That means they will still affect you even if you block them with your shield or weapon.

In-Game Money

That's right: Magesta has its own currency. We, of course, don't spend real money in-game; we use colored metal coins that have been custom stamped for the Magestry game.

There are copper pieces (bits), silver pieces (noble), gold pieces (crown), and magestite pieces (magestics). The exchange rate works like this:

10 Copper = 1 Silver	1 Gold = 100 Copper
10 Silver = 1 Gold	1 Magestic = 100 Silver
10 Gold = 1 Magestic	1000 Copper = 1 Magestic

In-game money is just that: in-game, meaning it can be lost or stolen. You are welcome to hide your coins in a safe in-game place, but you may not leave them in an OOG area (like under your bed). All coins must be turned in at check-out, you will get them back the next time you play that character.

Starting Money and Equipment

Every new character begins play with 2.5 silver noble (25 copper bits) and whatever weapons, armor, clothing, and equipment he brings with him. Once he begins playing, he must earn money himself and purchase or make any additional items. Making most in-game items requires that a character have the appropriate profession-based crafting skill. (See *Professions & Prestige*, available at Magestry.com.)

Chapter 6: Combat

Thus far, we've briefly discussed the two basic types of combat (physical and magical), and now we will describe exactly how they work and how they work into the grand scheme. In this chapter, we will look at the subject in two distinct categories: "Out-of-Game" and "In-Game." The "Out-of-Game" section will discuss the kind of mind that you, the player, must have while engaging in boffer or magical combat. The "In-Game" section will then speak to exactly how combat skills (attacking and defending) should work.

Out-of-Game Combat

This section is listed before the "In-Game" section because before you learn how to use Magestry's combat and magic skills you must learn to effectively use your moral skills for playing nicely with other people. As we said before, you can play the meanest, rowdiest character in-game, but out-of-game you must be fair, sympathetic, and considerate to your opponent. Magestry is an honor system, and combat is the easiest and most tempting way to cheat, the easiest place to lose friends, and the easiest way to get kicked out of the game; trust us. Keep the following in mind and you will maximize your role-playing enjoyment as well as everyone else's. Remember, we like good role-playing, and that includes not cheating in combat. Acting out your character's true physical condition will always get you a bigger reward than cheating, especially when we catch you.

OOG Considerateness and Safety

Safety and consideration for others must be every player's top priority at Magestry; we are all friends before anything else. If combat ever becomes unsafe for any reason, Stop Immediately.

Safe Locations: The ground around a combat area must be free of all dangerous obstacles. If you are too close to a fallen tree, some type of flame, uneven or rocky ground, or anything potentially unsafe, please stop combat and move to a secure location with your opponent before resuming play.

Combat is not allowed inside buildings unless indicated otherwise by a GM. If you want to engage someone in combat and they happen to be inside at the time, you must "call them out." "Call-Out" is an OOG command word representing combat that happens inside a building. Once you call someone out, you have officially attacked them in-game and all of the characters around the attacked character should act as if that actually happened (once the situation is moved outside). A character that has been called out has no choice but to go outside and face his opponent unless that opponent couldn't have actually gotten inside the building (because of a *Magic Cage* spell, for instance).

A character that wishes to actually (in-game) fight another character outside without attacking him while inside must find a way to do it without using the term "call-out." A call-out (or any derivation of the phrase) is always an out-of-game command that represents an attack (dealing no damage).

Attacks meant to incapacitate a character in one strike (*Waylay*, *Fatal Crit*, *Backstab Death*) may be made while inside a building, but if the subject is not incapacitated by that strike, the situation must then be moved outside.

Night-time Combat and Running: Combat and running at night can be dangerous unless an area is well-lit and/or wide open and free of obstacles. Be very careful in selecting nighttime combat and running locations. If you are being pursued by someone and you don't feel safe running, just slow down to a walk and state "I'm running away." Your pursuer is then obligated to trail you at an even speed and distance, but he may do so for as long as he wishes (you might be walking for a long time). If you stop running, your opponent is then allowed to catch up to you and engage you. Stating "I'm running" does not protect you from spells.

Masks: Many cast members will be wearing masks during combat. It is very possible that a mask might shift so that its wearer can no longer see out of the eyeholes. If that happens, stop combat long enough for the cast member to readjust. Remember: the people behind the masks are responsible for awarding your good role-playing bonus points.

Blindness: There are effects in-game, like the spell *Blind*, that may cause your character to become blind or to believe that he is blind. When this happens to you, you are not allowed to engage in combat. This is both for the purpose of safety and in-game realism – becoming suddenly blind is very disorienting would make you defenseless against a skilled warrior. Swinging wildly in the hope that you will make contact with your enemy is too dangerous and is not allowed. To defend yourself if blinded, you may attempt to position your weapons in a way that might block attacks made to your torso, but once you have positioned your weapons, you CANNOT move them. You cannot even use skills like *Parry* or *Dodge* while blinded because those skills require that your character is not disoriented.

This restriction on attacking while blinded applies to thrown weapons and packets as well; that is not permitted.

The one exception to this rule is the skill *Combat Instinct*, which allows you to attack while "blinded." While your character is blind in-game, out-of-game, *you* are allowed to keep your eyes open and see your opponents. Basically, if you, the player, are ever made to close your eyes for role-playing purposes, combat of any kind is not permitted.

Combat Distance: Whenever two players get too close to each other during combat, accidents (such as hitting an opponent with a wrist or an elbow instead of the foam of the weapon) become much more likely. As a general rule, we ask you to keep a five-foot distance from your opponent while in combat. We understand that you will naturally move closer than five feet when you step toward him to take a swing, but if you start off five feet away before that step, combat will be safer and cleaner. Remember that your opponent might also be taking a step toward *you* at the same time that you are moving in for a strike. After your swing has been made, please return to a five-foot distance.

For combat with a bow, we ask that you make sure your target is at least 15 feet away when you release your arrow. That distance will ensure that there are no injuries even if your target decides to charge you!

Combat Speed: Combat should be neat and organized for purposes of safety, realism, and mathematics. We know you will get the urge to let loose and quickly pound on your opponent, and many players will do just that (facilitated by the fact that boffer weapons are much lighter than the weapons they represent). All players should space out their attack blows by at least one second each (not including blocking) and each swing should be between a 45 and 90-degree arc; blows that land quicker or are swung in a smaller arc than that are probably not good solid hits, and a swing far over a 90-degree arc tends to be too hard for most players' likings.

Rapidly landing little, dinky blows on an opponent is called "Machine-Gunning" and is not allowed. A player is not obligated to count any of the blows from a machine-gunned attack. It should take about one second for a player to fully reset himself for his next blow; attacking again faster than that usually results in weak blows, sloppy combat that can't be calculated, and angry players. We will be looking for considerate and neat-looking combat; we consider it good role-playing.

Now, just because you are fighting neatly with measured swings doesn't mean you have to go easier on your opponent; just don't charge in with arms flailing or rapidly pound someone with your weapon and expect that he is going to enjoy dueling with you.

Power of Swings and Ignored Attacks

If you think that your opponent is hitting you too quickly or softly for you to take damage from the hits, let him know, and also let him know how many points of damage you accepted (with in game statements if possible). Example: A player strikes you three times within one second: way too fast. You decide to accept one of the points of damage but not the other two; say something like, "One good shot there" or make a noticeable tap with your hand on the spot where you are accepting the damage. You should always let a player know if you are not accepting his damage; otherwise, you are cheating. If you say nothing, your opponent will assume you are being damaged.

This does not mean that you should make all of your blows really powerful. Boffer attacks should be gentle but firm. Let your opponent know he is being hit without hurting him. You should also tell a player if his blows are too hard, but that doesn't mean to make him soften them and then not count them because they're too soft. If you are dueling with a player that is not counting blows that you think are valid, measured, and neat, don't argue with him. Walk away from the combat if you need to and tell a GM about it. Disciplinary actions will be taken on players that are reported multiple times.

Actively Engaged in Combat

Some abilities cannot be used on a character that is "actively engaged in combat." Being actively engaged in combat is defined as actively fighting an opponent with a melee weapon or moving to fight an opponent (or vice versa) that is within swinging distance (at least 10 feet). Spell-casting or using missile weapons does not count as being engaged in combat. If it is a close call, the decision is made in favor of the character targeted by the effect in question and the effect is considered unused.

Weapon Etiquette

Boffer weapons are the tools most necessary for making the World of Magesta feel like a dangerous place, and while you might treat the weapons of your enemies differently if you were in an *actually* dangerous place and your enemies were *actually* enemies, there are a few rules of weapon etiquette that we use at Magestry to allow all players and cast members to play the game safely and fairly:

-Always be on the lookout for unsafe weapons. If a weapon breaks during combat or you otherwise notice that foam or pipe is exposed, inform the wielder immediately; he must acquire a safe weapon before combat can resume.

-If you see an unattended weapon or shield on the ground in a combat area, assume that it is shattered unless there is someone there who can verify otherwise. If you identify it as an NPC weapon, please return it to NPCHQ at your earliest convenience.

-If you see a weapon being used that, last you knew, was shattered, you can assume it was repaired.

-If an NPC weapon is attended by an unconscious or dead NPC and you want to take it to fight with for the combat that is still in progress, you must ask, "OOG, can I take this weapon to fight with." If the answer is yes, you must return it to the NPC or to NPCHQ at your earliest convenience. If the answer is no, don't take it. Consider it shattered or otherwise unusable.

-If an enemy is subdued, that does not mean your character can remove his weapon from him. If he manages to get up again, he might have other ways to attack, but if you take his OOG weapon, then he has no option. If you are afraid he will revive and you want to try to prevent him from using his weapon, you can try using a skill that is designed to do that.

-If a PC weapon is in the hand of any unconscious or dead PC, you may take it unless an in-game ability is preventing it. Remember that it must be returned to the PC at the end of game or you are OOG stealing.

Illegal Targets

A player's head, neck, hands, and groin are all targets that you are not allowed to aim for with anything (weapon or spell packet). Be aware that there is always the chance that you will be struck in one of those places by accident; please don't get mad about it, just sit out for a bit if you need to. You don't have to accept the damage or effect of an attack that strikes an illegal target. Please report any player that is repeatedly hitting people in illegal targets.

Also, you may not intentionally deflect a packet or weapon with your hand and then claim the spell or attack did not count because it hit an illegal target. In fact, we'd prefer that you accept the effect of a packet that strikes your hand provided the caster did not hit you there intentionally, which is almost certainly the case.

OOG Command Words

Certain words and phrases are always considered out-of-game no matter what. They are commands for either emergency or role-playing situations. For the safety of everyone, the first three commands listed must be followed immediately. The second three should be followed because they keep the game running smoothly and sensibly.

-“**Time Out**”- Yell this loudly if you notice an emergency situation that requires the attention of everyone. When a “Time Out” is called, everyone who hears it must stop what he or she is doing and take notice of (and maybe help) the emergency situation.

-“**Caution**”- This command functions as a mini “Time Out.” Use this command if you notice a situation that is potentially dangerous to a small number of people. You need only speak this command loud enough for those persons (or person) to hear. Example: You are engaged in combat with another player and you notice that he is about to back into an area filled with slippery rocks. Say “Caution” to your opponent and then move the combat to a safer location.

-“**Out-of-Game Help**”- The very nature of role-playing an adventure story dictates that the word “Help” will be often shouted at Magestry for in-game reasons. This is why the command word “Out-of-Game Help” specifies that the help you need is “out-of-game.” This phrase is to be used only in a real (OOG) emergency. If you hear someone yelling this, please stop whatever you are doing to get help to the situation.

However, in some emergency situations, the single syllable “Help” is often the only word that a panicked victim can muster. For this reason, we ask that, if you hear this word being shouted and don’t know why, please investigate and learn if the reason is in or out-of-game. It is less confusing if, for role-playing purposes, you use another word to ask your fellow heroes for help in defeating that last skeleton; “assistance” works nicely (unless the other skeletons have already killed all of your friends).

-“**Clarify**”- Use this command when you don’t understand how a skill works, the person who used it will explain it to you out-of-game so you can role-play accordingly.

-“**1,2,3, Time-In/Play-On**”- This is the count-off that brings everyone back into the game after a “Time Out” or a “Caution.” Before you say it, you must make sure that the situation is safe and under control. Usually, the person who calls “play on” is the person for whom the Time Out was called (if he is still there).

-“**Call-Out**”- This command is effectively an in-game attack on another character that is in a situation where combat is not safe (inside a building, next to a fire, on a stony mound, etc.). A player that is “called-out” must go to a safe location with the person who called him out and proceed from there. (See the section on “Safe Locations” earlier in this chapter for details about a call-out.)

Injuries and Emergencies

Injuries and emergencies must be considered and put under control before any game-play in the area is able to continue. Find a GM and/or medical personnel as soon as you are sure that the situation won’t get worse without you there. Players should travel around the property in groups no smaller than three people for safety. Remember that the word “Help” is an out-of-game command that will attract immediate attention.

Yellow Arm Bands

Players wearing yellow armbands are exempt from combat for health reasons. They cannot attack you and you cannot attack them. You can throw a spell packet at them, but you must do so very, very lightly. If you want to attack the character of a player wearing a yellow armband, you must tell the player, “I’m attacking you” and he must take whatever damage you tell him he takes (unless he runs away from you).

Physical Fitness

We mentioned earlier that live-action role-playing is much different from tabletop role-playing. One of the main aspects that set the two apart is the fact that you are actually the one making the physical actions (combat, running, dancing, etc.). It is very important that you are aware of your physical limitations and play within them. Do not play a heavily armored dwarven warrior if you can’t physically walk and fight all day in 30 pounds of armor. Don’t use shields that are too big for you, don’t use a bow if you can’t draw and fire it properly, and don’t intentionally involve yourself in a plot that you know will force you to do a lot of running if you know that you can’t run for an extended period of time. You know your physical limitations better than anyone, so be responsible for yourself.

Resolving Problems Before They’re Problems

You may run into a problem or two while role-playing with other players. Most arguments stem from disagreements about the rules or anger at someone’s conduct during combat. When these things happen, please be civil to each other, talk it out, and resolve the situation peacefully. Don’t bother the GMs with problems you can work out yourselves; we have enough to do already. Everyone is playing to have fun, and if you are determined to do that, then disagreements with other players will never turn into bigger problems.

Reporting Foul Play

There are certain situations when you just can’t help but to tell a GM about misbehavior, especially if it endangers the safety of others. We are also concerned with the enjoyment of all of our players, so if you notice that someone is cheating in a way that detracts from the fun of others, please let us know.

In-Game Combat

At Magestry, all combat can be reduced to two basic types: boffer and magic. Boffer combat involves boffer weapons and skills while magic involves spells.

The offensive part of boffer combat is using a boffer weapon to deal damage to an opponent, and the defensive part of boffer combat is a character’s Hit Points (HP), Armor Points (AP), and skills that grant defensive abilities. The offensive part of magic combat is casting gesture-based, missile-based, or weapon-based spells; and the defensive part of magic combat is a character’s resistance abilities, ability to *Dodge* or *Deflect*, and sometimes other spells of his own.

Order of Physical Damage

Magestry’s combat system is largely measured by a numerical point system. Boffer combat, many missile-based spells, and a

slight few other spells deal damage points, and when these things are used on a character, they damage his various types of defensive points; however, some types of defensive points are always expired before others. Defensive points are lost in the following order:

First: Temporary Armor Points

Second: Armor Points

Third: Natural Armor Points

Fourth: Temporary Hit Points

Last: Hit Points

Armor Points will only protect you from Weapon-Based effects; however, Backstab attacks and Psychic, Spirit, and Astral effects bypass all Armor Points without damaging them and directly damage Hit Points.

Once a creature's Hit Points have all been damaged, it will fall to the ground unconscious and proceed to bleed to death unless it receives help. For a creature to fall unconscious, the last point of damage it was dealt must have been to the torso. If it was dealt to one of your limbs, you will remain at one Hit Point, but that limb will have the Injured effect for 10 seconds and be unable to be used. Poison effects and *Life Drain* attacks are special in that they will take your last Hit Point and make you fall unconscious even if they hit you in a limb.

Injured Limb Effect: If an arm is Injured, you can maintain hold on an item in that hand, but you cannot attack or defend with that item. The arm hangs limply at your side. If a leg is Injured, you cannot stand on that leg. You must drop to your knee. You cannot walk or hop on your good foot. You may slowly crawl, but while you are crawling you suffer the Pain effect.

Boffer Combat

The following sections detail the in-game rules for boffer combat; they may refer you to other sections of the book.

Skills that Require Weapons

Some attacks with boffer weapons have other effects besides simply dealing a greater number of damage. Special skills disable opponents in other ways. Example: *Cripple* renders the struck limb unusable even though it does no Hit Point damage.

There are many other fighting and stealth techniques that disable characters in unique ways. To use one of them, a player must say its OOG statement prior to attacking his opponent. The next attack he makes will carry that technique. If he misses that attack, the next attack he makes will *not* carry the same technique unless he says the OOG statement once more.

A technique used with an attack that misses its target is not considered used. Also, if an attacker misses his intended target with a skill but still hits his opponent (example: he states "Backstab Cripple" but hits the person's back), a point of damage is dealt as normal.

Parrying: Blocking an opponent's weapon with your weapon will stop any special skill that happens to be involved in his attack unless that special skill affects weapons (like *Disarm* or *Shatter*) or is Power Level Zero or Power Level 4 or above. The *Parry* skills are used for blocking attacks that are actually successful. They make a character's fighting ability better than his player's actually is. Also, any fighting technique can be used to parry any other of its kind (*Fatal Crit* negates a *Fatal*

Crit). When used in this way, the player says either the technique's OOG statement or "[technique name] to parry" immediately after his opponent's attack. When a technique is used to parry another, both techniques are considered used.

Disarmed or Dropped Weapons: If a player is disarmed of his weapon or it is otherwise dropped, he must be allowed to safely retrieve his weapon before anyone else tries to retrieve it (you may attack him while he is unarmed, but remember that machine-gunning is not allowed and a person can ignore all such hits if he wishes). If, at any time, you are bending to pick up someone else's weapon at the same time he does, you must back off and allow him to safely retrieve his own weapon.

Also, just because you disarm an NPC of his weapon, the character he is playing may not be defenseless. Therefore, you should not try to take an NPC's weapon from him while he is still actively fighting.

Unarmed Combat

A weaponless character may not block or use the skill *Parry* against any attack unless he has the skill *Unarmed Combat*. An unarmed weapon (fist or claw) is represented by a short green boffer club, usually without a pommel. If a character is of a race that may have claws (Drakian or Mongrelian) his player can construct an appropriate-looking claw to use as an unarmed weapon. Unarmed weapons cannot be disarmed or stolen, nor will *Cripple* or *Stun* work if the unarmed boffer is struck (even though it represents the character's limb); however, if the skill *Shatter* hits the unarmed weapon, the limb of that hand will be crippled as per the skill *Cripple*.

Unarmed combat never means that a player can fight or block with his feet or body - a boffer must be used. Also, if a player drops an unarmed boffer while fighting, he cannot stop play to retrieve it; he must pick it up just as anyone else would have to retrieve a disarmed weapon. Sorry. Consider yourself having just made a mistake, temporarily rendering your hand disabled, as in hitting your funny bone or something.

Rage!!! Being Forced Into Combat

Even if your character does not intend to engage in combat, there is an in-game effect that does not give him a choice: the *Rage* effect. If you do not have a weapon when under the *Rage* effect, you have 10 seconds to retrieve one that is unattended (using the proper method for taking a weapon from an unconscious person if applicable [see Combat Chapter]). If you cannot acquire a weapon within 10 seconds (an unarmed boffer counts as a weapon for a character that can fight unarmed), you will pass out unconscious, under the *Sleep* effect, as if affected by the skill *Waylay*. You may opt, in place of attacking with a weapon, to attack with a spell, but that spell must be an offensive spell that does not have a prefix (e.g. *Lightning Bolt*, *Death Word*, *Ice Storm*, etc.). Once you have gone 10 seconds without casting a spell or acquiring a weapon, you will go unconscious. This unconsciousness will last until the rage effect has expired. If you are awakened before the spell has expired, you will continue to be enraged and will pass out again in 10 seconds if you cannot attack. This rule also applies to a character that is kept from combat (*Entangle*, *Paralyze*, etc.), and it applies to a player who cannot participate in combat as denoted by a yellow armband.

Countering Attacks

Remember that fighting techniques that are not *Crit #* have the ability to be used to block identical techniques, but stealth techniques do not have that ability. Example: *Flatten* can be used to parry a *Flatten* (thus, nothing happens to either combatant and both skills are spent for the day), but *Waylay* cannot be used to parry or dodge another *Waylay*.

Magic Combat

Magic Awareness

For logistical simplicity, you will always know if you are targeted by a spell, even if it was cast silently, though your character may not know what spell it was or who cast it. If you resist a spell, both your character and the caster will be aware of that. In fact, a caster will always know if his spell fails [unless it was an Area spell].

Magic Damage Types

There are many types of magic on the World of Magesta, and those that can damage creatures do so in different ways. The following are the types of magical damage that you might encounter (listed from most to least common):

Essence: This is the energy of the school of Magestry. It is tangible, so it cannot bypass armor.

Elemental Energy: This is the energy of the school of Nature and is drawn from the power of the elements. Each element lends itself to a different form of damaging energy: Fire yields Fire Damage, Water yields Ice Damage, Earth yields Acid Damage, and Air yields Lightning Damage. All of these energies are tangible and cannot bypass armor.

Psychic: This is the energy of the school of Psionics. It bypasses armor points and directly damages Hit Points because it assaults the creature's mind. As such, it will likely have "No Effect" on creatures that do not have minds.

Spiritual: This is the energy of the school of Spiritualism. It bypasses armor points and directly damages Hit Points because it assaults the creature's spirit.

Astral: This is the energy of The Dimensions. It bypasses armor points and directly damages Hit Points because it assaults the creature's Form [its very existence in time and space].

Magestic: Magestic energy (damage from a Magestite weapon) contains the Essence Effect Type as well as all four Elemental Effect Types. The wielder of such a weapon may choose any of 7 Effect Types on each swing: Essence, Fire, Ice, Lightning, Acid, Body, or Magestic (a sub-type of Body).

Shadow: Shadow energy deals damage that cannot be regenerated by most creatures with regenerative abilities, such as trolls, shadow creatures in darkness, or characters under the effect of *Regeneration*.

Magic Weapons

When a weapon is enchanted with a magical energy (such as Essence, Fire, Psychic, Shadow, etc.), any attacks made with it are able to take on that Effect Type.

If a weapon under the effect of a temporary weapon enchantment is shattered or otherwise broken, the enchantment is immediately dispelled. One weapon cannot be subject to two temporary enchantments at once unless one of

them is from a touch-based spell and the other is from a area-based spell.

Weapon Types

A boffer weapon's color is often a representation of the type of material the in-game weapon is made of/coated in. The color of duct tape that indicates the weapon material type is as follows:

Brown: Wood

Chrome: Silver

Red: Magestite

Green: Unarmed Weapon

OOG Reaction Statements

What you say in reaction to another character's action, skill, or spell is important because it lets the other player know how or if it affected your character. The following statements are out-of-game communications:

"Parry": Say this when your opponent's weapon actually strikes its intended target and you use a skill to counter it.

"Dodge": Say this when your opponent's weapon or packet actually strikes its intended target and you use a special skill to move out of its way. Even though it hits you, your character totally dodges the effect.

"Resist": Say this when you use Resistance Levels to negate the attack.

"No Effect": Say this when your opponent is striking you with a weapon that you are immune to or use Immunity Levels against. Saying "No Effect" means the attacker's skill remains unused for the day.

"No Effect to [name effect]": Say this when some spell or attack did not have the full effect, but some effect was seen. In the case of most weapon attacks, this means the attack did one point of damage and nothing more. (Example: Luther the Golden Boy is immune to a ghoul's *Paralyze* attack when one of the undead creeps slices him with the claws of its rotting hand. Luther suffers the point of damage but not the paralysis that accompanied it and [his player] says "No Effect to Paralyze" to show that he took the damage but is not paralyzed.

"Evade": Say this when you use the skill *Evasion* to take only half damage (rounded up) from a spell that deals numerical damage.

"Absorb": Say this whenever you use an "Absorption" effect and soak up the energy from a spell or attack. Absorption is a visible phenomenon to anyone who witnesses it, so you cannot continue to absorb a player's attacks without letting him know that you are doing it.

Cluster Attack Rule

If multiple people are attacking you at once with swings or missiles that are dealing nothing but single points of damage, you will not suffer more than 4 points of damage in a single second. Consider it a "Crit 4." If a skill is used on you while you are clustered (even a beneficial one), that skill is the only thing that happens to you for that second of time; no other damage matters (if more than one skill is used in that second and you honestly cannot tell them all apart, you should say "No Effect to Skills" and instead take a "Crit 4"). One second worth of Cluster Attack can be reduced or negated by any ability that can reduce or negate a "Crit 4, Body 1."

Chapter 7: Dying and Playing Dead

Dying

Once a character has been brought to zero (0) Hit Points, he will fall to the ground, unconscious, and begin “bleeding out.” (Remember that the last damage point must be dealt to the torso unless it is from a life drain attack or a gesture-based or area-based spell that deals numeric damage.) An unconscious person is not aware of anything happening around him. If he does not stabilize on his own (through use of the skill *Stabilize*) and no other character helps him stabilize (with a skill such as *First Aid*, *Awaken*, *Heal*, or some *Cure Wounds* ability), he will die after remaining at zero (0) Hit Points for 15 minutes. The only way (in this rulebook) to restore life to a dead character is with the spell *Resurrection*.

The Final Blow

If a creature is actively trying to “finish off” its victim, it can get the job done in less than 15 minutes. Once a character has been brought to zero (0) Hit Points or is otherwise helpless, one well-placed attack will instantly kill him. This attack is called the Final Blow. A Final Blow is performed when a player places his weapon on his victim’s torso and clearly and slowly states, “Final Blow One, Final Blow Two, Final Blow Three.” This count must be restarted if it is interrupted by another character actively defending the fallen victim or if the victim moves or is moved.

A Final Blow cannot be dealt to a target that moves in any way, whether it is from the target squiggling (as in the case of it being bound but conscious) or being dragged by another character. If he feels the situation is best role-played as such, a player is welcomed to allow a Final Blow to kill his character even if he is conscious and not paralyzed (as in the event that he is bound and has a sword to his throat or he is tied down to the chopping block), but he does not have to.

“Final Blow One” represents dealing one Hit Point of damage; “Final Blow 2” is another Hit Point of damage, and “Final Blow 3” damages all remaining Hit Points and kills the target. This means that any effect that can be ended by the target suffering a Hit Point of damage (*Sleep*, *Waylay*, *Confuse*, *Despair*, etc.) is ended upon “Final Blow One” and the target may interrupt the rest of the Final Blow (unless that single point of damage was enough to drop him to zero Hit Points). Despite this, anything that causes at least a single Hit Point of damage (such as *Magic Missile*) can be used to deal a Final Blow, but a Final Blow must be intentional (i.e. a stray throwing knife or *Magic Missile* will not accidentally Final Blow a creature, nor will damage from an *Elemental Explosion*).

A Final Blow bypasses any armor or natural damage reduction without damaging it.

The Spirit

Every character on Magesta has a spirit. A character’s spirit is the defining force that makes him who he is much more than does his body or his mind. While he is alive, his spirit is tied to his body, but when he dies his spirit breaks free and goes about other business. Characters that die are, until they are on their way to Death, able to be subject to the spell *Speak with Dead*. Spirits on their way to Death cannot be affected by any

magic or weapon – nothing can stop them from going to Death unless a GM says otherwise.

Minimum “Bleed Out” and Death Time

You may choose for your character to “bleed out” in fewer than 15 minutes if you wish, but you can do so in no fewer than three minutes. The same is the case with going early to see Death: you are able to wait up to 15 minutes (without your spirit being detained), but you may not leave to see Death during the first three minutes that you are dead, have your mind destroyed, have your body turned to stone, or any other type of effect that removes you from game play. This rule may only be broken in the case of safety being jeopardized (such as lying exposed in extreme weather).

Deathly Visitation

A character’s spirit can remain inside his body for up to 15 minutes after his death; after 15 minutes the spirit has no choice but to leave the body and immediately seek out Death, who is the Incarnation of Death itself (MAKE NO DETOURS - ask for Death at Plot Central if you’re not sure of exactly where he is.). Death is the authority on categorizing spirits and he, or one of his Agents, with the help of cards or dice, will decide the fate of a character’s spirit. If the spirit wishes to return to life, Death will determine the cost and consequences of its return.

Most of the time, when a character is sent back to life, he returns without memory of the 10 minutes before he died, and unless you are told otherwise by a GM, you should assume that that is the case for you as well.

Death to NPCs

Certain NPCs may bleed out and vanish in less time than a PC is allowed to. Generally, they will take at least 3 minutes to bleed out and 3 more minutes for their bodies to dissipate, but they are not required to. When an NPC creature does go to visit Death, it may find that the system does not work the same way as it does for PCs. Many creatures only get to die once; the Incarnation of Death does not grant second chances to everything on Magesta.

Spiritual Detainment

There are a few ways in which a spirit might be able to remain in its body for more than 15 minutes. The most common way is if another character casts the spell *Detain Spirit* on its dead body; however, the spell *Animate Dead* will also function as a spirit preserver for its duration. Once a spirit is on its way to Death, nothing can impede it unless a GM says otherwise.

Spirit Travel

A player assumes the form of a spirit when he pulls a piece of cheesecloth over his head (we will supply each player with one cheesecloth). A spirit appears as a faintly shimmering form to living creatures, and the character underneath a piece of cheesecloth is unidentifiable without the spell *Identify Spirit* or the skill *See Spirit*. Spirits are intangible.

Spiritless Bodies

In a normal death, a body without a spirit is melded with nature and the creature's clothing, weapons, and other items on his person will meld with his spirit as his spirit goes to visit Death. When the spirit enters his body again, nature will cease to meld with the body and return it to the place that it fell. The only other times this happens are when a creature uses the spells *Astral Projection*, *Psychic Projection*, or *Spirit Walk* unless a GM dictates otherwise.

Mindless Bodies

If a character's mind is destroyed or removed from his body, he remains alive but cannot move and is unaware of any of his surroundings. Basically, he will stare off into nothingness while drooling all over his motionless body. As long as his spirit is still in his body, he will be recognizable to others. Any time after 3 minutes of being a mindless body, a player may decide to proceed to Death.

Flesh to Stone

If a character is turned to stone, he remains alive but cannot move and is unaware of any of his surroundings. He can remain in this state indefinitely if not reverted to his normal self. Any time after 3 minutes of being a statue, a player may decide, if he wants, to proceed to Death.

Banishment

Go OOG and come to Ops to find out where your character went.

No matter what the state of a creature or corpse, you cannot mutilate or detach any of its body parts unless there is a specific plot purpose for it and you have permission from a GM.

Playing Undead

At some point during your travels on Magesta, your character's dead body is bound to be found by a necromancer and turned into an undead slave via the spell *Animate Dead*, so you should be prepared to role-play that. Since your body will likely be fresh, you will not have to move sluggishly like a TV zombie; you should move at your normal speed. You can groan but cannot talk or understand any language unless someone casts the spell *Speak with Dead* on you. That spell does not force you to speak or to be nice to the person who cast it. You will have the statistics told to you by the person who cast *Animate Dead* and you will be under his complete control. If, for some reason, he stops giving you commands, your default behavior is to feast on the flesh of the living! If you have questions about your animation, you can get clarification with your animator.

Rules for Being a Corpse or an Undead Creature:

-Everything that was affecting you (beneficial or otherwise) while you were alive continues to affect you, unless you are no longer a valid target because you are dead. If you are a corpse, you will lie silent and unmoving on the ground no matter what is affecting you.

-You are immune to all Psychic Effects. ("No Effect")

-You are immune to Life Drain. ("No Effect")

-If you are a corpse, you do not know what is happening around you. If you are undead, you can hear and understand what is happening around you. Either way, you cannot speak (if you are undead, you can groan) unless someone casts *Speak with Dead*.

-If you are undead, *Cure Wounds* and *Heal* damage your Hit Points (and *Sunbeam* deals 2 damage) while *Inflict Wounds* and *Harm* restore your Hit Points. Also, *Death Word* and *Finger of Death* will function like *Resurrection* on an undead creature, while *Resurrection* and *Destroy Undead* will function like a Death effect. If you are a dead body, you are immune to all *Cure Wounds*, *Inflict Wounds*, *Heal*, *Harm*, Death effects, and *Destroy Undead* ("No Effect").

-If you are an undead creature at zero Hit Points, you are effectively a dead body, but you cannot be resurrected unless you are in a Consecrated area.

-You are affected by all other effects (including those that specifically target dead or undead creatures) except that, if you are dead, you remain unmoving and unaware. No effect can make you stop acting like an unmoving corpse unless it is an effect that is specifically designed to make dead bodies act differently.

-*Diagnose* will have its regular effect and also reveal that you are dead.

-If you are a dead body and are subject to *Resurrection*, you will be alive again with one Hit Point. Everything that affected you while dead remains in effect until the duration expires, except for things that are not able to target living beings.

-*Animate Dead* and *Vile Resurrection* are spells, but they cannot be dispelled by any effect because they have Instantaneous durations (if nothing else stops you from your undead rampage, the Incarnation of Death will force your spirit to come see him after an hour).

Effects vs. The Incarnation of Death

Most things affecting you (beneficial or otherwise) are removed upon going to see the Incarnation of Death unless the staff tells you otherwise.

Player Versus Player

When a PC (or group of PCs) kills another PC, there is always the chance that out-of-game feelings will be hurt. Magestry does not prohibit PCs from killing other PCs, but the staff *does* expect that any such situations will arise from reasons that are *completely* in-game. Out-of-game retaliation of any kind will not be tolerated.

On Magesta, death is considered a very serious thing. Killing a person once is widely considered an extreme revenge for virtually any offense. The Incarnation of Death does not look favorably on the repeated killing of the same individual and will take actions to amend such activity.

However, be warned that, if you play an evil character and are not good at being secret about your evil activities, you are setting yourself up for conflicts with other PCs. If they kill your character multiple times because they continuously witness you doing evil things, then the Incarnation of Death will not show you such mercy. It can be fun to play an evil character (the staff also has fun providing things for evil characters to do), but if you wish to do so, you must also be aware of the dangers and be able to handle the in-game conflicts. In a game full of heroes, you may not last very long.

Surrendering Your Character

If you decide that you want to permanently stop playing your character, you may surrender him to the will of the staff. When you do this, you will free the Player Experience Points (PXP) that you had invested in that character so you can invest them in another (see “Player Experience Points” in “Chapter 14: Rewards”). We will then decide the fate of your surrendered character. You may never again play him as a player character but, if we are nice, we may allow him to make an occasional cameo as a non-player character.

Final Adventure

Should you choose for your character to not return from a death, we may offer you a final adventure for that character (if we feel that the character was played long enough to be deserving of such individual attention). This final adventure won't happen until at least the event after the event that the character died at, and we will welcome slight plot requests from the departing character's player.

Chapter 8: Adventuring


Up until now, we have discussed the details of creation and use of characters in Magestry, but there are many other aspects of the game that bring the World of Magesta to life. You must know how these things affect your character and vice versa. This chapter will explain some of the features of the game that have, thus far, largely been untouched.

The most important thing you will learn in the following pages is how to know the difference between things that are in-game (IG) and things that are out-of-game (OOG). The basic rule is that in-game objects and effects are any that fit into the setting of the World of Magesta, and out-of-game objects are the things that exist in the real world and don't belong in Magesta. Example: A piece of paper with the words "Lock, Simple" written on it is just that out-of-game: nothing but a piece of paper; however, in-game it is a working mechanical lock of poor quality. Out-of-game, you are Joe Smith from New York City. In-game, you are Romar of Fegoria. Some objects, like trees and rocks, are both in-game and out-of-game. Certain out-of-game objects may occasionally be in the way of game-play; try to pretend that they aren't there. If you can't, incorporate the object as if it were an in-game object as best you can.

Locks

Locks and Lock-Picking

Normally, we keep all in-game buildings, chests, and boxes unlocked out-of-game; however, some of these objects may have in-game locks on them.

<p style="text-align: center;">Mechanical Lock, Quality; Power Level</p> <hr/> <div style="text-align: center;"></div> <p style="text-align: center;">Serial Code: _____</p> <p style="text-align: center;">GM's Signature:</p>

Mechanical Locks

An in-game lock is represented simply by a piece of white paper. Written on the piece of paper are the words "Mechanical Lock, X Quality," a unique 1 to 4-digit serial number, and an official GM's signature. (X will be substituted for a word that represents the quality of the lock: Simple, Common, Complex, or Great.) The number of digits in the serial number is representative of the number of tumblers in the lock, which dictate the quality of the lock.

Most locks (at least when they are made) have corresponding keys. Keys are represented by a piece of paper, a Popsicle stick, or a real key labeled as an in-game item. Every key will also be marked with a serial number, and, as you've probably guessed, keys can open locks with

corresponding serial numbers. You can tell how many tumblers a lock has, but you cannot tell the exact code, therefore, you cannot tell if a key fits a lock just by looking at it; you have to try it.

Mechanical Locks look something like the image above. Locks that have not been signed by a GM have not been authorized and are not really there. Only one lock may be placed on a door or a box unless the object is specially designed to hold more. Also, if a lock locks a door from both of its sides, a lock card is required to be on each side of that door. For magic locks, this requires that the *Magic Lock* spell is cast twice: once on each side of the door (see Magic Locks below). Any lock, mechanical or magical, will lock automatically if the door, chest lid, or other object it is on is shut.

Picking Locks

A character with the skill *Mechanics* knows how to open locks without using keys; this is called lock picking. A character can successfully pick a lock of a quality equal to the *Mechanics* skill that he is using. See the description of the *Mechanics* skills for details on lock picking.

Breaking Locks

A mechanical lock can be broken by a significant feat of strength. One or more characters can use a number of uses of *Feat of Strength* to break a lock, but it can be hard to do and always makes a loud noise: one (1) *Feat of Strength* is required to break a Simple quality lock, four (4) *Feats of Strength* are required to break a Common quality lock, ten (10) *Feats of Strength* are required to break a Complex quality lock, twenty (20) *Feats of Strength* are required to break a Great quality lock, and the OOG statement for breaking a lock requires everyone involved to shout "Feat of Strength!" When breaking a lock on a chest, no more than two people can be involved, but when breaking the lock on a door, up to 6 people can be involved. Magical locks cannot be broken in this way. Breaking the lock on a chest in this way will result in the destruction of all of the breakable objects within the chest.

Lock Cards Without Numbers

A lock card does not always mean a manmade lock. It could represent a stuck door or an area enclosed by fallen rocks. If a lock card has a Power Level but its code has no numbers in it, it means it is no key can open it because it is not a proper "lock." *Mechanics* and *Feats of Strength* may still be used to open such things provided the Power Level is met.

Magic Locks

Magic locks are the result of the spell *Magic Lock*. Unlike mechanical locks, magic locks cannot be broken with *Feats of Strength*, nor can they be picked normally. Picking a magic lock requires the skill *Anti-Magic Mechanics* (described in Chapter 13).

Upon casting *Magic Lock*, the caster must post a white OOG card on the object being locked. The card must read, "Magic Lock." It must also reveal the caster's name, the date it was created, and the Power Level of the lock. (The caster's

name is OOG information, but all other information on the card can be determined in-game.)

The caster of a *Magic Lock* is able to grant permission to a specific person to bypass that lock (and only that lock) for a stated amount of time. To do so, all he needs to do is specify the lock and the window of time that the person is to be allowed to open it. The caster may also revoke this right after it has been given. If a *Magic Lock* is cast upon the door to your sleeping area, you have automatic permission to pass through that lock, and the caster is unable to revoke that permission.

There cannot be more than one magic lock on the same side of any object. If a magic lock is created on an object that already has a magic lock, the lock with the higher Power Level will prevail.

Magic locks can be dispelled by *Dispel Magic*, and the spell *Magic Key* may be bestowed on a person or an object, granting them the ability to unlock one magic lock that is equal to or less than the Power Level of the key. Unlocking the lock does not dispel it, and immediately after unlocking it, the *Magic Key* vanishes.

Making Locks

Only characters with the skill *Craft Locks* can construct mechanical locks. Making a mechanical lock requires the proper time and materials. For a full description of the materials, costs, and creation of mechanical locks, see the Locksmith profession in *Professions & Prestige* (available at Magestry.com).

Tying Someone Up

There may come a time when your character thinks it is necessary to restrict someone's ability to move by binding him with rope or tethers. When you do so, you must have some kind of phys rep, and you must spend at least 10 seconds (for arms and another 10 seconds for legs) pretending to tie him with it while you explain, out-of-game, what you are doing. You must make sure you wrap the bonds in a way that he can, out-of-game, easily and immediately get out of them if he uses a skill that allows him to escape. The player should realize that, though he is not *actually* tied tightly, his character *is* tied tightly. No matter how many bonds you tie around a person, he can effectively have only two locations tied: arms and legs.

Freedom from Bondage: Once a person has been tied, another person can untie him or cut his bonds (taking 10 seconds per tied location), but a character that is tied can never free himself unless he uses an appropriate skill or a staff member indicates otherwise.

It requires one use of *Escape* or 2 uses of *Feat of Strength* to break a rope around your hands, and it requires another use of *Escape* or more 2 uses of *Feat of Strength* to break a rope around your feet, but you never need more than 2 uses of *Escape* or 4 uses of *Feat of Strength* to break out of any amount of rope, even if your body is tied up. Also, one use of *Improved Escape* or *Release* will free you from any amount of tied bonds.

Metal Bonds: Unless otherwise indicated, metal bonds, such as manacles, are assumed to be locked with a Common quality lock, meaning *Common Mechanics* (or a higher-grade

Mechanics skill) is required to pick them, and at least four *Feats of Strength* are required to break them. Unlike tied bonds, a person is not able to help another person out of metal bonds unless an appropriate skill or key is used. *Improved Escape* or *Release* will also free a person from metal bonds.

Traps

Beware! There are many dangers waiting for you in the forests and dungeons, and some of them never sleep. Magestry also has a system for setting, triggering, and disarming traps. Traps sometimes consist of realistic props, but they usually include a white card describing what they do. The outside of a trap card reads, "Trap, Contact Effect, Power Level X." The inside of the card tells the type, grade, and function of the trap. A person who comes within 3 feet of a trap card must open the card, read it, and act out its effect. Characters with the skill *Mechanics* do not immediately set off traps when they see them, they will be given a chance to disarm them.

Almost all traps you will encounter will be Contact Effects.

Contact Effects and Glyphs

Contact effects (such as traps and contact poison) and Glyphs now remain all event unless they are removed by the appropriate skill. Until they are removed, they can affect any number of people. The exception to this is an actual trap that is not accompanied by a trap card (like a popper.) Such traps are always considered Simple Traps and never do anything other than a single point of non-magical damage unless a staff member dictates otherwise. Once they are sprung OOG, they are used up. If an actual OOG trap is accompanied by a trap card, the card will dictate the trap's effect. The trap card remains in place unless it dictates that it should be removed. A PC can normally only set traps that have trap cards.

Anyone who sees a Trap or Glyph card and is within 3 feet of it will instantly trigger it and be affected by it. Anyone who touches an object that has a Contact Poison card on it will instantly be affected by the poison (for large objects, you must touch within 3 feet of the card to be affected). Unless the card dictates otherwise, no single person will be affected by the same Contact Effect or Glyph more than once per day. The appropriate *Alertness* skill will allow a person to avoid one Glyph; however, if it is set off, the appropriate *Deflect* or spell protection skill can protect the target from it. *Alertness* or *Dodge* will allow a person to avoid touching one Contact Effect. *Dispel Magic* will permanently remove a Glyph. The appropriate *Mechanics* skill will permanently disarm a trap, but *Mechanics* cannot remove Contact Poison. *Neutralize Poison* will remove Contact Poison.

If a trap or glyph is set/cast into a portable object, it will be spent after the first time it goes off. However, you cannot use a trap or glyph in combat. In fact, while combat is happening, traps and glyphs can be ignored.

Trap Qualities

Simple Traps are Power Level Zero, Common Traps are Power 1, Complex Traps are Power 2, and Great Traps are Power 3. Power Level will be noted on trap card.

Disarming Traps

To disarm a trap means to stop it from working and make it harmless. Only characters with thieves' tools in their possession and access to the skill *Mechanics* may even attempt to disarm a trap. Any character with even one available stealth skill slot is granted a 10 second delay upon seeing a trap card. In these 10 seconds, he must decide whether to attempt to disarm the thing or just let it affect him normally; he has only these two choices, and the trap is triggered automatically if he does not decide within those 10 seconds. If he decides to attempt to disarm it, he must open the trap card, read what quality it is, and spend the appropriate *Mechanics* skill. If he does not have access to a high enough grade of *Mechanics*, the trap is immediately sprung and no skill slot is spent. Disarming a trap takes 10 seconds. If those 10 seconds are interrupted, the trap is sprung.

The inside of a trap card looks something like this:

Trap Card

Type / Power Level: _____

Quality: _____

Effect: _____

Special Instructions: _____

GM: _____

*Trap Cards that have not been signed by a GM have not been authorized and are not really there. A lock or a trap cannot be taken unless it has been disarmed with the appropriate *Mechanics* skill **and** is accompanied by a full item card complete with Appraisal Code (NOT just the lock or trap card).

There are a few types of traps at Magestry that tend to be the most common. They are listed below:

Needle Traps: These are usually found inside a lock or a treasure chest. The needle itself doesn't deal a character any countable damage, but it is usually coated with some type of poison. Needle traps are so unpredictable because their effects range from harmless to deadly. Neither armor points nor gloves will prevent a needle trap from affecting you.

Bombs: Bombs are usually triggered to a door or chest as well, but they usually affect an area rather than just one person. They usually have special instructions for the trap-springer to follow in order to make sure that it has the effect that it's supposed to. Usually he will have to speak the effect aloud and the trap affects everyone in the sound of his voice.

Pressure Plates and Levers: These types of traps can cause anything from the release of a poison gas cloud to a massive cave-in. Pressure plates and levers are represented by a square of duct tape (any color) with the sticky side facing out; its trap card will be attached to the non-visible side. They are designed like that so they stick to a player's foot or hand. If a player touches the tape (even if it doesn't stick to him), then his character has triggered the trap and it takes effect as soon as he notices it, even if he doesn't notice it until later. He must then read the trap card on the non-visible side and act accordingly.

Trip Wires: Trip wires never include a Trap Card because they are simple. They are easy and safe-snapping wires that are strung between two objects. If a character snaps a trip wire, he takes one point of damage from an imaginary dart

that shoots from an imaginary hidden location. All trip wires are Simple quality traps.

Pits: Pits also do not contain Trap Cards because they, too, are so simple. A pit is represented by black plastic stretched across the floor. If a player steps on the plastic for any reason, he falls into the pit and must go to Plot Central to discover where his character went. Pits cannot be disarmed.

If a character sees a pressure plate, lever, trip wire, or pit, he can avoid it to the best of his ability even if he doesn't have the *Mechanics* skill; he just cannot attempt to disarm it.

Setting Traps

Any character can use a *Mechanics* skill to set a trap. To do so, he must purchase the materials for making the trap (these may be hard to find). Upon the purchase of these materials, his player will be given a Trap Card that has already been filled out and authorized. When he sets it, its quality will be equal to the *Mechanics* skill that he uses.

Glyphs

A glyph is a magical trap that is represented by a piece of paper. The paper has a visible side and a hidden side. On the visible side is written "Glyph, Gaze Effect X." If a player sees a glyph, he must read the hidden side of the paper (to himself) and his character is subject to its effect for the duration stated if he couldn't resist it. For all intents and purposes, an activated glyph is treated as a gesture-based spell.

A player may ignore glyphs while actively engaged in combat; they will only work if you have enough time to read them while not under the threat of imminent attack. (Sparring with a friend doesn't count as combat, wise guy.)

Diseases

During your adventures, you may occasionally be confronted with some form of in-game disease. You will be notified verbally or by some written note if your character ever contracts a disease.

Some diseases are contagious, meaning they can be passed from one character to another through touch. Occasionally, the Magestic staff just might release a particularly nasty disease that can be contracted through easier or stranger ways.

The two diseases listed below are the most common, but you might confront others (and when you do, they should be accompanied by descriptive effect cards).

Sleeping Sickness: This disease causes your character to fall asleep suddenly and uncontrollably at various intervals (much like a narcoleptic). You sleep for 30 seconds during the first 3 minutes that you are affected by Sleeping Sickness. During the second 3 minutes, you sleep for one minute. During the third 3 minutes, you sleep for 90 seconds; during the fourth 3 minutes, sleep for 2 minutes; during the fifth 3 minutes, sleep for 2 and a half minutes. After 15 minutes with Sleeping Sickness, you will fall asleep permanently and cannot be awakened by Awaken, Pain, or suffering Hit Point damage. You can only be awakened if an appropriate effect is used that can remove Sleeping Sickness, and it must meet or beat the Power Level.

Sleeping Sickness is contagious by touch.

Zombie Rot: A character infected with Zombie Rot slowly loses Hit Points until he dies and then rises as an undead zombie. He will lose one Hit Point every three minutes unless

cured, but he may still be healed during this time. Three minutes after reaching zero (0) Hit Points (whether from this disease or from other damage) the character will be dead (not just unconscious) and will rise as a 5-Hit-Point zombie with a hunger for living flesh three minutes later as if he were animated by the *Animate Dead* spell.

Zombie Rot is contagious by touch.

Removing Disease

The spells *Remove Disease*, *Restoration*, and *Heal* will cure a character of all diseases they meet or beat the Power Level of. If any disease cannot be removed by any of those spells, that fact will be stated in the disease's description. Certain diseases might have other ways in which they can be removed, but if that is the case, these methods will also be stated in their descriptions.

A disease is not removed from a body when an infected creature dies and contagious diseases can still be spread by corpses.

Potions

Potions are created by characters with the *Alchemy* skill. In-game, they are little flasks of energized liquid that have special, magic-like effects; out-of-game, they are little flasks with cards stuffed into them that have descriptions of exactly what those effects are. We say they are *magic-like* because potions are not actually magic and do not behave in the same way. See "Chapter 11: Alchemy and Toxicology" to discover how potions are different from magic spells and how they are similar.

If you pull the card out of a potion flask and you do not have the ability to identify potions, it is considered that your character drinks that potion and becomes subject to its effect unless he was opening the potion to spread it onto an object; either way, the potion is considered used. The card included with the potion tells you everything you need to know about what it does and how to role-play its effect.

Poison

Poison is an aspect of Magestry that makes the game a bit more dangerous, but it also gives players more options and something to occupy their characters with between the action. Poison is represented in-game by an effect card that explains the poison's effect.

Such an effect card will be taped or clipped to any item that contains poison. This effect card is not an in-game item, so your character cannot actually see it. Its purpose is to let you, the player, know that an item contains poison and to explain the effect of that poison. If, for example, you see a poison effect card affixed to a cup that your character had intended to drink from, your character did *not* actually see the tag, so it will not have any bearing on his intention; he would still drink from the cup and then suffer the effects of the poison.

The only way that poison can be detected on or in an item is with a skill that is designed for that (such as *Detect Poison* or *Sense Poison*). However, your character's decision to use such a skill cannot arise from you having seen the OOG effect card.

Poison effect cards that do not have an official GM mark or signature can be ignored.

Poison Types

There are four basic types of poison at Magestry: contact, ingestive, blade, and powder. These types explain how the poison gets into the victim; they do not explain what the poison does. Poison at Magestry can have any number of effects and each poison's effect is described on its effect card.

Contact: Contact poison is a type of poison that might be spread on an item. It must touch bare skin to be effective, and the victim must be in direct contact with the source of the poison; it would not be effective to take contact poison from one object and wipe it onto someone else. If your bare skin touches an object with a contact poison effect card attached to it, consider yourself the target of that poison. If the object is very large, consider yourself affected if you touch anywhere within 3 feet of the effect card. Contact poison remains on an object even after you touch it; it can affect multiple people, so you must leave the effect card alone unless you use a skill that specifically removes it.

Ingestive: Ingestive poison is the kind that must be taken orally to be effective. It can be sprinkled onto a food or mixed into a drink. Always check the bottom of your cup, bowl, or plate after you have finished eating or drinking. If you see a poison effect card, it means that your food or drink was poisoned and your character is subject to the poison that it indicates. After ingesting the poison, you must rip up the effect card (please do not litter).

Blade: Blade poison is spread onto a weapon [of any type] that is then used to break the skin of its victim. Blade poison will affect a character if the weapon that it is spread on makes contact with at least one of his Hit Points (temporary Hit Points also count, but armor points do not). If the blade a poison is spread on can bypass armor (like a weapon enchanted with psychic energy), that poison also bypasses armor. For blade poison, no effect card need be attached to the weapon.

Powder: Powder poison is inhaled by the target creature or sprinkled about his body and usually has minor effects. It is represented by a spell packet that is thrown at the target, but it is not considered a spell.

Like a missile-based spell, powder is effective if it strikes the target creature or anything it is holding, including weapons and shields. Unlike spells, *Spell Resistance* and other spell protections will not protect against powder. Powder may be negated by any *Dodge* or *Parry* skill (but not evaded with *Evasion*). Like blade poisons, powder poisons are not accompanied by effect cards.

Here are the most common lesser poisons and their effects:

10-Second Effects

Coughing: Withhold Effect

Sneezing: Withhold Effect

Laughing: Withhold Effect

Itching: Withhold Effect

5-Minute Effects

Hiccup: Roleplay Effect

Nausea: Roleplay Effect

Intoxication: Roleplay Effect

Resisting Poison

See *Resist Poison* in Chapter 13.

Blade poison is a bit different. You can resist it by not allowing the attack that carries it to touch one of your character's Hit Points, temporary or otherwise. If the attack that carries blade poison is parried or dodged, the poison is ineffective and is considered used.

If you are struck with a blade poison and it damages one of your armor points, you must state “No Effect” to let your attacker know that his poison was unsuccessful. If the attack that carries poison touches nothing but armor points, the poison is not spent on the attack. The attack needs to touch one of your character’s Hit Points. Even if the damage that carries poison is reduced by the skill *Damage Reduction*, the poison will still have its normal effect.

Also, if your final point of damage is dealt by poison, the strike need not hit your torso to bring you to zero (0) Hit Points and unconsciousness.

Neutralizing Poison

While poisons often have effects that are magic-like, poison is not considered magic. This means that the spell *Dispel Magic* has no effect against poison effects. To remove a poison effect, the spell *Neutralize Poison* is needed. *Neutralize Poison* removes poison that it meets or beats the Power Level of.

A poison can only be neutralized if its duration is longer than “Instantaneous.” This means that Hit Point damage, death, etc. that has been caused by poison cannot be reversed by *Neutralize Poison*.

See “Chapter 11: Alchemy and Toxicology” for more information about poison.

Making Sense of it All

You will see many strange and curious things while playing Magestry, but not all of them have to confuse you. You will see many things that would be out of place in the real world, but they are all things, or represent things, that are common in the World of Magesta. Example: While walking through the forest, you’ll see green cards attached to trees. These cards are called “Tree-Speak” and represent the trees’ ability to talk to characters who know their language. We’d love to have it, but our budget just doesn’t allow for a grove of mechanical, talking trees.

Remember, this is a fantasy game, so if you try thinking in those terms (and you know the rules) very few things will confuse you. Our special effects are limited (we can only stretch your registration money so far), so use your imagination. Here are a few things that you should know before jumping into the World of Magesta.

Searching a Body

After felling a large school of woodland beasts, a character will most likely want to search their stinking corpses for valuables. There is a method that you, the player, must follow whenever you want to search a body. First, kneel down next to the other player and state, “I search you” without doing anything else. The fallen player might simply hand you what he has, or he might ask you to describe your search. If he asks you to do that, try naming all of the places on his character that your character would think to search. In some cases, a player may give you permission to “Go ahead and search.” If he says this, you may search through any of his pockets, pouches, or even shoes (be sure to avoid any “private” spots). If you are not comfortable actually searching an NPC, you may repeat, “I search you” and he will likely hand over the concealed items (though he is not required to).

A complete hands-off search using the ‘I search you’ method takes 30 seconds unless the NPC is kind and allows it to move faster.

If the NPC does not wish for you to actually search him (or vice versa), you may also state your *Spot* level if your character has that skill. Depending on the level you state, your search may be faster or more thorough (allowing you to find something you otherwise might have missed). However, if the NPC asks for you to actually search him, please do that before stating your *Spot* level. Remember that, even if you state “Spot 10,” the NPC is not required to hand over the hidden treasure, so if he says, “go ahead and search,” it is in your best interest to actually make an effort.

A player character is not allowed to “hide” items on his person in such a way that it requires *Spot* to find. If the searcher states, “I search you,” a PC is allowed to ask to be actually searched, but if the searcher repeats, “I search you,” the PC (unlike an NPC) is required to hand over his in-game possessions.

Taking Weapons and Armor

If your character is the kind of guy who likes to loot battlefields, he is welcome to take items he finds on creatures’ corpses. However, since the Magestry staff needs all of our weapons, costumes, and armor to come back to Plot Central with the NPCs who took them out, you, as a player, will have to supply your own physical representations of the things your character takes. That’s right; that means if he wants to take the swords of 20 orcs, *you* have to have brought 20 of your own boffer swords to the game and, once your character takes them, they will be in-game and can be stolen or lost just like any other in-game item. Note that most of the items creatures carry will be worthless, so looting bodies for anything but money, potions, and scrolls will almost always be more trouble than it’s worth. Also, if your own sword was shattered, teleported, or otherwise rendered unusable (in-game), it cannot be used as the physical representation of any other weapon unless a GM allows it.

Stealing from Players

If your character is willing to risk wearing out his welcome in town, he may find himself looking to steal from other PCs. In-game money, potions, and scrolls are able to be stolen, but any other items, including weapons or magic items, cannot be stolen unless the staff has placed an Appraisal Code on them or otherwise clarified that they are able to be stolen.

Protecting OOG Items

Destruction of property belonging to Magestry or another player is strictly prohibited. As such, there may be times that you need to fabricate an in-game reason why something is not possible. As an example, though many thieves would love to slice open tents to get at the valuables hidden in within, there is no in-game mechanic for it, and you are obviously not allowed to actually cut a person’s tent. Sorry if it spoils your fictive reality, but we don’t cut tents; we don’t destroy OOG property.

Locking and Holding Doors Shut

You are not allowed to physically hold a door shut, nor are you allowed to lock it with an OOG lock. There are in-game ways to keep the bad guys on the other side of a door, but if

they have the means to get through the door despite those methods, then you will have to find other ways to defend yourself. Despite what you might hope, *Feat of Strength* is not an acceptable in-game method of keeping a door shut.

Writing In-Game

There may come a time during the game that a literate character will want or need to write something down. If he wants to write in ink (necessary for some documents), he will need to purchase in-game ink. One dose of ink will write one average page. He can write with a “charcoal” (pencil) or with his own blood for free. If he writes with his blood, he loses one Hit Point per page.

To send a letter between events, log in to the Magestry Database, select your character’s name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Write Letter button and fill in the text fields. Sending a letter will cost one silver noble for postage, plus 5 copper bits per written page. Obviously, you can only write a letter if you have the skill *Literacy*.

OOG Cards

During your adventures, you will surely see many cards attached to things here and there. These cards are, themselves, out of game, but they represent something that a character sees or hears in-game. The following is a listing of the different types of cards, their colors, what they mean, and who is allowed to read them.

White Card = Lock, Trap, Glyph, or other OOG instruction. A white card can be read by anyone; in fact, nobody who sees a white card and is within 3 feet of it is allowed to ignore it: it represents a very real in-game object that might have consequences just for seeing it.

Yellow Card = Spot Card. A yellow card represents something that is well hidden from average eyes. On the card’s cover, it will read, “Spot X,” and inside will be inscribed what can be spotted. “X” is a level number that represents how well the thing is hidden. Only characters with the skill *Spot* can read a Spot Card. What’s more, only characters with a *Spot* Level equal to or greater than the level on the card can read a Spot Card. Example: Fovil the Slippery has acquired the *Spot* skill 3 times, so his *Spot* Level is 3; therefore, he cannot open or read a Spot Card that reads “Spot 4” on its cover.

A character without a *Spot* Level high enough to read a Spot Card must ignore the thing altogether; to him it is not there. See description of *Spot* for more information.

Red Card = Magestry-Speak. A red card represents the speech of the living energy that powers the magical school of Magestry. A character can only read one of these cards if he casts the spell *Detect Magic*. Everyone else must ignore them.

Green Card = Tree Speak. Green cards represent the speech of the trees and plants of Magesta. These plants will only speak to characters with the skill *Commune with Nature*. Other players that see green cards can have their characters realize the trees have something to say, but they can't read the cards.

Blue Card = Stone Speak. Blue cards represent the speech of the rocks and stone of Magesta. These minerals will only speak to characters with the skill *Commune with Nature*. Other players that see blue cards can have their characters realize the rocks have something to say, but they cannot read the cards.

Gems

Along your Magestic travels, you may chance upon a precious gem or two. Gems are represented by little plastic stones that look a bit like real gems. The color of the plastic indicates the gem’s type and, usually, its value. The value of a gem can only be determined by a character with the *Appraise* skill. You might also find uncut gems in-game. They are represented by green-painted rocks, and their internal colors are usually noted somewhere on them or on an accompanying item card. Their types can only be identified by a character with the *Appraise* skill, and they can only be cut by a character with the skill *Gem-Cutting* (see *Professions & Prestige* at Magestry.com).

Playing In and Going Out-of-Game

You’re probably sick of hearing it by now, but we can’t stress enough how important it is that you stay in-game as much as possible during a Magestry event. However, for those times that you must leave the action, there is a signifier that you must be familiar with: the arm over the head signal. That’s right, any player with his arm (or weapon) resting atop his head is out-of-game and cannot be seen by players in-game; in fact, he does not exist to them in any way. There are very few times during game-play that this gesture is acceptable. The most frequent use of it will be by cast members on their way to one plot or another, and players can use it just before going to bed or just after waking up when going to or from the bathroom if they feel that they absolutely must. Also, some high-level spells grant a character the advantage of going out-of-game for in-game purposes, but this situation is rare. Going out-of-game illegally to protect your character from the dangers of Magesta will result in a deduction of skill points.

Close Calls and Settling Disputes

Sometimes it will be unclear if all necessary conditions were met for a certain skill to affect your character. The following section describes some questionable situations you might find yourself in and explains how official decisions are made on them. These rules may only be enacted if the target of a skill is honestly unsure if the proper conditions were met. Enacting them when such things are obvious (which is almost always the case) is cheating.

It is possible that, at some point in your time on Magesta, you will find yourself in a questionable situation not described here. If that happens, remember that the number one rule is to be courteous and play nicely; if you do that then the best decision will be reached.

Q: Did the weapon hit me?

A: A close call is made in favor of the target of the weapon strike.

Q: Did the spell packet hit me, my clothing, or something I was holding?

A: The decision is made by the consensus of a third party (or parties) who witnessed it. If the third party(s) decides the packet missed the target, the spell is considered missed and spent. If there is no witnessing third party, the decision is made by the target and the spell is considered unused if he decides that it missed.

Q: Did the weapon hit me in the appropriate location for the accompanying skill to be affective?

A: The decision is made by the consensus of a third party (or parties) who witnessed it. If the third party(s) decide the weapon did not strike an effective target, the skill is considered missed and unused. If there is no witnessing third party, the decision is made by the target and the skill is considered unused if he decides that it missed.

Q: Was I within line-of-sight for the entire in-game portion of the incantation of that gesture-based spell?

A: The caster decides in the event of a close call. If he decides he did not have line-of-sight the whole time, the spell is unused.

Q: Did the duration of the spell affecting me end yet?

A: The person affected by the spell is the one who times it with a watch or estimates if no clock is available or the duration is less than one minute.

Q: Was I in range of that area-based spell?

A: If the spell was cast loudly enough for you to hear it, your character was in range of it, even if the spell was cast on the other side of a wall, portal, or Magic Cage. If you heard the spell but honestly did not understand what it was, it only affects you if there is someone near you who can immediately clarify it for you.

Q: Was I actively engaged in combat?

A: If it is a close call, the decision is made in favor of the character targeted by the skill, spell, or glyph in question and the skill, spell, or glyph is considered unused.

Q: Did I make eye contact with you at the moment that you were using a *Hypnotize* skill on me? Was I close enough for you to affect me?

A: The OOG Statement for a *Hypnotize* skill need not be completed while eye contact is held. Only a moment of eye contact is required and the statement may begin anytime up to a full second after eye contact is made as long as the hypnotist was close enough to see the whites of the target creature's eyes. The hypnotist decides in the event of a close call on either timing or distance. If the decision is that the eye contact was not right or from too far away, the skill is unused.

Reacting to Skills

If you have not responded with a counter to a particular effect within 5 seconds of it being used against you (whether because you forgot that you could stop it or are unsure if an ability you have can stop it), your character will be subject to the effect. Additionally, even if 5 full seconds have not yet passed, if your character clearly begins role-playing the effect, we recommend that you continue to take the effect even if you then remember that you could have stopped it. Doing otherwise has the potential to confuse the encounter, and, while it is technically allowed as long as it follows the 5-second rule, we consider it poor role-playing. In combat, if you do counter an effect after your character has clearly started reacting to it, you must disengage from that combat long enough for your opponent(s) to realize that you were actually not affected, because in many cases he will have continued on as if you were affected, and he likely has several other opponents occupying his attention.

Forgetting Skills

If you forget that your character is benefiting from some ability (like a spell protection or temporary Hit Points), and you allow something to affect you when that ability could have prevented it, you must stick with your role-playing decision to let the effect affect you. Later, if you wish to have your unused ability returned to your character, you must come to NPCHQ to ask a GM if you can have it back. You will only get the unused ability back, you cannot undo anything that happened as a result of your forgetting.

Being Awakened OOG

If someone wakes you up OOG for an OOG reason (to ask for a replicated skill, inform you that you are being woven a dream, etc.), you must continue to role-play that you are asleep for at least three minutes afterward. After three minutes have passed, your character may wake up (IG) if you'd like. However, your character may wake up at some point during these three minutes if something happens in-game that would legitimately wake him up.

Additionally, if you are affected by some effect that requires you to get out of bed and dressed to role-play, the time it takes you to get out of bed or get dressed does not count against the duration of that effect unless the user of that effect wishes it to. Also, you should be as quick and quiet as possible in doing these "OOG" things so as not to wake other players. Taking too long or making excessive noise is bad role-playing.

Hiding Under Beds

While the area underneath a bed is OOG, your character may still hide himself there if he needs a place to hide. However, if the bed you are trying to hide under is not your own, you may not touch any of the items under the bed. If you think you might not be able to fit under the bed without touching the items (taking into consideration that you might be found, attacked, and have to defend yourself), then do not go under that bed.

Remembering Numbers

The staff of Magestry understands that the rules of the game are extensive and can often be difficult to remember. While you are responsible for knowing the effects, durations, and other characteristics of the skills and spells that you use, we do not expect you to remember them all. However, to cut down on the amount of times the OOG command word "Clarify" needs to be used, we have tried to make things like durations, distances, and stacking rules easy to remember. Here is how:

Skill and Spell Durations: These are based on the numbers one and five. If a skill has a numerical duration, that duration is usually one, five, or 10 time units (e.g. 10 Seconds, One Minute, 5 Minutes [offensive skills only], 10 Minutes [defensive, role-playing, and Control effects], One Hour, One Day, or One Event).

Dirtnap Durations: While skill durations are based on the numbers one and five, durations dealing with unconsciousness and death are based on the number 3. Bleeding out takes 15 minutes and spirit departing and going to Death takes 15 minutes (for a total of 30); First Aid takes 3 minutes; Searching takes 30 seconds; *Stabilize* takes 3 minutes.

Distances: Distances are also based on the number 3. Disarmed weapons must go at least 3 feet away; the distance between you and your opponent must be 3 feet during combat; 30 feet for *Gust of Wind*, *Turn Undead*, and *Whirlwind*.

Stacking Effects: Cumulative enhancements max out at 8. You can never carry more than any combination of 8 Temporary Hit Points and Armor Points. Area-based spells that grant Temporary Hit Points or Armor Points may be stacked over touch-based ones, but the maximum any one character can have is 8 (total of both Hit Points and Armor Points). There is also a cap of 8 points of extra damage that you can add to a single attack (as from *Feat of Strength*, *Weapon Readiness*, *Power Attack*, etc). This does not, however, include the base damage done by a skill that deals numeric damage (like *Crit 2* or *Backstab 5*). Similarly, in the event that you have the ability to stack multiple kinds of Damage Reduction, you can never reduce more than 8 points of damage from a single attack.

Using *Feat of Strength*

Up to 8 uses of Feats of Strength may be used by one person for a single action or attack.

Numeric Damage Attacks and Empowering

Feat of Strength can be used to increase the damage of any weapon-based attack that deals numeric damage. The damage is increased by one for every Feat of Strength used to "pump-up" the attack.

Alternatively, Feat of Strength can be used to increase the Power Level of any weapon-based attack (not defense). The Power Level will increase from 1 to 2 if 2 Feats of Strength are used before the attack, and the Power Level will increase from 1 or 2 to 3 if 6 Feats of Strength are used. (Examples: "Cripple, Body 1" could become "Cripple, Body 3" if the user first pumps himself up with 6 Feats of Strength. Or, "Crit 2, Body 1" could become "Crit 4, Body 2" if the user first pumps himself up with 4 Feats of Strength [2 to add damage plus 2 to increase Power Level].) However, a single person may use no more than 8 Feats of Strength per day for the purpose of increasing the Power Levels of attacks.

To use Feat of Strength for either of these uses, it is necessary to roleplay that you are "pumping up" for your attack. For each Feat of Strength that you use to empower or increase damage of a weapon-based attack, you need to swing your weapon once without hitting anything so as to "gain momentum" (be careful!) while counting out your Feats of Strength. ("Feat of Strength One, Feat of Strength Two," etc.) The empowered attack need not be the first attack you make after pumping up, but you have one minute to use the empowered attack or the Feats of Strength are lost. Since it need not be the first attack, if you are interrupted while pumping up, you can stop and then continue your pumping up later, as long as one minute has not passed.

Other Uses for Feat of Strength (Actions)

Carrying a Person: Without *Feat of Strength*, you cannot move quickly while carrying a person, if you can even carry him at all. One use of Feat of Strength will allow you to carry him at your normal rate for up to 10 minutes.

Forcing Locks Open: To use Feats of Strength to force through a lock, the number of Feats required doubles with

each successive step of lock quality. A Simple lock requires 2 Feats, a Common lock requires 4, a Complex lock requires 8, and a Great lock requires 16 (and, obviously, more than one person adding Feats of Strength to the task).

When you use Feat of Strength to get through a lock, you are not considered to be breaking the lock, you are only forcing your way through it. Breakable objects inside a locked box will be broken if *Feat of Strength* is used to open it. Glass flasks *always* break when this happens.

Breaking Bonds: Two Feats of Strength are required to break someone out of a Power Level 1 Snare effect or rope bonds (a person only need use strength to break *himself* out of rope bonds – another person may untie the bonds without spending any skills provided both hands are free), 4 feats are needed for a Power Level 2 Snare effect or metal bonds (unless the metal bonds have a lock card on them, in which case, the lock quality reveals the number of Feats needed), and 8 feats are needed for a Power Level 3 Snare. *Feat of Strength* cannot be used to break out of magical Bind effects.

Withstanding Wind Effects: *Feat of Strength* will allow you to hold your ground during one wind effect (*Gust of Wind* or *Whirlwind*) that you are affected by. For the duration of the wind effect, you cannot move toward the source (probably a caster), but you may move away from the source and then replant your feet to remain in position.

Negating Skills: *Feat of Strength* can be used to negate a *Disarm* or *Withhold* that is dealt to his weapon or shield (though not the disarm effect from *Heat/Chill Weapon*).

Feat of Strength cannot negate a *Weakness* effect, but *Weakness* will bring an end to the strength-requiring task that a character using *Feat of Strength* is trying to accomplish. During *Weakness*, a character can use *Feat of Strength* to make one regular attack. He may also use one *Feat of Strength* to perform a 10-minute task that *Weakness* makes impossible (such as walking or running at a normal speed).

When using *Feat of Strength* to perform a task other than empowering an attack, you must state what you are doing in your OOG statement so others may role-play accordingly. (Example: Observers will know that "Feat of Strength, I push through this locked door" makes a loud in-game noise, whereas "Feat of Strength, I pick you up" will not make a significantly loud noise.)

More than one character may add uses of *Feat of Strength* to a task, and even characters with the *Strength* spell can join the fun. Characters must count off "Feat of Strength 1, Feat of Strength 2, Feat of Strength 3, etc." until the appropriate number of Feats is reached, before completing the task.

Chapter 9: The World of Magesta

The game of Magestry is set in the imaginary, fantastical World of Magesta. As you can tell from the map, Magesta's lands and features are close (but not exact) parallels to Earth's.

This chapter is designed to get you accustomed to The World of Magesta. Here, we will discuss many phenomena that have importance in-game, as well as to the creation of your character. As you read about the place, remember that your character is a product of Magesta.

The Dabbleverse

Magesta is only a small dimension within the countless dimensions and planes that compose the Dabbleverse (a campaign setting that you can learn more about at PDabbleGames.com). Most dimensions in the Dabbleverse have unique flavors, and many of them are quite different from Magesta. There are places where technology reigns supreme, places ravaged by a post-apocalyptic turmoil, places designed specifically as trade centers between dimensions, and the list goes on almost infinitely.

There is a largely open system of travel between many of the dimensions in the Dabbleverse, and Magesta is no exception. Dimension travelers (also called Hoppers) frequently jump in and out of Magesta, bringing with them unique customs and items for trade. This makes Magesta a vastly diversified world, though it retains the distinct flavor of high fantasy literature.

People of Magesta

Because of the openness of trade between dimensions in the Dabbleverse, Magesta is home to a multitude of races and creatures, and this diversity gives way to colorful communities and a strong feeling of open-mindedness. If your character holds any prejudices, they are probably due to his or her being raised in an exclusive or insular community.

Incarnations

Magestry uses no standard religious system, though most characters do have some type of faith. Of course, there will always be people or individuals that believe in some god(s), and churches and sanctuaries are common in many settlements. Characters may believe in one or more gods if they so choose, but these characters are quite rare. NOTE: For the sake of out-of-game religious sensitivities, we will not allow any character to worship any real world god, not even those that may be from mythology (Zeus, Osiris, Odin, etc.).

What Magesta does have are Incarnations of various phenomena. Incarnations are personifications of certain aspects of life on Magesta. Some of the most common are Nature, Magic, Death, Music, Evil, and Dream; but there can be almost any number of them. It is actually much more common for characters to worship one or more of these beings as gods. During your travels you will almost certainly encounter an Incarnation or two; the trick is in knowing one when you see one.

Sunrise on Magesta (The Magestream)

When the sun peaks its head over the eastern horizon, it radiates its energy through the living field of magic that cloaks the world. In this instant, the magic field is stimulated and

releases a wave that penetrates all living things. This wave is called "The Magestream."

When "The Magestream" passes through a character, all of his used skill slots are returned, he heals all damaged Hit Points and Natural Armor Points, any unusable limbs are healed, and spells in effect on him are dispelled if their duration is "Until Sunrise." Characters will not gain additional Hit Points or Natural Armor Points if they are already at their [natural] maximum and they will not accumulate additional unused skill slots. Damaged or broken items (such as armor and weapons), however, are not repaired by The Magestream.

The Magestream only passes once per day. Basically, if you can see the sun at all (not just light from it) or at least know that it has broken the horizon, then The Magestream has already passed.

Modules

At certain times during your journeys you may travel to other places (IG) without leaving the property (OOG). These places may be dungeons, castles, noble houses, distant lands, and even other dimensions. No matter what they are, they are referred to, out-of-game, as "Modules." Many modules may have strict or slightly different rules so that they can work more effectively and be more believable; we will inform you of any variations as you enter the module.

We will inform all players of the locations of the module areas at the general meeting before each event. It is important that you know these locations because they are technically out-of-game areas to anyone who is not running a module inside them. This means that a character outside of a module cannot hear, see, or be otherwise witness to what is happening inside a module area.

Between Games on Magesta

Even when there is no Magestry event happening, life continues on the World of Magesta, and your character has many options available to him. In general, the way you explore those options are with information requests, which is kind of a blanket term for all of the things available to your character between games. Information requests include using skills such as *Gather Information*, *Knowledge*, *Stalking*, *Astrology*, and skills that allow you to craft and/or sell items (see *Professions & Prestige*); but it can also include things such as writing letters and traveling the world. However, because the staff's time is limited, each character is limited in the number of information requests he can submit for certain types of requests. For each event, a character can submit up to 8 of the following (total): Travel, Stalking, Gather Information, Library: Gather Information (using the *Library Access* skill from *Professions & Prestige*), and Astrology. All other types of information requests have no limit.

[Aszuron Map Available Here in Full Version]

Between-Game Days

Time on Magesta is parallel to time in the real world. A day that passes during the time that your character is not at an event is called a Between-Game Day. Even though you are not at Magestry during this time, your character is still somewhere, doing something, on the World of Magesta.

The Magestry Database keeps track of the Between-Game Days available to your character. The use of certain skills and abilities require that you spend Between-Game Days. For example, submitting one *Gather Information* request will use one of your character's available between-game days. Submitting one *Astrology* request will also use one day. *Stalking* allows you to spend as many days as you want on it, as do many of the profession-based skills (found in *Professions & Prestige*). The skill *Knowledge* does not require the use of any Between-Game Days.

Traveling in Magesta

Life is happening all over the World of Magesta, though your character may only witness it at the location of the particular Magestry event you are playing. As it is an ongoing story, life continues between events in that location and in the rest of the world. Your character can travel to other places during the time between events if he has the (in-game) money to pay for it. Certain modes of travel will take your character to a destination faster than others, but speedier modes tend to be more costly. Sometimes, more than one mode will be used on a particular voyage.

To travel between events, log in to the Magestry Database, select your character's name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Travel Magesta button and fill in the appropriate fields. You can only submit one travel plan between events, so make sure you have everything ready before you enter your travel plan. Submissions must be made by the established information request deadline. At the beginning of the next event you play with the traveling character, you will learn the result of your travel and maybe also receive additional information about the place you traveled to.

Remember: All of the real action happens at game. Sometimes, the game's story will send your character traveling for a purpose, and your trip will yield information and/or a continuation to that story. Traveling might also be necessary if your character wishes to purchase something special, visit a library, have better luck gathering information, etc. However, if you submit just a travel request without an accompanying *Gather Information* request, then you should expect to get no answer other than the staff acknowledging that you traveled.

Plan and calculate your character's journey by using the chart below. All journeys have a minimum cost of 5 copper bits, even if it is shorter than one day or you are using a free mode of travel such as *Wilderness Survival*.

Travel Mode	Max. Distance/Day	Travel Cost/Day
Foot	25 miles	3 copper bits
Horseback	100 miles	15 copper bits
River Boat	100 miles (40 if upstream)	15 copper bits
Ship	200 miles	30 copper bits
Airship/Air-Mount	1000 miles	200 copper bits
Magical (Rare)	Variable	Variable

*Return travel from anywhere back to the location where the game is being held is free and instant, so return trips do not need to be calculated into your cost in money or between-game days.

Magesta's Calendar

7 days of the week represent the 7 Ages of Magesta's history:

Day	Magestic Day	Incarnation	Age
Mon.	Shapingday	The Creator	Creation
Tue.	Dreamingday	Dream	Repose/Dreams
Wed.	Battleday	War	War
Thu.	Weepingday	Fear	Tears
Fri.	Gatheringday	Community	Gathering
Sat.	Wakingday	Faith	Arrival/Waking
Sun.	Fortuneday	Fortune	Fortune

The 12 months are given to the remaining 12 Great Incarnations:

Month	Incarnation	Magestic Month
April	Nature	Newgreen
May	Music	Petalsong
June	Knowledge	Enlightening
July	Magic	Suncast
August	Peace	Stillbreeze
September	Labor	Harvestwane
October	Death	Reapingdusk
November	Evil	Boneharvest
December	Law	Greysky
January	Chaos	Ravingfrost
February	Memory	Reminiscence
March	Life	Bloodthaw

[Irvanshire Map Available Here in Full Version]

Places in Magesta

The remainder of this chapter will be spent revealing the lands and cultures of Magesta. The places described in the next section are all possible homelands and travel destinations for your character. Due to political situations, certain areas may be more difficult to visit than others.

The Continent of Aszuron

This vast continent corresponds, very obviously, to Earth's North America. The other continents are not mapped in this book, but they can be found at Magestry.com. Each location's climate and land features are very similar to those of its real world counterpart, so keep that in mind when deciding your character background.

With the exception of the Kingdom of Irvanshire, the Continent of Aszuron is (OOG) undeveloped. Because of this, we welcome any [reasonable] geographic creations with the submission of your character background. If we like your creation, it will officially become part of Magesta, and we will describe it on our website for all to read about.

The Kingdom of Irvanshire

The place where your Magestry event is played probably corresponds with its "Magestic" position on the map. Event locations will be posted at (Magestry.com).

The Archipelago: Hundreds of islands line this coastline that is dotted by active fishing villages and peaceful resorts. Here can be found people of any race, though many villages and resorts are racially exclusive.

Battlekeep: This heavily fortified city lies between The Battlemoors and The Great Frostwood and is home to a temple dedicated to Armego, the Incarnation of War. Diplomats from Ken Ryndil and Raldo's Refuge often hire agents from Battlekeep in an attempt to open communication with the savage northeastern lands. The armies of Battlekeep are not enemies to King Adamar, but neither are they loyal to him.

The Battlemoors: These long rolling hills are home to tribes of barbarians. Among them are mostly orc, human, and mongrelian tribes, but almost every race is represented here in some community.

Bay of Murmurs: When the night wind blows across this bay, it seems to carry with it the sound of intelligent voices.

Bloomingport: Originally established as an impish trading port (appropriately called "Impishport"), Bloomingport was taken over by humans and half-elves in 1785, when the "Concession of Concessions" was passed and most of the imps, then being permitted to sell their wares in Tradegate, left the area for the prosperity that the larger city seemed to promise. Bloomingport is now a center of learning and fine dining. There can be found the famed Bloomingport Academy, the Seven Fellows' Tavern, and The Blooming Rose Inn.

Cape of Mongrels: This small peninsula is home to a large population of mongrelians. The lower swampy part of it is a poverty-stricken area, while the tip of the cape houses a very wealthy population.

Craftshire: Hidden deep within the fiddlehead hills is the largest gnomish settlement in Irvanshire. The place doesn't appear to be very large above ground, but the dwarves and gnomes have dug great halls and workshops into the center of the hills there. Anyone is welcome in Craftshire, though not everyone can find it.

East Farthings: The land within the elbow of Irvanshire's largest peninsula is known as the East Farthings. Once, the coast here was lined with small fishing villages; however, many of them are now mysterious ghost towns.

Eddinburg: Though it is conveniently located on the coast, Eddinburg is not considered a seaport town. Actually, not much activity has happened outside of its walls since rumors began of ghosts stealing away with all of the city's trade ships. Eddinburg is considered to be one of the most haunted places in Aszuron, and nobody lives or visits there but the bravest or most foolish; however, even the bravest of people have been driven mad by what they've heard and seen.

Fiddlehead Hills: These small but mystical mountains are home to many elf tribes and hidden faemin settlements. Though it seems a welcoming place during the day, the Fiddlehead Hills are spooky and strange at night.

Frozen Marshes: Though these marshes are usually covered with frost, they are always very swampy. They are home to settlements of orcs, imps, and mongrelians.

The Great Frostwood: The largest forest in Irvanshire is home to a vast multitude of elven tribes and faemin settlements. However, all races are represented here, even a few forest-dwelling dwarf clans.

The Go-Betweens: This stretch of land between Tradegate, Riverton, and Bloomingport contains a large system of roads used mostly for transporting trade goods that don't travel well by ship. There are many small trading villages along these roads; a great number of which specialize in housing and entertaining wayward travelers.

Hatchport: This small seaport town was founded by a few orcish settlers who were, long ago, excommunicated from the South Farthings. Though peoples of many races now live here, orcs have managed to retain much political power.

Howan Island: This island used to be a checkpoint for traders and immigrants wishing to enter Tradegate. Now, it is only used for that purpose during times of war or economic depression. The descendants of the founders of Howan Island still dwell there in more or less quiet villages.

Icwind Mountains: The largest and coldest mountains on the eastern coast of Aszuron are home to clans of dwarves,

drakians, and orcs. Despite the efforts of dwarf clans, the place is also infested with goblins.

Isle of Watchers: There are things hidden in the sea surrounding this island that allow no ship to land on its shore. Those who do find a way to set foot on the island never return to the mainland.

Ken Ryndil: This massive forest dwelling is the only exclusively elven city in Irvanshire. None but elves are welcome here except by invitation.

Lakedale: A home to peoples of all races, Lakedale was first settled by farmers and explorers who were intrigued by the story of a great monster that dwells in the deep water of Northshire Lake. The legend of the beast still lives on, though Lakedale now mainly serves as the center of trade and farming in the northern lands of Irvanshire.

The Lakeshires: The lands surrounding Lake Melvin are home to many small, but interrelated villages. Unfortunately, these villages are targets of frequent goblin and orc raids from the savage tribes of the Icewind Mountains.

Loft Cratvia: This northern city is home to a large and exclusive population of drakians. The structures of the place have been built into the crowns of six of the surrounding mountains. Generally, the people of Loft Cratvia don't welcome non-drakians unless they bring good wares to trade or have valuable knowledge to offer.

North Farthings: This hilly area is also known as the wandering lands. Because it lies between the unwelcoming lands of the Frozen Marshes and The Great Frostwood, there are very few settlements in the North Farthings. Most people who do live here are members of nomadic barbarian tribes.

Northshire Forest: Dwarven and orcish lumberjacks from the Icewind Mountains gather the majority of their resources from here, and, because of their exploitation, the forest is slowly disappearing. Naturally, there is tension between the mountain clans and the elves of the forest.

Northwatch: This large northern outpost is controlled by the king of Irvanshire and is mostly populated by humans and dwarves. Northwatch was established to protect Irvanshire from the raiders of Sapshire and Kire Dero, but lately it has been more active in keeping the Northshire safe from creatures that try to creep in from the Frozen Marshes and The Battlemoors.

Pine Hollow Mountains: This range of mountains is almost entirely forested, and hundreds of villages are hidden within its deep valleys.

Pith Sinkum: Once simply called "Pith," this ancient city was renamed when it was discovered that it is slowly sinking into the frozen marshes. Pith Sinkum is largely controlled by imps that are not as trade-oriented as is typical of their kind. Though there are no formal laws restricting visitors, only imps, orcs, and mongrelians are truly welcome here.

Point Edgar: This seaport city (named after King Edgar I) is the second largest in Irvanshire and serves as the kingdom's capital. King Adamar I rules from his seat here in Castle Edgar and controls an army of peoples of every race. Point Edgar is home to many schools, including the world-renowned Irvanshire Academy.

Port Hensworth: Hundreds of years ago, there lived a very wealthy man named Wadston Hensworth. Loving the Archipelacoast, he built his own resort on a small bay nearby. Today, Port Hensworth is a wealthy city populated by people of all races. It is still a frequented summer resort.

Raldo's Refuge: Nestled in the corner of The Great Frostwood and the Icewind Mountains is a high-walled city named Raldo's Refuge. It was founded by a shape changer named Raldo as a safe haven for outcast mongrelians. Today, it remains a refuge for mongrelians, but it also welcomes other outcasts, especially mixed races.

Riverton: The Irvanshire River runs directly through the center of this city. Riverton serves as a center of trade and business and a meeting place for diplomats between Tradegate and Point Edgar.

South Farthings: The lands stretching from just south of the Lakeshires to the Irvanshire River to just north of Hatchport are almost entirely covered by farmlands. Most of the farms are owned by the king, and enough food is grown here to feed all of Irvanshire twice over.

Tradegate: This, the most populated city in Aszuron, is a swarming center of trade. It sees a constant stream of visitors from all over Magesta, as well as from other dimensions of the Dabbleverse.

Chapter 10: Magic

Magic is the aspect of the game that requires the most imagination. When magic is present in enchanted potions, weapons, artifacts, etc., it is represented by some written or spoken notation. The potential for magic within an individual character becomes manifest through spells.

Spells are the tower skills of the Magic Skills Table, but they involve a bit more than typical skills do. The spells that a character can cast depend on what schools of magic he has studied.

Schools of Magic

There are four basic schools (types) of magic in the World of Magesta: Magestry, Nature, Psionics, and Spiritualism. Each school derives its power from a different source.

The four basic schools of magic are described below. Each school contains 3 Cantrip options plus 10 spell grades, each with 4 spell options to choose from when using a magic skill slot of that grade.

Magestry

Magestry is the living magical essence of the World of Magesta (and also the namesake of this game). Its school is the most common because its living energy willingly lends itself to anyone with the patience to study its ways.

Characters casting from the school of Magestry draw their power directly from Magestry.

Prerequisite Skill: *Read Magic*

Nature

The plants, air, waters, and the very earth of Magesta are bustling with their own living energy. Their energies can be drawn upon by learned creatures and converted into magic.

Characters casting from the school of Nature draw their power directly from the living energies of Nature.

Prerequisite Skill: *Commune with Nature*

Psionics

Psionics is a school of magic that draws upon the power of the caster's mind. The caster can use his mind to manipulate his surroundings, especially the minds of other creatures. Psionics has the unique ability of being able to cast its spells silently and without moving. Unless he is casting a missile-based spell, a psionist's silent spell is undetectable. To cast a silent spell, he must begin his incantation with, "Through the silent power of my mind..."

Characters casting from the school of Psionics draw their power directly from their own minds and/or the minds of others.

Prerequisite Skill: *Mental Focus*

Spiritualism

Every living thing on Magesta, and even some things not-so-living, is defined most distinctly by an intangible energy known as its spirit. A spiritualist can manipulate the energy of his own spirit and the spirits of others to create magical effects. Healing is one of his specialties.

Characters casting from the school of Spiritualism draw their power directly from their own spirits and/or the spirits of others.

Prerequisite Skill: *Spiritual Sympathy*

Acquiring Magic

A player does not purchase individual spells for his character. Instead, he purchases skill slots in each grade of the Magic Skill Table for his school of choice just as he would purchase any other skill slot. With each magic skill slot, a character may cast one spell per day, but that spell must be in the same school as the skill slot and of a grade equal to or lower than the slot.

A character may learn to cast spells from more than one school, but each school requires that he learn its prerequisite skill(s) and purchase skill slots to build a skill tower that is separate from any other skill tower.

Learning Magic

All spells must be taught by an eligible teacher. All of the spells in one grade of one school are taught in a single lesson.

Casting Magic

Incantations

Every spell in Magestry can only be used if its caster utters a descriptive and unique verbal statement. This statement is called an "incantation" and, in addition to activating the spell, it functions as a short description of what the spell does. Incantations are partially in-game statements, so a character that has been silenced cannot cast spells. The one exception to this is the school of Psionics, which has the ability to cast spells silently.

Any Power Level, amount of damage, or Effect Type stated at the conclusion of an incantation is an out-of-game statement no matter what school the spell was cast from: those statements are made so the caster's target knows how to react.

If your target honestly cannot understand your spell incantation due to excessive noise (whether in-game or OOG) or because it was rushed or mumbled, the spell has no effect on him and is considered miscast and unused (even if it was missile-based) unless your target is kind enough to have you clarify for him.

Each incantation uses a similar prefix phrase for the sake of ease; this is called a "spell prefix." All spell prefixes are structured like this: "By the power of _____," The word or phrase that replaces the blank space depends on the school that the spell is being cast from. If the incantation begins with the word "Through" instead of "By," you know that it is going to be a special incantation, such as a psionist casting his spell "Through the silent power of my mind."

Somatic Components

Casting a spell also requires some kind of somatic components (movements) even though we will not ask you to make outlandish gestures while you cast (though you may if you wish). This means that a caster cannot cast unless he has at least one usable hand. Holding something in a hand will not hinder spell casting, but *Magic Bonds*, *Paralyze*, *Cripple*, or anything that takes away the use of the hand will. The school of Psionics does not require somatic components except for missile-based spells.

School: Magestry

Spell Prefix: “By the power of Magestry,”

School: Nature

Spell Prefix: “By the power of Nature,”

School: Psionics

Spell Prefix: “By the power of my mind,” or, to cast silently, “Through the silent power of my mind,”

School: Spiritualism

Spell Prefix: “By the power of my spirit,”

Other Schools

The four schools listed above are only the most basic and common ones. There are others, and each one uses a different incantation. You may hear a spell cast by the power of Evil, War, Anti-Magestry, or something that you have never heard of. Remember, as long as a player correctly states, “By the power of,” at the beginning of an incantation, he is casting a valid spell and should be taken seriously, even if he casts by the power of something silly-sounding, like roasted pickles.

If a spell’s incantation does not include the word “I,” then the spell may not have been cast by the person who is speaking it. (Example: If a magic crystal explodes and deals damage to everyone in the area; an NPC might say, “To all within the sound of my voice: You are pelted by exploding glass, Damage 2, Body Zero.” Even though the NPC spoke this incantation, it was not his character who cast the spell, but the crystal itself.)

Own Power Casting

If a spell incantation includes the words “own power,” it cannot be resisted or negated (or turned) by any skill in this book. In other words, it will automatically be effective unless a GM says otherwise. Examples of such spell casting: “Through my own power, I snare your feet in place,” or “Through Lucidius’s own power, you are put to sleep.”

“Own Power” spells usually have prefixes of, “Through [Name]’s Own Power”). Hearing “Through” as the first word of an incantation tells you that the spell is going to be something out of the ordinary - like a silent spell, an “own power” spell, or possibly a special type of spell designed for a current plotline and is clarified at the opening meeting(s) of the game(s) for which it is pertinent.

Spell Bases (Types)

There are number of different methods that a caster might use when casting a spell. The method used is an inherent quality of the spell itself, and it depends on its “spell type.” A spell’s

type indicates how it should be cast and how it affects its subject. Some spells are of more than one type, so the caster must choose which of them to use at the time of casting.

Magestry’s spell types are described below. All of them require that the caster have use of at least one arm (not bound, crippled, paralyzed, etc.), unless it is a psionic spell that is not missile-based.

Gesture-Based Spells

Gesture-Based spells require no props or components from the caster, just the imaginations of the players involved. To cast a spell of this type, the caster need only state the incantation while his feet remain planted and one arm points toward the target. The player might need to indicate which creature he is targeting with his gesture-based spell if there are other creatures near the target creature. If you don’t know the creature’s name, try starting your incantation with an OOG targeting statement; something like: “You, with the big axe...”

Missile-Based Spells

This type of spell involves some kind of magical energy being shot, thrown, or slung by the caster. This energy takes the form of some kind of missile, bolt, or ray and is represented by an out-of-game object called a “spell packet.”

To cast a missile-based spell, the caster throws a spell packet at his opponent at the conclusion of his incantation. The spell is even effective if it strikes an object that the target creature is holding (like a weapon or a treasure chest). This makes hiding from spell packets behind a shield a silly idea.

Spell packets are called “spell components” in-game and are very much in-game items that you can see in a character’s hand.

Spell casters should role-play that they gather their spell components from different natural components such as soil, dried grass, leaves, water, or whatever they feel like is appropriate to add flavor to the experience of being a magic user. Rather than just picking up a spell packet that you see lying on the ground, it is good roleplaying to kneel beside it and spend about 10 seconds pretending you are harnessing energy from the earth.

Spell Packet Construction: You are responsible for supplying your own spell packets, and we require that you construct them of cloth, birdseed, and string or yarn (No Elastic Bands!). This is for safety reasons and for the sake of minimizing litter. Spell packets are the only items that we use at Magestry that can justifiably be left on the ground. Once they are thrown they can be hard to find in wooded or high-grass areas, but please try to pick them up. This is where the birds come in. Packets constructed of birdseed will be cleaned up by the birdies that will then use the soft cloth and string to make their nests; trust us – they really do.

Here’s how to make a spell packet:

Step 1: Cut a square of fabric that measures about 6” x 6” and lay it out flat.

Step 2: Pour about a handful of birdseed (without sunflower seed) onto the center of the fabric.

Step 3: Pull the edges of the fabric up until they are all touching and tie a string around the middle of the fabric, trapping the seed inside without much room to shift around.

Completed spell packets should look like little beanbag balls with a tail of cloth, and the beanbag ball should be slightly larger than an eye socket (for safety reasons).



Touch-Based Spells

This type of spell is never used as an offensive attack unless the target is helpless. A touch-based spell affects a creature if the caster completes the entire incantation while touching it (or, at least, being within 3 feet and able to touch it – the caster must also have a free hand to cast with unless the spell requires no somatic component, as from Psionics). The spell fails if the caster moves his feet before the incantation is complete.

Touch-based spells are further broken down into categories to explain which beneficial effects can be stacked with which others. For more, see the “Stacking Spells” further in this chapter.

Weapon-Based Spells

Weapon-based spells are like offensive touch-based spells. They work similarly to touch-based spells but with two differences: 1. The caster does not touch his target with any part of his body: he must successfully strike the creature with a weapon and touch a Hit Point (not an armor point). (If the OOG statement for the spell includes the word “Drain,” it will be effective even if it the attack touches an armor point.) 2. Weapon-based spells will still work even if the caster is silenced or moves his feet during the incantation because weapon-based spells actually have no incantations, they have out-of-game statements like skills do.

While a weapon-based spell will bypass spell protections (such as *Spell Resistance* and *Spell Turn*), it will not be effective if the weapon strikes an armor point, another weapon, a shield, is parried, or is dodged. However, some weapon-based spells are designed to work against weapons and shields (like *Heat or Chill Metal*). If the attack carrying a weapon-based spell strikes a Hit Point, that Hit Point is not damaged, but the spell takes effect. If the attack carrying a weapon-based spell strikes an armor point, that armor point becomes damaged, but the spell has no effect and is considered unused (and not necessarily still “on the weapon” – the next attack need not be the spell again). If the attack carrying the weapon-based spell is parried, dodged, or absorbed, the spell ineffective and is considered used just like a spell packet that misses its target.

Area-Based Spells

Many Area-Based spells, such as *Mass Entangle*, *Mass Despair*, and *Essence Explosion* are Power Level 0, meaning they will naturally go underneath all Passive Resistance Levels. However, for the purpose of a Power Level 0 Area-Based Effect, you can choose to use an appropriate Passive Resistance Level as an Active Resistance Level if you wish. You may also use a single appropriate Active Resistance Level to stop a Power Level 0 Area-Based Effect from affecting you. Some high grade skills (like *Whirlwind*, *Sunburst*, *Consecration*, etc.) are Power Level 4, meaning they go over the top of all Resistance Levels and there is normally no way to negate them.

Most Area-Based Effects can be cast in one of five ways:

1. “To all within the sound of my voice...”
2. “To all within 30 feet of me...”
3. “To all within 30 feet of [name person or object that is clearly visible and identifiable]...”
4. “To all before me within 30 feet...” (30-foot radius half-circle based on your outstretched arms)
5. “To all within this building/room/Magic Cage...” (Note: This cannot target unexplored areas of modules.)

Some Area-Based Effects have limited casting options. For example, *Whirlwind* may only be cast using option 2, *Sunburst* may only be cast using option 1, and *Turn Undead* may only be cast using option 4. The five prefixes above are out-of-game statements, meaning the caster can say them while moving his feet or being attacked.

Once Per Day Spells

Some spells are only able to be cast once per day, even if the caster has multiple skill slots of the appropriate grade. Any spell that can only be cast once per day cannot be scribed into a scroll, cast into a potion, or bestowed upon another. They also cannot be the subject of the spells *Replicate Skill*, *Drain Skill*, or *Absorb Effect*. The only spells in listed in this book that are only usable once per day are *Astral Projection*, *Elemental Form*, *Psychic Projection*, *Spirit Walk*, *Vile Resurrection*, and any spell that grants the Heroic Effect.

Spell Durations

The duration of a spell is simply the amount of time that the spell lasts. For the sake of memory, if a spell has a numerical duration it is always one, 5, or 10 units (10 Seconds, One Minute, 5 Minutes, 10 Minutes, One Hour, One Day, or One Event). If the duration is “Instantaneous,” it means that the spell does its job instantly, but its effect remains until undone by another skill. Example: The spell *Cripple Limb* has a duration of “Instantaneous;” this means that, when cast, it will break one of the subject’s limbs instantly and the limb will remain broken until it is healed.

If the stated duration is “Until Used,” that means that the spell’s effect will remain until it is either used or the event is over. These effects do not remain longer than one event. Only very rare and powerful effects last between events (an between trips to Death), and if your character falls under the effect of any of them, that will be explained by a GM or an effect card.

A spell lasts for its entire duration even if the target loses consciousness or dies in the middle of it. While he is unconscious or dead, he need not role-play the effect of the spell, but when he regains consciousness he will still be under the effect of any spell that's duration did not yet expire, and he must continue to role-play it. Most effects are removed if the target goes to see the Incarnation of Death. Any that are not will be specified.

Dismissing Magic Effects

The effect of any spell with a duration longer than "Instantaneous" can be dismissed by its caster before it would normally expire unless the spell was area-based, cast from a scroll, cast by the power of Anti-Magestry, or the words "Absorb" or "Drain" appear in the spell's name. Alchemical and poison effects are also unable to be dismissed early, even by their creators.

Unlike many fantasy stories, at Magestry, a spell's effect is not dismissed if its caster dies.

Disrupting Spell-Casting

For a character to successfully cast a spell with a prefix on its incantation, he must complete his entire incantation properly, without moving his feet (except for a pitching step for a missile-based spell), being attacked, or defending from an attack (unless he has the skill *Combat Casting*). If he moves his feet or is attacked during his incantation or does not pronounce the incantation properly (we give a little leeway), the spell is disrupted and therefore not cast, meaning the skill slot was not spent.

However, spells without prefixes on their incantations may be cast even if the caster is moving or being attacked. (A spell prefix is something that begins with either, "By the power of," or, "Through the [silent] power of.") Spells with prefixes on their incantations are also the only spells that can be countered (such as by *Counterspell*).

Almost all incantations have in-game and out-of-game portions. Any part of an incantation that states the Effect Type, Power Level, or number of points of damage is considered an out-of-game portion of the incantation and need not be completed before attacked for the spell to be successfully cast. Example: "By the power of Magestry, I paralyze your entire body, Essence 2." If the casters of this spell were attacked while saying, "Essence 2," his spell would still be successfully cast because the in-game portion of the incantation would have already been completed.

Attacking a caster will not disrupt his spell unless the attack damages one of his Hit Points or Armor Points (whether temporary or otherwise). However, if the caster moves to defend against the attack or uses a skill to avoid it (e.g. *Dodge*, *Parry*, *Damage Reduction*), the spell is disrupted. This means if the caster is immune to an attack being made against him, the attack cannot disrupt his spell unless he makes any movement to avoid the attack.

For casting gesture-based spells, if the target is not visible or the caster loses sight of his target during casting, the spell fails and is considered unused. Targets do not need to be visible for any other types of spells to be able to affect them.

Whenever there is a close call about if an incantation was correct or if the spell was cast before the caster was attacked or before the target moved completely out of sight, we give

the caster the benefit of the doubt. If the caster says his spell was successful in a close situation, that is the final decision unless overruled by a GM.

Dispelling Magic

The effects of a spell can usually be negated by some other skill. If this happens, the spell is considered "dispelled." One spell specializes in dispelling all kinds of magic; it is appropriately called *Dispel Magic*.

Meet or Beat: If a spell is being used to dispel or counter another effect, the spell must be cast at a Power Level that is equal to or greater than the level of the effect(s) in question. This rule is universal at Magestry and is known as "meet or beat."

Stacking Spells

Spell-stacking is simply the state of being under the effect of more than one spell at a time. Most spells can be stacked with most others. (Example: A creature may benefit from the effects of *Stoneskin* while suffering the effects of *Weakness*.) Certain spells clearly state in their descriptions if there are any other spells or skills that they cannot be stacked with. If a spell description states no such thing, then it can be stacked with anything else. An exception to this is the restriction on touch-based spells.

Touch-based spells are broken into eight distinct categories: Armor, Bestowment, Enhancement, Instant, Life, Shielding, Spell Protection, and Weapon. No two spells of the same category can be stacked upon one creature or item. (Example: A creature cannot benefit from both *Magic Shield* and *Psychic Armor* because both of those spells fall under the category of Armor. A creature could, however, benefit from *Magic Shield* and *Health* because *Health* falls under the category of Life.) The only exceptions to the stacking rule are the Touch-Based (Enhancement) category and the allowance made for the *Stack Spells* skill. Each type of Enhancement spell states its stacking rules in its spell description. In general, Enhancement spells will be dispelled if the target is affected by *Dispel Magic* and they will vanish at sunrise even if unused.

Once the duration of one touch-based spell ends, another of the same category can be cast again immediately, which is why all spells in the Instant category can be cast one after the other. If a touch-based spell of a certain category is successfully cast while another is still in effect, the more recently cast spell will then be in effect, at the beginning of its stated duration, and the older spell will be dispelled.

Touch-Based (Shielding) spells always lie atop all other touch-based spells of other categories. (e.g. *Protection from Elements* will stop a *Fireball* before it reaches the target's spell protection). However, if the shielding spell is able to be dispelled by [regular] *Dispel Magic*, *Dispel Magic* will not affect it if the target is also wearing a spell protection that protects against *Dispel Magic*. (e.g. A caster using *Elemental Flare* will not lose his flare spell to *Dispel Magic* if he is also wearing *Spell Turn*; in that case, the *Dispel Magic* spell would be turned back at its caster and the *Elemental Flare* spell would remain.)

Remembering Stacking Rules: For the sake of ease, the stacking of cumulative Enhancements is based on a system of 8. Remember that, unless specifically told otherwise by a GM, you can never carry more than 8 temporary Hit Points and Armor Points in any combination (4HP and 4AP, 6HP and 2AP, etc.). (This also means that area-based spells that grant temporary life or armor points may be stacked over touch-based ones, but the most that any one character can have at one time is 8.)

Magical Area Spells

For any spell that requires a boundary be represented, you must clearly mark that boundary (a GM will tell you if your boundary is not good enough). Scratching on the ground is never good enough; you must use something like a rope, powder, packets, or sticks. The boundary need not be completely unbroken (six light spells, for instance, will suffice), but if there is a person blocking the boundary at the time of casting, the boundary cannot go up. If someone attacks you with spell or weapon while you are behind a barrier (*Circle of Protection* or *Magic Cage* or whatever), the OOG response you must use is “Barrier, No Effect.” If a spell is cast at you that is able to remove the barrier in front of you (such as *Dispel Magic*), you are not touched by the spell, but the barrier will vanish (remember that one casting of *Dispel Magic* will remove a Magic Cage in addition to all Magic Cages within it). If a Magic Cage is empty and there is no OOG note with it and nobody around to clarify, the cage is effectively not there.

Scrolls

Scrolls are magic spells that have been inscribed on parchment with magical ink. They are written in the language of magic, and any character with the skill *Read Magic* may identify it and know its effect by reading it silently. Reading the scroll aloud will activate it and cast the spell that it contains. The spell on a scroll works just like the spell normally would, except for two differences: a scroll is always cast “By the power of These Words,” and casting from a scroll does not require that the reader use one of his skill slots; the scroll provides the power needed.

A scroll must be cast exactly as it is written, its Power Level cannot be empowered when casting. A missile-based or touch-based scroll requires that its reader hold it in one hand while using the other to throw the packet or touch his target; however, other types of scrolls do not require a free hand because the words of the scroll are providing the magic, not the reader himself. The spell from a scroll cannot be dismissed, not even by the person who penned it.

Scrolls detect as magical. Once a scroll is read, the very parchment it was penned on is destroyed (OOG: please rip up the scroll, but do not litter).

Some scrolls may have unique qualities such as: being cast by something other than “The power of These Words,” not being destroyed when cast, or requiring the reader to be able to read some strange language. Whenever one of these scrolls appears in-game, it will fully describe any special qualities. If a scroll bears no such descriptions, please treat it as a normal scroll as described above.

Creating Scrolls: A scroll can be made by any character with the skill *Scribe Spell Scroll* and the ability to cast the appropriate spell. Each spell he pens into a scroll requires half of a full piece of parchment (one parchment can serve 2 scrolls) and the appropriate grade of *Magic Ink*, which comes in Grades 1-10. As he writes, he must cast the desired spell into it. No matter what school the spell is scribed from, the scroll’s incantation will begin with “By the power of These Words.” This means that Psionic spells that are scribed into scrolls become just as audible as spells from any other school upon the casting of the scroll.

Scrolls of reversible spells (such as *Cure/Inflict Wounds 2*, or *Flesh to Stone*) must be written as a scroll of one side or the other (e.g. the scroll must be either *Cure Wounds 2* or *Inflict Wounds 2*, and a scroll of *Flesh to Stone* cannot be used to cast *Stone to Flesh*). However, elemental spells that require an elemental energy type be chosen (such as *Elemental Weapon*, or *Elemental Explosion*) are scribed with the ability for the reader of the scroll to choose the needed type of elemental energy at the time of casting.

Scrolls must be scribed during events. They cannot be created between games.

Technique Scrolls: Technique scrolls are similar to spell scrolls except that they contain techniques rather than spells. They are also similar to spell scrolls in the way that they are created, except the skill *Scribe Technique Scroll* is required rather than *Scribe Spell Scroll*.

Using a technique scroll is slightly different than using a spell scroll. To do so, the reader must also have the skill *Read Magic* and read the scroll aloud, but instead of the effect being cast and happening at that moment, the technique vanishes from the scroll and is bestowed upon the reader for later use. The technique occupies the reader’s bestowment slot until it is used.

Identifying Scrolls: Any character with the skill *Read Magic* can identify a scroll by reading it silently. Identifying it will reveal its type, effect, and expiration date, but it will not reveal its value; that requires the skill *Appraise*.

Any character can tell the Power Level of a scroll just by looking at it (even if he can’t read). On an in-game level, your character can tell how powerful it is by how “rich” the color of the ink is (or something like that).

Potions

A potion is a small flask of energized liquid that, if consumed, thrown, or spread on a weapon, will have a magic-like effect. The actual potion is represented out-of-game by a piece of paper that is rolled up and stuck in a glass or plastic vial. Each potion will have an identification code inscribed on it so that a player can identify it if his character has the proper skill.

Once a character pulls the piece of paper representing the potion out of the vial, he has used the potion and is subject to the effect written on the paper.

While unconscious characters may benefit from potions that are fed to them, a dead creature cannot consume a potion.

Creating Potions: Only a character with the skills *Alchemy* or *Toxicology* can brew potions, but any spell caster with the skill

Enchant Potion can turn a vial of *Essence of Magestry* into an alchemical potion.

To do so, he must cast the desired spell into a full vial of *Essence of Magestry X*, where X is a number equal to or greater than the grade of the spell being cast into it (i.e. If the spell is *Magic Armor*, an *Essence of Magestry 3* or higher is required because *Magic Armor* is a grade 3 spell). Upon casting, the slot is, of course, used for the day. Though the spell is magic when it is cast, it actually creates a true alchemical potion once it touches the *Essence of Magestry* and assumes the characteristics of an alchemical substance. See Chapter 11 for more information.

Essence of Magestry cannot be enchanted with a spell during the time between events; it must be done in-game.

See “Chapter 11: Alchemy and Toxicology” for details on potions.

Stacking Potions: Just like spells, a character may be under the effect of more than one at a time, but most potions mimic touch-based spell effects, and the effect of a potion (with a duration longer than Instantaneous) cannot be stacked with an effect from another potion or spell of a similar type or category unless the drinker has the skill *Stack Potions*. (Example: Yari the Mixologist had *Iron Will* cast on her by a friend earlier that day, but night has now fallen and she finds herself confronted by the inter-dimensional fire monster that has been hunting her family for months. She has a potion of *Spell Resistance* and can’t think of a better time to drink it, so she does, but since *Iron Will* and *Spell Resistance* are both considered Spell Protection, her *Iron Will* is dispelled and replaced by the *Spell Resistance*.)

Magic Items

Magic items are rare and powerful, but you may stumble upon them in your travels. Each item should be accompanied by an OOG item card that describes it.

Creating Magic Items: Though items with magical power are rare in-game, characters that have achieved knowledge in the workings of powerful energies are able to create them. Creating magic items requires appropriate knowledge, materials, a master craftsman, and some degree of experience investment. Each magic item has a unique creation method (recipe). First, a character must learn this method, which can be done through instruction, finding the “recipe” in-game, or searching OOG using the skill *Gather Information*. After this, the character must acquire (in-game) the appropriate materials. All material must be enchanted with a certain number of magical charges, which can only be bestowed at sunrise each day by a character with the skill *Enchant Item*. Materials for more powerful items will require more charges. It may be possible, but even more expensive, to purchase pre-charged material. Once the material is charged, the proper instructions must be followed to complete the creation of the item. Instructions will be different for each item, but they will almost always require that a master craftsman work alongside the character whom has done the research to learn the recipe and a number of spell casters (all with the skill *Enchant Item*) to complete the creation. Upon creating the item, the character who did the research must invest a certain number of his own skill points into the completed item. Every magic item

requires that skill points are invested in it at its creation, but that skill point cost varies according to the item’s power and will be decided upon by a GM. It is possible for one person to create an item alone if he has all the necessary skills, but once the item is created, it can be lost, stolen, or destroyed, at which point the skill points spent on its creation are not refunded. It can be a rather thankless profession.

New Spells

Occasionally, you may witness or be the target of a spell that you have never heard of before; indeed, it may not even be in the rulebook. We’ve tried to make the incantations of all spells as descriptive as possible without making them too long to be reasonable. If a spell is ever cast that is not in the rulebook, it will have an unmistakably detailed incantation; just listen to it and react accordingly. You can always ask to have the spell “Clarified.”

It is also possible for experienced characters to construct new spells of their own. See the skill *Create Spell* for details.

Chapter 11: Alchemy and Toxicology

Alchemy

Alchemy is a study of the energies of substances. An alchemist knows how to extract these natural forces from harvested components and convert them into potions, poultices, and other items that produce magical effects.

Learning and Acquiring Alchemy

Alchemy is not technically a school of magic and is not learned in the same way. Rather than learning how to make every potion in an entire grade of *Alchemy* at once, an alchemist learns recipes for potions one at a time. Recipes can be taught by a teacher or possibly found elsewhere, such as in books or on scrolls. The alchemist officially knows the recipe and can make the potion once he pays skill points for the ability. The cost to purchase each potion recipe is 5 skill points per grade of the potion (This means that learning how to make one Grade 7 potion would cost 35 skill points.), and at least 4 recipes must be known in one grade before the alchemist can learn any in the next. However, unlike tower skill purchases, he does not need to know as many or more recipes in a lower grade before purchasing additional recipes in a higher grade; he can know as many recipes as he wants in any grade.

The skill *Alchemy* can be purchased for 40 skill points by any character that also has the skill *Gather Components* or *Knowledge (Nature)*. Upon purchasing *Alchemy*, he learns the recipes of 4 grade zero (0) alchemical substances of the teacher's (or a GM's) choosing. Additional grade zero (0) recipes may be learned and acquired at a cost of zero (0) skill points any time thereafter. Once he has purchased *Alchemy*, he may begin to learn Grade 1 recipes and proceed from there to higher grades.

Creating Potions and Substances

Unlike spells, *Alchemy* is not purchased in slots. Rather, once a character has learned an alchemical recipe, he can produce as much of that substance as he has ingredients for. Alchemical components (ingredients) may be found in-game and are represented by [plastic] plants, stones, [plastic] animals, or Popsicle sticks. Official components should be marked with some kind of a tag that bears a GM signature and an expiration date. Components, once harvested, will last until they are made into potions. See more on components later in this chapter.

Alchemy potions and substances are created in the out-of-game time between events by using the Magestry Database to turn components in your Character Inventory into the potions you choose by spending your OOG Days. Creating each potion requires one day for each grade of the potion, to a minimum of one day (so, making a grade 5 potion requires 5 days and creating a grade zero (0) potion requires 1 day). You will be given your potions at check-in of the next game you play as the alchemist character. Potions expire if not used within three years after their creation (this is not true for non-magical ink, however, which is something an alchemist is able to create).

In addition to spending components to make potions, an alchemist can make alchemical substances during game by using his Transformative Elixir (see below).

Toxicology

Toxicology is the study of the creation and use of poisons. Like Alchemy, it harvests the energies of natural things, but it focuses on using these energies to harm rather than to benefit. Alchemy and Toxicology share similar ingredients that are harvested and used in similar ways.

Toxicology is learned and used just like *Alchemy* is, but, because it is a different school, recipes are acquired separately from Alchemical recipes. That is to say, you must build your knowledge of *Toxicology* up from grade zero (0) regardless of how much you already know of *Alchemy*, and vice versa.

Poison Effect Cards

Whenever an item, food, or drink contains ingestive or contact poison, it must have a poison effect card attached to it somewhere. Poison effect cards are described in "Chapter 8: Adventuring." Poisons do not detect as magic nor can they be dispelled by *Dispel Magic*.

Alchemical and Poison Components

Alchemy and *Toxicology* both use many of the same ingredients for the creation of their substances. These ingredients are referred to as alchemical components or ingredients or, simply, "components." As stated previously, components are represented by [plastic] plants, stones, [plastic] animals, or Popsicle sticks that are marked with some kind of a tag that bears a GM signature. Alchemical components, unlike potions, do not expire.

Gathering Components

Components cannot be used in Alchemy or Toxicology recipes unless they are properly harvested, and only characters with the skill *Gather Components* know how to properly harvest them. All components fit into one of four categories, which are labeled by frequency: Common, Uncommon, Rare, and Very Rare. Gaining *Gather Components* once allows the character to gather Common components; twice allows the gathering of Uncommon; three times, Rare; and four times, Very Rare.

Harvesting a component takes no less than 10 seconds. A component that has a signature on the "Gatherer" line of its tag has already been properly harvested and can be taken by anyone, even characters without *Gather Components*. Every pre-harvested alchemical component has a market value, and many alchemists choose to purchase the ingredients that they need rather than gathering them themselves.

Using Potions and Poisons

Alchemical substances and poisons are not considered magic spells and have some properties that are different from magic. Here are the major differences:

- They do not detect as magic, nor do their effects.
- They can be negated by the spell *Neutralize Poison*, but cannot be dispelled by *Dispel Magic*.
- They will not disappear if their user is subject to the Dampen effect.

However, the alchemical effects and poisons are similar to magic spells in the following ways:

- They can be detected by *Diagnose* or *Identify*.
- Beneficial alchemical effects of the same category cannot be stacked with each other or with spells of the same category. See the “Stacking Spells” section in “Chapter 10: Magic.”

Alchemical and Poison Types

Alchemical substances and poisons are used in a variety of ways. A substance’s type describes how it can be used. Each alchemical or poisonous substance, no matter the type, can only be used once; then it is gone (rip up the card but do not litter).

Alchemical substances and poisons are found in one or more of the forms listed below. If a particular item can have more than one possible form, the user decides its form upon use.

Ingestive: A liquid that is usually found in a small vial. To be effective, an ingestive must be consumed. It can be quaffed from its vial, mixed into a drink, or even sprinkled over food. If the ingestive is a poison, its effect card must be affixed to the cup, bowl, or plate containing the poisoned food or drink.

Contact: Contact poison is a type of poison that is used as a Contact Effect. If someone touches the affected item within 3 feet of the poison effect card, he is subject to the poison unless he uses a skill or ability that lets him avoid it.

Blade: Some alchemical substances and poisons are effective when spread on a weapon that is used to attack a victim. Poison from a weapon will be effective if it strikes a temporary Hit Point, but not if it strikes an armor point. If the attack strikes an armor point, the armor point *is* damaged, the poison does not affect the target, but the poison still remains on the weapon, unused.

A blade poison need not be used on the first attack made with the poisoned weapon; the wielder may choose when to use it. Whatever attack carries the blade poison must have the Poison Effect Type. Example: If the attacker uses *Weakness* poison, his OOG statement would be “Weakness, Poison 1.”

Blade poison can be wiped off of a blade, but it will not come off unintentionally unless a GM directs otherwise.

It requires 10 seconds, with the vial in hand, to spread a blade poison or alchemical substance onto a weapon. During that 10 seconds, you should check the poison card OOG to make sure of which poison or potion you are using.

Missile: A missile could be a stone, a stick, a ball of energy, a bag of powder, etc. Spell packets are used for these effects.

Item: An item can be a stone, a bottle, or any other object that doesn’t meet the criteria for ingestive, contact, blade, or packet. An item’s appearance, method of use, and description will be clearly explained on its effect card.

Identifying Potions and Poisons

Every poison and potion card will reveal whether it is an alchemical substance, a poison, or something different. If it is an alchemical substance or poison, it will also be marked with a number that represents what grade it is. This number will reveal to a player if his character has enough levels of *Identify Potion* to identify the substance.

A character identifying or appraising a potion can tell when the expiration date is to allow that to be considered when

determining its value (as far as he is concerned). The market value of a potion or scroll is its value when it is fresh (less than a month old). Over time, the market value drops, but it generally never gets below half its original value until the week it is going to expire. Depreciated values are to be determined through in-game bargaining.

So Where are the Potions and Poisons?

Not so fast, Jack. Since there are so many of them and both Alchemy and Toxicology are such secretive schools, potions and poisons are not published in this book or any other place available to the eyes of the PC. To find out what they are, you must search for them out in the World of Magesta.

Transformative Elixir

In addition to the normal method of making substances with components found in-game, alchemists and toxicologists may make substances during game play without the need for regular alchemical components. Here is how it works:

Alchemists and toxicologists may spend in-game time to make something called “Transformative Elixir.” Each game, an alchemist or toxicologist will be able to make a number of “Drams” of this elixir, and that number is equal to the total of his recipe grades divided by 2 (rounded down), plus 4 drams that come free with the purchase of *Alchemy* and/or *Toxicology*.

Examples:

A. An alchemist that knows 5 grade one recipes, 4 grade 2 recipes, and 3 grade three recipes would be able to prepare 15 drams of Elixir each game (not each day!).

B. A toxicologist that knows 4 recipes in every grade up to grade 10 would be able to prepare 114 drams of Elixir each game.

C. A character that knows 4 grade one Alchemy recipes, 3 grade 2 Alchemy recipes, 4 grade one Toxicology recipes, and 2 grade 2 Toxicology recipes would be able to prepare 17 drams of Elixir each game (that number includes 4 drams from *Alchemy* and another 4 from *Toxicology*). Recipes known in Alchemy are combined with recipes known in Toxicology for the purpose of determining a person’s total number of drams.

A person’s Transformative Elixir must be prepared with in-game time, but he need not prepare it all at once; he can prepare some, use some, and then prepare more as needed. Preparing one dram of elixir requires 30 seconds of in-game time. It can be done anywhere, but props should be used to represent the tools your character is using. Once Transformative Elixir is prepared, it will remain potent for no longer than one week (i.e. it may not be carried over from one game to the next). A character needs to have some prop to represent his Transformative Elixir, such as a [safe] bottle filled with glass beads (the beads can represent drams for easier counting).

Using your elixir is the fun part. To do so, you must use a Catalyst Component to turn your Elixir into the alchemical or toxicological substance that you wish it to be. The substance must be one that you know the recipe for (but it cannot be a substance that has a recipe that normally requires a Very Rare component; it also cannot be *Essence of Magestry*, *Magic Ink*,

or *Bottle of Storing*). A catalyst component is NOT a regular alchemical component as represented by a Popsicle stick. A catalyst component may be anything your character wishes it to be, but you should try to be consistent (i.e. if your character decides that buttercups and hair from anti-magic creatures are good catalyst components for spell-protection type potions (such as *Spell Resistance* and *Iron Will*), one of those should be the catalyst component you use every time you wish to turn your Transformative Elixir into a spell-protection substance). Simply grabbing a random item that is near you (like a stick or a handful of grass) each time you wish to use your Elixir is considered poor role-playing. Catalyst components need not be consumed at the time of use; they may be used again in the future.

Upon exposing a Catalyst Component to your Transformative Elixir, the elixir becomes the specified potion and will remain so for 10 minutes (though the *effect* of the substance, once it is in effect on the target, may have a shorter or longer duration – such as *Pain* lasting 10 seconds or *Health* lasting Until Used). After 10 minutes, it returns to being the Transformative Elixir and any unused drams remain usable. Each potion or poison you wish to create with the elixir requires that you spend a number of drams equal to the grade of the potion or poison's recipe (minimum of one). So, if you wish to turn your Elixir into a *Cure Wounds 2* potion to administer to a friend, you must combine the elixir with the appropriate catalyst component, turning the elixir into a *Cure Wounds 2* potion, and then have your friend drink 3 drams of your elixir (since *Cure Wounds 2* is a Grade 3 recipe). If you had turned all of your Transformative Elixir into *Cure Wounds 2*, you could continue to administer *Cure Wounds 2* potions from it for 10 minutes, but you would need to spend 3 drams of elixir for each "potion" you administer. If you wish to have multiple potions in existence at the same time, you would need to have additional props to represent containers that hold the separate Drams of Elixir.

Example: Say you normally use one bottle as the prop for all drams of your Elixir and you just turned that whole bottle into *Sleep* poison because you found yourself needing to put a lot of people to sleep. Then, you notice a few friends on the ground that could use some healing potions, but you still need to put more folks to sleep. You may pour 5 drams of elixir into a second bottle you keep for just such an occasion and use a catalyst component to turn those 5 drams into a *Cure Wounds 1* potion (yes, you may turn the *Sleep* poison into a Cure potion even before the 10 minutes expires on the *Sleep* poison – also note that, since *Sleep* is a Grade 6 poison, having only 5 drams of Elixir would make it unable to be a *Sleep* poison). The second bottle would then essentially contain 5 *Cure Wounds 1* potions since it has 5 drams, and one *Cure Wounds 1* potion only requires one dram because it is a Grade 1 recipe. You could then apply *Sleep* poison onto your sword from your main bottle and then immediately administer a *Cure Wounds 1* potion to a friend from your second bottle.

A character's Transformative Elixir may not be made into potions or poisons by anyone but him, and it may not be administered or used by anyone but him. Without him, it is just inert liquid. 10 minutes after the catalyst component is

applied and the substance is created, the substance loses its properties and becomes plain Elixir again, meaning that ingestive and contact poison cannot be created with the Elixir and then applied to food or an item (especially since the creator is the only one who can administer it), it would need to be directly administered to the target. However, if the Elixir is transformed into any kind of weapon-based substance, if it is applied to a weapon, it will remain on that weapon until used or until the end of the event, whichever ever comes first. Of course, only someone who knows the substance is on the weapon is able to use it.

The *Identify Potion* skill may be used to identify the type of substance a Transformative Elixir has become. To do so, the identifier must say to the alchemist: "Identify Potion X" (where X is the number of times he has acquired the Identify Potion skill). If X minus 1 meets or beats the grade of the substance, the alchemist player must (OOG) tell the identifying player what the substance is. The identifier cannot identify a grade 10 substance unless he has 10 acquisitions of Identify Potion and knowledge of either one grade 10 Alchemy recipe (if it is a potion) or one grade 10 Toxicology recipe (if it is a poison). A Transformative Elixir substance can never be dissected and learned with the Learn skill as a regular potion or poison can be.

Chapter 12: Prestige Classes

All Drawings by Graham Sternberg

Once your character has gained some experience, he might want to pursue a specialized course of study. There are ten such courses listed in this chapter and they are called “Prestige Classes.” In “Chapter 1: Creating a Character,” we said that Magestry is not a class-based system, and we still hold to that. Prestige classes are not the “base” of the game, and, even so, they are really nothing more than a collection of specialized skills that are available to characters the same way that skills from other schools (Fighting, Magic, etc.) are available. A character can certainly learn a number of assassin skills and still not be considered an assassin.

In this chapter, you will find descriptions of ten available prestige classes and their corresponding skill tables. Prestige skill slots must be purchased in tower format, the same way that skill slots are purchased in Fighting, Magic, and Stealth skills (See “Chapter 3: Skills.”). A character can learn skills from more than one prestige class, but he must construct skill towers in each class separately. Look for additional prestige classes in the supplement *Professions & Prestige*, available at Magestry.com.

The Assassin

Beware the shadows of Magesta, for you never know where lurk the most fearless and well-equipped killers of all. Combining stealth skills with disciplined psionic powers, Assassins specialize in hunting down and erasing their prey. Most assassins only kill when hired to, usually receiving a lucrative reward once a contract is fulfilled. An Assassin uses the school of Psionics to cast his spells by the power of his mind.

Spell Prefix: “Through the silent power of my mind,”

Prerequisite Skills: Psionics 2, Stealth 5, Stalking, Toxicology 2

Assassin Skills Table

Grd	Tower Skills	Baggage Skills
6	Backstab 6, Forget, Sleep	Resist Poison
7	Backstab Paralyze, Great Escape, Improved Dodge	Skill Specialization (Feeblemind)
8	Psychic Attack, Paralyze, Feign Death	Poison Absorption, Resist Poison
9	Crit Paralyze, Fatal Backstab, Hypnotize Paralyze	Quarry
10	Battle Finesse, Silent Death, Smokeburst	Assassinate, Shadow Blade

The Dampener

You have already learned of the living magic energy of Magesta that is known as Magestry. What you have not learned is that this energy field does not encompass the world entirely: there are holes in it. Wherever one of these holes exists, there is a void. These voids are wells of anti-magic energy.

The Dampener uses a school of power known as Anti-Magestry to bend anti-magic energy to his will. The anti-magic that he uses seems all too happy to gobble up magic energy. To dampen means to force magic energy aside. The Dampener can dampen areas, items, and even individual people.

A Dampener casts his “spells” by the power of Anti-Magestry. Though we will refer to these as spells, Dampeners don’t technically cast “spells.” This means that Anti-Magestry will work where and when all other magic will not (unless otherwise noted). A spell cast by the power of Anti-Magestry or with the Anti-Magic Effect Type will work even if the caster is under the Dampen effect.

Spell Prefix: “By the power of Anti-Magestry,”

Prerequisite Skills: Resist Essence Effect x2, Resist Psychic Effect x2, Resist Spirit Effect x2, Stealth 6

Dampener Skills Table

Grd	Tower Skills	Baggage Skills
6	Anti-Magic Bolt, Counterspell, Improved Spell Resistance	Anti-Magic Mechanics, Glyph Awareness
7	Anti-Magic Armor, Dampen Magic, Improved Deflect Magic	Skill Specialization (Dispel Magic)
8	Anti-Magic Storm, Anti-Magic Hands, Protection From Magic	Resist Magic, Stack Spells
9	Anti-Magic Blast, Freeze Paralyze, Mass Dispel Effect	Anti-Magic Escape
10	Dampening Attack, Dampening Field, Dispel Greater Magic	Anti-Magic Casting

Special: Every skill that comes from a Dampener skill slot has the Effect Type of Anti-Magic.

The Hopper

Magesta is certainly not the only world or realm in the Dabbleverse™ Campaign Setting; there seems to be an infinite amount, and this theory is supported by the vast number of dimension travelers that come and go at will. Characters that can travel from one dimension to another under their own power are known as “Hoppers.”

The Hopper taps into the power of the astral plane that unifies all worlds and casts his spells by the power of The Dimensions. This energy is also known as “astral energy.” Since it attacks a creature’s very Form (which is its presence within time and space), astral damage can damage almost any being (creatures, spirits, projected creatures, etc.).

Spell Prefix: “By the power of The Dimensions,”

Prerequisite Skills: Knowledge (The Dimensions), Magestry 5, Nature 4, Transform Spell

Hopper Skills Table

Grd	Tower Skills	Baggage Skills
6	Astral Bolt, Astral Weapon, Mass Dimension Survival	Astral Empowerment, Dimension Survival
7	Blink, Dismissal, Open or Close Portal	Dimension Hop, Skill Specialization (Translate/Telepathy)
8	Astral Storm, Detainment, Protection from Magic	Dimensional Souvenirs
9	Astral Rejuvenation, Banishment, Circle of Protection	Create or Destroy Portal, Dimensional Conversion
10	Astral Projection, Dimensional Blinking, Dimensional Emulation	Dimension Seed, Summoning

The Spirit Hunter

Let’s be honest: not all spirits find their way to Death to be properly categorized; some of them become trapped or enslaved by other [probably more evil] forces. The Spirit Hunter makes it his mission to seek out these spirits and release them from their turmoil. He attempts to dispatch any bodiless spirit that is not actively seeking the Incarnation of Death, and he shows no mercy for undead creatures.

The Spirit Hunter uses the school of Spiritualism to cast his spells by the power of his spirit.

Spell Prefix: “By the power of my spirit,”

Prerequisite Skills: Resist Disease (x2), Fighting 4, Spiritualism 5

Spirit Hunter Skills Table

Grd	Tower Skills	Baggage Skills
6	Crit 6, Destroy Undead, Cure Wounds 5	Resist Disease, Favored Enemy (Undead)
7	Improved Parry, Protection From Undead, Shining Armor	Evil Resistance, Skill Specialization (Spiritual Weapon)
8	Combat Maneuvers, Consecrate Corpse, Healing Hands	Resist Disease, Toughness
9	Crit 9, Maelstrom of Disruption, Mass Cure Wounds	Undead Resistance
10	Consecration, Regeneration, Vengeful Spirit	Disease Immunity

Agents of Incarnation

In “Chapter 9: The World Of Magesta,” you read about the incarnations of various phenomena (War, Evil, Dream, etc.). A character that has worked hard and gained the favor of one of these incarnations might be accepted as an agent in his or her service. Each incarnation favors a number of skills and/or spells that can be acquired the same way that prestige class skills are; in fact, agent classes technically *are* prestige classes.

Being an agent has many benefits and one major restriction: the character must follow the codes and ideals of the incarnation or he will lose access to the skills that he earned by being an agent.

The Dream Weaver

All living things on Magesta dream or at least have the ability to dream, and as long as this is the case, the Incarnation of Dreams will be in business. An agent to that incarnation is called a Dream Weaver, and he draws upon the very energy of dreams (which are made manifest in a place known as the Dream Realm) to work his magic. Though he has little influence over creatures that are awake, he can completely dominate sleeping creatures.

The Dream Weaver taps into the Dream Realm and casts his power silently by the power of Dream.

Spell Prefix: “Through the silent power of Dream,”

Prerequisite Skills: Astrology, Psionics 6, Resist Psychic Effect, Resist Spirit Effect, Spiritual Sympathy

Dream Weaver Skills Table

Grd	Tower Skills	Baggage Skills
6	Hypnotize Sleep, Sleepwalk, Weave Dream	Sleep Resistance
7	Delusion, Mass Awaken, Nightmare	Skill Specialization (Sleep)
8	Protection from Volition, Restful Slumber, Sleep Control	Favored Dimension (Dream Realm)
9	Heroic Dream, Phantasmal Killer, Slumber Party	Dream Hop, Sleep Immunity
10	Dream Replication, Psychic Projection, Sleeping Disease	Power Nap

The Maestro

The sounds and emotions of Magesta seem to play in a harmony that gives birth to music. This phenomenon is personified by the Incarnation of Music. Agents of this incarnation make it their purpose to spread music throughout Magesta; they are known as Maestros.

The Maestro casts his spells by the power of Music, but can only cast a spell by this power if he incorporates its incantation into a song that he sings and/or plays. He must create his music himself and not cast his spells by music from another source.

A character that is deaf cannot be affected by Sonic effects, but simply covering one's ears will not circumvent the effects.

Spell Prefix: “By the power of Music,”

Prerequisite Skills: Gather Information, Nature 4, Spiritualism 5

Maestro Skills Table

Grd	Tower Skills	Baggage Skills
6	Charm, Countersong, Sleep	Combat Casting
7	Song of Healing, Song of Shielding, Uncontrollable Dance	Skill Specialization (Morale)
8	Mass Cure Wounds, Restoration, Sonic Assault 4	Song of Awakening
9	Heroic Song, Mass Morale, Mind Control	Music Casting
10	Improved Song of Healing, Mass Charm, Resurrection	Instrument Mastery

The Necromancer

Almost every living thing has at least some small piece of corrupted nature tucked into the corner of its spirit. This corruption becomes manifest in the Incarnation of Evil. An agent of this Evil is called a Necromancer: one who lives only to serve his vile master. The Necromancer's purpose on Magesta is to waylay spirits before they can reach the Incarnation of Death and turn them over to the power of Evil.

The Necromancer casts his spells by the power of Evil.

Spell Prefix: "By the power of Evil,"

Prerequisite Skills: Magestry 2, Resist Disease (x2), Spiritualism 6

Necromancer Skills Table

Grd	Tower Skills	Baggage Skills
6	Animate Dead, Control Undead, Life Drain 4	Bolster Undead, Darkness Casting
7	Armor of Darkness, Harm, Rage	Skill Specialization (Inflict Wounds 2), Resist Disease
8	Death, Disease, Vampiric Hands	Skill Specialization (Bestow Magic on Undead), Improved Animation
9	Curse, Mass Inflict Wounds, Mass Pain	Evil Casting, Undead Construct
10	Degeneration, Desecration, Vile Resurrection	Evil's Blessing, Greater Animation

The Warlord

As long as war and tension between nations exist, the Incarnation of War will have a comfortable seat in Magesta, and, just like everyone else, War likes to be comfortable. To assure that war will always persist, he employs agents into his service. They are called Warlords. In addition to powerful fighting abilities, Warlords can learn magic that is both destructive and helpful in combat. They live to hear the sounds of battle and bask in the spoils of war.

The Warlord casts his spells by the power of War.

Spell Prefix: "By the power of War,"

Prerequisite Skills: Fighting 6, Heavy Armor (x3), Spiritualism 1, Stabilize (x2), Weapon Readiness

Warlord Skills Table

Grd	Tower Skills	Baggage Skills
6	Flatten, Morale, Rage	Resist Fear
7	Crit Storm, Shatter, Shining Armor	Skill Specialization (Improved Health), Toughness
8	Combat Maneuvers, Crit Paralyze, Heal	Combat Casting, Guardian
9	Fatal Attack, Improved Stabilize, Mass Morale	Power Attack, Toughness
10	Aegis of War, Heroic War Cry, Mass Rage	War's Blessing

Chapter 13: Complete List of Skills

All of the skills named in this rulebook are listed alphabetically, with full descriptions, from here until the end of the chapter. Skill names that begin with the words “Improved,” “Great,” “Lesser,” or “Mass” are listed by the second word in their name. For example: *Great Health* is listed as “Health, Great” and can be found under H.

In almost all cases where a skill name begins with the word “Improved,” it represents a Power Level 2 version of the skill. If the word “Great” is used, it indicates a Power Level 3 version of the same skill. While these may be used to refer to almost any skill of Power Level 2 or 3, the terms are most commonly used for defensive skills that have been empowered; namely, *Alertness*, *Dodge*, *Escape*, *Fortitude*, *Health*, *Iron Will*, *Parry*, and *Spell Resistance*.

Key to Skill Descriptions

Schools

Fgt: Fighting, **Mag:** Magestry, **Misc:** Miscellaneous Skill, **Nat:** Nature, **Psi:** Psionics, **Spt:** Spiritualism, **Sth:** Stealth, **Wpn:** Weapon Skill
Prestige Classes

Asn: Assassin, **Dmp:** Dampener, **DrW:** Dream Weaver, **Hop:** Hopper, **Mst:** Maestro, **Nec:** Necromancer, **SpH:** Spirit Hunter, **War:** Warlord
Grade: A number indicating the skill's grade in that particular school.

(b): Baggage Skill in that school grade. If the skill is not a Misc skill, a Wpn skill, or a (b) skill, it is a tower skill.

Base: Tells the Delivery Mode: Gesture, Missile, Weapon, Area, Touch, Gaze, Contact, or maybe your choice of two or more. Touch-Based skills indicate their Touch Category in parenthesis.

Target: Indicates who or what is a valid target for a skill. If a creature or object doesn't fit the description of a skill's Target, that skill will have “No Effect” if used against it

Duration: How long the effect of the skill lasts. A duration of “Instantaneous” means that the skill is resolved in an instant, though its effect might be permanent (such as *Cripple*).

Acid Arrow

School: Mag3

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: A magical arrow of acid springs forth from the caster's hand as if shot from a bow, dealing 3 points of damage.

OOG Statement: “(Acid Arrow,) Damage 3, Acid 2.”

Acquisitions

School: Sth2(b)

Description: At check-in of each game, players of characters with the skill *Acquisitions* will receive money or other items based on their characters' between-game activities. If money is received, it will be at least 5 copper pieces for each level the character has in the skill *Spot*.

Aegis of War

School: War10

Base: Touch (Armor and Shielding).

Target: Self-Only

Duration: 10 Minutes

Description: *Aegis of War* grants its caster 8 temporary Armor Points that regenerate at a rate of one every 10 seconds. Any temporary Hit Points or Armor Points that are gained by the caster while *Aegis of War* is in effect become incorporated into the regenerating armor effect.

Armor Points from *Aegis of War* are special because, while they can be bypassed by psychic or astral energy, they cannot be bypassed by spiritual energy, weapon-based attacks of Power Level Zero, weapon-based Backstab attacks, or Waylay. Also, even a weapon-based attack of PL 2 or 3 will only damage one AP.

Additionally, while under the effect of *Aegis of War*, every individual weapon-based attack that deals damage, whether Hit Point or Armor Point damage, will add a point of damage to one of the warlord's future attacks (as long as it is made while *Aegis of War* lasts). No more than 4 points of damage may be added to a single attack in this way, but the resulting Crit is able to be increased by *Power Attack*.

Incantation: “[Spell Prefix] I shield myself with an aegis of War.”

Alchemy

School: Misc (Alchemy)

Description: *Alchemy* allows a character to make a variety of potions, oils, and other substances from gathered

components. This skill represents the first lesson in the school of Alchemy and opens the door to discovering many more powerful and potent potions.

When *Alchemy* is purchased, four Grade 0 (zero) alchemical recipes are learned. After that, the alchemist can learn how to make more advanced alchemical items for 5 points per skill grade of the recipe (e.g. the recipe for a grade 6 potion costs 30 Skill Points to learn). Much like Tower Skills, a character must learn four recipes in a lower grade before learning any higher-grade recipes.

See “Chapter 11: Alchemy and Toxicology” for much more information about *Alchemy*.

Alertness

School: Sth5

Duration: Instantaneous

Description: *Alertness* provides one Active Resistance Level against any type of Psychic, Gaze, or Contact effect. This Resistance Level is sufficient to negate a Power Level Zero effect unless it is Gesture-Based. *Alertness* can never negate a Fear effect unless it is Contact-Based.

Empowering *Alertness* to Power Level 2 makes it *Improved Alertness* (call “Alertness 2”), which provides 2 such Active Resistance Levels. Empowering *Alertness* to Power Level 3 makes it *Great Alertness* (call “Alertness 3”), providing 3 Active Resistance Levels.

Alertness cannot be used to negate an effect already in progress. It cannot be used by someone who is asleep, unconscious, or subject to the Confuse effect.

OOG Statement: “Alertness X”

Animate Dead

School: Nec6

Base: Touch

Target: One Dead Creature

Duration: 10 Minutes

Description: Negative spiritual energy enters the dead body of one creature and animates it as an undead creature under the complete control of the caster. The animated creature will be a “fresh” zombie with 5 Hit Points.

Animate Dead will end after 10 minutes or once the creature reaches zero (0) Hit Points. If the caster does not give the creature any commands, it will

wander and attack anything living (other than the caster).

To be animated, the creature must have been dealt a Final Blow, and, since it is freshly animated, it can move at normal speed. *Animate Dead* also functions to preserve a spirit as per the *Detain Spirit* spell. Additionally, *Detain Spirit* may be cast in its Touch-Based form to extend an *Animate Dead* spell by whatever amount of time is indicated by the casting of *Detain Spirit*.

A corpse that has just finished one animation can be subject to *Animate Dead* again; however, no matter how many times this spell and/or *Detain Spirit* is cast on such a creature, it is still required to go to the Incarnation of Death after 3 hours or at sunrise (whichever comes first). At any time after the initial 10 minutes of *Animate Dead*, the spirit may depart and go see Death if it so chooses.

A creature that has been subject to *Animate Dead* is not able to be brought back from that death by *Resurrection* unless it is in an area that is under the effect of *Consecration*.

Animate Dead cannot be cast during the day (any time when the sun is above the horizon) unless it is in a location receiving absolutely no light from the sun.

Incantation: “[Spell Prefix] I animate this corpse.”

Animation, Improved

School: Nec8(b)

Description: A caster with *Improved Animation* can allow a casting of *Animate Dead* to animate a 8-Hit Point ghoul or a 5-Hit Point zombie. Ghouls can swing “Paralyze, Disease 1” on any attack.

Animation, Greater

School: Nec10(b)

Description: A caster with *Greater Animation* can allow a casting of *Animate Dead* to animate a 12-Hit Point ghast, an 8-Hit Point ghoul, or a 5-Hit Point zombie. Ghouls and ghosts can swing “Paralyze, Disease 1” on any attack. Additionally, a ghast can swing “Life Drain 1, Spirit 1” on any attack; however, it cannot use paralyze and life drain in the same attack.

Anti-Magic Armor

School: Dmp7

Base: Touch (Armor)

Target: Self-Only

Duration: Until Used

Description: *Anti-Magic Armor* grants 4 Armor Points that cannot be bypassed by any type of weapon enchantment energy or Missile-Based magical effect.

Incantation: “[Spell Prefix] I armor myself with anti-magic, 4 armor points.”

Anti-Magic Blast

School: Dmp9

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Anti-Magic Blast* deals 9 points of damage to one target.

OOG Statement: “(Anti-Magic Blast,) Damage 9, Anti-Magic 3.”

Anti-Magic Bolt

School: Dmp6

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: A bolt of anti-magestry jumps from the caster’s hand, inflicting 5 points of damage to its target.

OOG Statement: “(Anti-Magic Bolt,) Damage 5, Anti-Magic 2.”

Anti-Magic Casting

School: Dmp10(b)

Description: *Anti-Magic Casting* allows a character to cast any spell in his repertoire “By the power of Anti-Magestry” (this will not change the spell’s Effect Type). This ability cannot be used when casting spells from scrolls, items, or bestowments.

If using *Anti-Magic Casting* to cast a spell without a prefix while you are dampened, you should state, OOG, that it is by the power of Anti-Magestry.

Additionally, *Anti-Magic Casting* allows you to use the “Anti-Magic” Effect Type on any attack that you make with an enchanted weapon or in place of the regular Effect Type of any *Magic Missile* castings you might have. (This may have a special effect on certain creatures, but has no common effect that is any different than the Body Effect Type.)

Anti-Magic Escape

School: Dmp9(b)

Description: *Anti-Magic Escape* allows you to treat magical restraints (including *Magic Cage* and *Snare and Bind* effects) as if they were one Power Level lower for the purpose of using *Escape* skills. It also allows you to use a *Great Escape* to

escape a magical Paralyze effect of Power Level 2 or lower.

Anti-Magic Hands

School: Dmp8

Base: Touch (Enhancement)

Target: Self-Only

Duration: One Hour or Until Used

Description: *Anti-Magic Hands* Grants you 8 Power Levels of effects that you may use on yourself or others. You have one hour to use them. For these effects, you may choose either *Dispel Magic* (Touch-Based only) or *Spell Resistance* levels that say “No Effect” rather than “Resist.”

You may not use *Anti-Magic Hands* to cast *Dispel Magic* at a Power Level higher than 1, and you may not give out more than 2 “No Effect” *Spell Resistance* levels to the same person. These levels count as Touch-Based (Shielding). If you empower *Anti-Magic Hands* to Power Level 3, you gain 12 Power Levels worth of effects and may give out up to 3 “No Effect” *Spell Resistance* levels at once. However, Power Level 1 remains the maximum for the *Dispel Magic* uses gained.

Incantation: “[Spell Prefix] I grant myself hands of anti-magic, Anti-Magic X.” Then, [Incantation for *Dispel Magic*], or, “[Spell Prefix] I grant you X Passive Immunity Levels to magical gesture or missile-based effects, Anti-Magic X.”

Anti-Magic Mechanics

School: Dmp6(b)

Description: *Anti-Magic Mechanics* allows a character to use a *Mechanics* skill of the appropriate Power Level to pick a magic lock or disarm a glyph.

OOG Statement: None

Anti-Magic Storm

School: Dmp8

Base: Touch (Enhancement)

Target: One or more Creatures

Duration: Instantaneous (Up to One Minute)

Description: *Anti-Magic Storm* works identically to *Ice Storm* except that the damage it deals is anti-magic rather than ice. Also, because it consists of anti-magic energy, the caster may use it while dampened.

OOG Statement: “Anti-Magic Storm: Damage 3, Anti-Magic Zero; Damage 3, Anti-Magic Zero; etc.” Or, (all at once) “Anti-Magic Storm, Damage 3, Anti-Magic 2.”

Appraise

School: Misc

Description: *Appraise* is a representation of a character's knowledge of the standard value of certain gems and items. When this skill is purchased, the player will be taught how to decipher Appraisal Codes. *Appraise* may only be purchased once.

Any character can tell when a potion or scroll will expire, and if the expiration date is soon, someone with the *Appraise* skill can consider that when determining its value. The market value of a potion or scroll is its value when it is fresh (less than a month old). Over time, the market value drops, but it generally never gets below half its original value. Depreciated values are to be determined through in-game bargaining.

OOG Statement: None

Armor of Agony

School: Psi8

Base: Touch (Armor)

Target: Self-Only

Duration: Until Used

Description: The caster of *Armor of Agony* is granted 4 temporary Armor Points that cannot be bypassed by Psychic, Spirit, or Astral energy. Each of these Armor Points acts as a *Pain* flare to a creature that damages it with a hand-held weapon. (Use the OOG Statement, "Pain Flare.") A *Pain* flare is considered to be a missile-based *Pain* spell (Body Effect) of Power Level Zero that automatically hits the target. If more than one armor point is damaged by a single attack, only one *Pain* flare is released.

The temporary Armor Points from spells cannot be normally stacked with any other temporary Armor Points, and they are damaged in combat before any other armor points or Hit Points. A caster that has gained the skill *Stack Spells* in the school of Psionics may incorporate any other psychic armor points (as from *Psychic Shield* or *Psychic Armor*) into *Armor of Agony*, granting an additional *Pain* flare for each additional armor point; however, he, himself, must be the caster of that spell, and it must be cast by spending a skill slot that is one grade higher than the spell normally is. (So, to add two flaring AP to your *Armor of Agony*, you must cast *Psychic Armor* as a grade 5 Psionics spell.)

One caster may not hold more than 8 such Armor Points at one time, and once

all points from *Armor of Agony* are damaged, the spell ends and can no longer be recharged by additional acquisitions of psychic Armor Points.

Incantation: "[Spell Prefix] I grant myself an Armor of Agony."

Armor of Darkness

School: Nec7

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: A shroud of negative energy is stretched over one creature, granting it 6 temporary armor points. These armor points are damaged in combat before any other armor points or Hit Points.

The armor points granted by *Armor of Darkness* cannot be stacked with temporary armor points from any other touch-based spells.

Incantation: "[Spell Prefix] I armor you (myself) with darkness, 6 Armor Points."

Aspect of the Bear

School: Nat7

Base: Touch (Enhancement)

Target: Self-Only

Duration: 10 Minutes

Description: *Aspect of the Bear* grants the caster bear-like qualities: he gains 2 Natural Armor Points and 2 Hit Points to his natural total (meaning they do not count against the total allowed for stacking), his *Spot* Level increases by 2, he is immune to any Weakness effect of Power Level 2 or lower (say "No Effect" – any such Weakness effect he is suffering from at the time of casting is dispelled), and he gains 4 uses of *Feat of Strength* (unused Feats will vanish after 10 minutes).

Aspect of the Bear cannot be stacked with itself.

Incantation: "[Spell Prefix] I assume an aspect of the bear."

Aspect of the Opossum

School: Nat6

Base: Touch (Bestowment)

Target: Self-Only

Duration: Until Used or Until Sunrise

Description: *Aspect of the Opossum*, at the time of casting, adds the technique *Feign Death* to the caster's Bestowment Slot. If *Aspect of the Opossum* is cast for the sole purpose of masking the caster's vital signs for the day, it is instead considered Touch-Based (Enhancement).

Incantation: "[Spell Prefix] I bestow upon myself the aspect of the opossum."

or "[Spell Prefix] I conceal my life signs until sunrise, Body 2."

Assassinate

School: Asn10(b)

Description: *Assassinate* allows you to turn any *Fatal Backstab* you have access to into a *Backstab Death* upon use. If used on a target that is running or actively engaged in combat, this *Backstab Death* will be the same Power Level as the *Fatal Backstab* that was used to create it. If used on a target that is not running or actively engaged in combat, it will be one Power Level higher than the *Fatal Backstab* that was used to create it. In either case, the rules for backstab skills must be followed.

Astral Bolt

School: Hop6

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Astral Bolt* deals 5 points of damage to one target.

OOG Statement: "(Astral Bolt,) Damage 5, Astral 2."

Astral Empowerment

School: Hop6(b)

Description: *Astral Empowerment* adds 2 uses to your Empowerment Pool and allows you to use any of your Empowerment Pool uses to empower things in the same way that Mental Empowerment allows you to, except instead of meditating for 3 minutes, you need to role-play that you are preparing some spells for later casting. In addition to using an Empowerment use for empowering like normal, you can use one, instead, to cast any spell silently and without needing to move. The incantation prefix becomes, "Through the silent power of the dimensions."

Astral Projection

School: Hop10; Mag10

Base: Touch (Enhancement), Power Level 5

Target: Self-Only

Duration: One Hour (Once per Day)

Description: You leave your body in a particular location and it, along with items, melds with the earth. At that point, a projection of yourself is created and appears to be holding whatever items you were holding at the time of casting; these items cannot leave your person while you are projecting. At the time of casting, your Hit Points are restored to full and

you gain 8 temporary Hit Points. (You cannot benefit from armor even if your projection appears to be wearing it.) While projecting, you have the following properties:

- You are intangible (say “No Effect”) to everything except for Gaze Effects and Astral Effects.

- You regenerate one Hit Point every 10 seconds

- Weapon-Based Astral Effects do nothing more than a single point of damage to you (say “No Effect to [effect name]” and take one Hit Point of damage).

- Missile-Based, Gesture-Based, and Area-Based Astral Effects have their stated effect.

- You cannot attack or cast any spells other than *Astral Weapon*, but you can defend (including using defensive techniques [e.g. Parry, Dodge, Deflect, Combat Maneuvers, etc]) and you may use Gaze Effects.

- You can hear, see, understand, and speak as normal, but you cannot touch any item (even if enchanted with Astral energy).

- You have unlimited castings of Astral Weapon.

- You can walk through doors and barriers such as *Magic Cage* and *Circle of Protection*.

- You are not able to ingest anything.

- Any items you are holding are completely immune to any effects, even Astral Effects (say “No Effect”).

- Any effects in effect on you when you started your projection are left behind with your body. You cannot be under their effect while projecting, but they will return to you when your projection ends unless their duration expired in the meantime.

- If you are dealt a Final Blow while projecting, you return to the place where you originally cast the spell. Your body becomes tangible again, but you are in a trance (with the Destroy Mind effect) from which you cannot be awakened. After one minute, the trance ends and you awaken.

- You may end your projection at any time by returning to the place it was cast and dismissing your spell. If the hour duration expires while you are away from the place of casting, your body rematerializes and you drop into the one-minute trance.

Alternatively, *Astral Projection* may be cast as *Open or Close Portal*. Using it in this way does not count against its once-per-day allotment.

Incantation: “[Spell Prefix] I project myself through the Astral Plane.”

Astral Rejuvenation

School: Hop9

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Astral Rejuvenation* has the effect of both *Heal* and *Restoration* on its target.

Incantation: “[Spell Prefix] I heal and restore you, Astral 3.”

Astral Storm

School: Hop8

Base: Touch (Enhancement)

Target: One or more Creatures

Duration: Instantaneous (Up to One Minute)

Description: *Astral Storm* works identically to *Ice Storm* except that the damage it deals is astral rather than ice.

OOG Statement: “Astral Storm: Damage 3, Astral Zero; Damage 3, Astral Zero; etc. Or, (all at once) “Astral Storm, Damage 3, Astral 2.”

Astral Weapon

School: Hop6

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: 10 Minutes

Description: *Astral Weapon* enchants one weapon with astral energy, allowing any attacks made with it to take on the astral Effect Type. Astral energy bypasses Armor Points.

If a weapon under the effect of this spell is shattered it will be immediately dispelled.

Incantation: “[Spell Prefix] I enchant this weapon with astral energy.”

Astrology

School: Misc

Description: An astrologer knows how to look into the night sky (and/or use some other medium, like cards or stones) to glean information through visions or sensations. *Astrology* allows a character to receive knowledge about one topic during the time between events.

To use *Astrology*, log in to the Magestry Database, select your character’s name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Perform Astrology button and fill in the appropriate fields.

Submitting an *Astrology* request will use one of your character’s available between-game days.

The query cannot be a specific question; instead, the player may choose the person or subject he would like to attain knowledge about. The knowledge given may often be cryptic but should always be helpful. It will be received at check-in of the next event player attends as the inquiring character.

The cost increases by itself each additional time this skill is taken.

Avoid Simple Trap

School: Sth0

Duration: Instantaneous

Description: *Avoid Simple Trap* allows you to avoid the effect(s) of one trap of Simple quality that has been triggered by any means.

OOG Statement: “Avoid Trap”

Awaken

School: Mag1; Nat1; Psi0; Spt1

Base/PL: Touch/4 (Instant) or Missile/2

Target: One Creature

Duration: Instantaneous

Description: The caster is able to awaken one creature from unconsciousness due to *Waylay*, magical or hypnotic sleep, or being damaged to zero Hit Points. *Awaken* does not repair Hit Point damage; however, if the target has zero Hit Points when unconscious, he is awakened with one. *Awaken* will have no effect if the target was dealt a Final Blow.

Incantation: “[Spell Prefix] I awaken you to consciousness, Psychic 4/2.”

Awaken, Mass

School: Psi8

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Mass Awaken* awakens all within its targeting area (see *Awaken*). *Mass Awaken* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I awaken you to consciousness.”

Backstab Death

School: Asn10(b) (from *Assassinate*)

Duration: Instantaneous

Description: *Backstab Death* is a backstab attack that has the Death/Destroy effect on its target (in one motion, all of the target’s Hit Points are

damage and he is dealt a Final Blow). To use it, the attacker must have proper backstab positioning and must successfully strike the target in the torso. (See Chapter 3 for details on backstab skills.)

OOG Statement: “Backstab Death”

Backstab [Number]

School: Sth0 (*Backstab 1*); Sth1 (*Backstab 2*); Sth4 (*Backstab 4*); Asn6, Sth6 (*Backstab 6*); Sth8 (*Backstab 8*)

Base: Weapon

Duration: Instantaneous

Description: *Backstab [Number]* deals the stated number of points of damage to its target. To use it, the attacker must have proper backstab positioning. (See Chapter 3 for details on backstab skills.)

OOG Statement: “Backstab [Number]”

Backstab Paralyze

School: Sth8

Duration: 5 minutes

Description: *Backstab Paralyze* is a backstab attack that has the Paralyze effect on its target. To use it, the attacker must have proper backstab positioning and must successfully strike the target in the torso. (See Chapter 3 for details on backstab skills.)

OOG Statement: “Backstab Paralyze”

Backstab Positioning

School: Misc

Description: *Backstab Positioning* gives proficiency with all small weapons, but only when using Backstab skills or Waylay (if you want to backstab with a one-handed sword, for instance, you need to buy the *One-Handed Sword* skill separately). Additionally, *Backstab Positioning* allows you to gain a single use of *Backstab 2* after each Rest Period, but that *Backstab 2* vanishes if not used before the next Rest Period.

Backstab Snare

School: Sth3

Duration: 5 minutes

Description: *Backstab Snare* is a backstab attack that has the *Snare* effect on its target (forcing it to keep both feet planted in place). To use it, the attacker must have proper backstab positioning. (See Chapter 3 for details on backstab skills.)

OOG Statement: “Backstab Snare”

Banishment

School: Hop9

Base: Gesture

Target: One Creature or Object

Duration: Instantaneous

Description: A caster uses *Banishment* to send one creature or object (even a permanently magic item) to some other dimension (almost certainly against its will). An affected character must immediately go out-of-game and his player must seek out a GM to discover where the spell sent him. This may mean the death of the target creature.

Items cannot be individually targeted for banishment if they are in a creature's possession. Banishing the creature will banish possessions along with it. Items that are banished are considered OOG. They may not be used or stolen and must be placed in an OOG location at the earliest convenience. Later, a GM must be notified so that the item's fate may be determined.

Incantation: “[Spell Prefix] I banish you/[object] to another realm, Astral 3.”

Barkskin

School: Nature 1

Base: Touch (Life or Armor)

Target: One Creature

Duration: Until Used

Description: *Barkskin* grants one target one Temporary Hit Point or one Temporary Armor Point (caster's choice).

Incantation: “[Spell Prefix] I grant you (myself) skin of bark, one Armor/Hit Point.”

Battle Finesse

School: Asn10; Sth10

Duration: 10 Minutes

Description: *Battle Finesse* gives its user 8 uses of *Improved Dodge* that must be used within 10 minutes. After 10 minutes, any unused uses will vanish.

While *Battle Finesse* lasts, it also allows free (not included in the 8) uses of *Dodge* against all Flare effects.

OOG Statement: “Dodge 2, Dodge 2, etc.”

Battle Readiness

School: Fgt3

Duration: See Description

Description: Though a character may not be an armorsmith, he may have fought in enough battles to know how to quickly adjust his damaged armor to restore a bit of its protective quality. *Battle Readiness* allows him to spend 10 seconds to temporarily repair (for physical armor only) a number of Armor Points up to a

maximum of half his armor's Armor Point value (rounded up).

Once temporarily-repaired armor is removed, the Armor Points that were granted by *Battle Readiness* are considered damaged again, even if they were not lost in combat.

OOG Statement: “Battle Readiness”

Battle Readiness, Lesser

School: Fgt0

Duration: See Description

Description: *Lesser Battle Readiness* works just like *Battle Readiness* except it only allows a single Armor Point to be repaired.

Lesser Battle Readiness cannot stack with itself, but it can stack with *Battle Readiness*.

OOG Statement: “Lesser Battle Readiness”

Berserker Rage

School: Fgt5

Duration: One Minute

Description: When a character with this skill reaches zero (0) hit points while actively engaged in combat, he may choose to enter a “berserker rage,” which will allow him to remain fighting through 4 more Hit Points of damage and will grant him a +1 damage bonus to all of his attacks. (Don't *actually* swing harder!)

If all of his enemies are felled before the end of his *Berserker Rage* or he loses the ability to fight for 10 seconds or longer (from blindness, paralysis, *Despair*, *Magic Bonds*, etc.), he will fall to the ground unconscious. The same applies if his enemies move more than 30 feet away from him and he is unable to pursue them (from *Cripple*, *Entangle*, *Gust of Wind*, etc.)

A raging character cannot cast spells. He also cannot be targeted by any touch-based spells or drink potions while raging, but healing that is area-based or missile-based will work; he may also gain temporary hit points from using techniques that grant them. He can benefit from armor points, but because he cannot be the target of a touch-based spell, any armor points he is granted must come from a Area-based spell unless he still has armor points because the attack that dropped him to zero hit points, beginning his rage, was an attack that bypassed those armor points.

Unlike the spell *Rage*, *Berserker Rage* does not require its user to attack friends or allies. If the berserker is subject to a

Fatal effect, he may immediately fly into *Berserker Rage*; however, if he is dealt a fatal attack while raging he will fall unconscious.

Berserker Rage ends if the rager's Hit Point total goes above zero. (Clarification: during *Berserker Rage*, the rager's Hit Point total does not go into negative numbers. Technically, he is at zero hit points the entire time, but he is able to fight through 4 more points of damage. Therefore, if he enters the rage upon reaching zero HP, takes 3 points of damage while raging, and then is subject to *Cure Wounds 1*, he will be at one HP and his rage will end. The same applies if he heals from *Regeneration*, uses *Stamina*, *Heroism*, or any other skill that raises his Hit Point total while in a *Berserker Rage*.)

As long as the rager is still at zero (0) Hit Points, an additional *Berserker Rage* may be used immediately after one ends (even if from the spell *Calm Emotions*), but the +1 damage bonus does not stack.

OOG Statement: "Berserker Rage!"

Bestow Magic

School: Mag5

Base: Touch (Bestowment)

Target: One Creature

Duration: Until Used

Description: *Bestow Magic* enables the caster to bestow upon another the ability to cast one spell, filling that person's Bestowment Slot. The caster must be currently able to cast the spell he wishes to bestow. In bestowing it, he spends it for the day along with the spell slot for *Bestow Magic*.

The spell that was bestowed upon another can only be cast as it was given to him. The caster of *Bestow Magic* may empower the spell he is bestowing (or make any other variations to it, such as with *Transform Spell*) before bestowing it upon the subject, but the subject cannot empower or change the spell after it is bestowed, nor can he scribe it into a scroll or cast it into a potion. He can, however, cast it into a glyph, or he can bestow it onto another creature if he uses his own casting of *Bestow Magic*.

A caster cannot use *Bestow Magic* to bestow another *Bestow Magic* spell. Also, the skill *Stack Spells* does not allow a character to have more than one spell bestowed on him at a time. You can use *Bestow Magic* to bestow a spell onto yourself. Because a spell can only be cast the same way it was bestowed, a

bestowed *Iron Will*, for example, cannot be used as a *Deflect* skill. As *Deflect* is technically a technique, it cannot be bestowed with *Bestow Magic*.

Incantation: "[Spell Prefix] I bestow upon you the following incantation: [bestowed spell's full incantation, plus Effect Type and Power Level]."

Bestow Magic on Undead

School: Nec8(*Specialization*)

Base: Touch (Enhancement)

Target: One Undead Creature (Not Self)

Duration: Until Used

Description: *Bestow Magic on Undead* is just like *Bestow Magic* except for the following:

1. *Bestow Magic on Undead* can only be cast upon an undead creature.

2. A spell bestowed by *Bestow Magic on Undead* does not occupy a bestowment slot and will vanish at sunrise.

3. A caster may bestow up to 4 of his spells (each needing their own casting of *Bestow Magic on Undead*) on the same creature at one time if he was the one who animated it. On any other undead creature, he can only bestow one spell at a time.

Incantation: "[Spell Prefix] I bestow upon this undead creature the following incantation: [bestowed spell's full incantation, plus Effect Type and Power Level]."

Blind

School: Mag7; Psi7

Base: Gesture or Missile

Target: One Creature

Duration: 5 Minutes

Description: The caster inflicts a magical blindness on his victim. The blinded player should close his eyes for the duration of the spell (he may open them if safety becomes an issue, but that does not mean that his character can see).

While blind, he may attempt to defend himself by placing his weapon in front of his torso; he *may not* move it once it is placed. Engaging in combat while blind is strictly forbidden (see Chapter 6: Combat). Not even defensive skills like *Parry*, *Dodge*, or *Defensive Stance* can be used while blinded.

The skill *Combat Instinct* is the only way to fight while blinded because it allows the player to be able to see even though his character cannot. Blind characters cannot cast gesture-based,

missile-based, or weapon-based spells but may cast any other type. Be Careful!

Incantation: "[Spell Prefix] I blind you."

Blink

School: Hop8

Base: Touch (Bestowment or Instant)

Target: Self-Only

Duration: Until Used

Description: *Blink*, as a Touch-Based Bestowment, bestows upon the caster one use of either *Improved Dodge* or *Great Escape* (occupies Bestowment Slot). If empowered to Power Level 3, *Blink* bestows the caster with either one *Great Dodge* or one "Grade 9 version" of *Great Escape*.

Alternatively, *Blink* can be cast as a Touch-Based Instant spell to instantly pass one barrier (such as any Power Level *Magic Cage* or locked door) or escape any restraints (such as any Power Level *Snare* or *Bind* effect).

Incantation: "[Spell Prefix] I (prepare myself to) blink between realms, Astral X."

Bolster Undead

School: Nec6(b)

Base: Area

Target: All Undead Creatures in Range

Duration: Until Used or Instantaneous

Description: This spell works in one of two ways. For all undead creatures within range of the caster's voice, it can protect them from one casting of the spell *Turn Undead*, or it can negate the effects of any *Turn Undead* spells that are already in effect. *Bolster Undead* will protect or negate the effects of *Turn Undead* regardless of the level it is cast at (it will also supercede any other type of spell protection a bolstered creature may be under the effect of).

For necromancers, *Bolster Undead* is listed as a baggage skill because they can choose to cast it by spending a spell slot that would normally be used to cast the spell *Turn Undead*.

Incantation: "To all within the sound of my voice: [Spell Prefix] I bolster all undead creatures against one turning, Spirit 0."

Bow, Improved

School: Misc

Description: *Improved Bow* grants the wielder +1 damage to all attacks made with a bow or crossbow. This damage is added to techniques that deal increased numeric damage (such as *Crit 4* and

Backstab 2), but not to attacks that carry other types of techniques. For characters with a special ability allowing them to substitute arrows for spell packets, this damage bonus does not apply to missile-based spells.

Bravery

School: Fgt0

Duration: One Fear Effect

Description: After being affected by a fear effect (e.g. *Fear* or *Terrorize*) and immediately moving at least 30 feet from its source, a character may use *Bravery*, which allows him to minimize the fear effect and reenter the area he was made to flee from. This means he may once again go within 30 feet of the source of the fear effect, but he may not reengage that source; this means that, if the source was a creature, he may not engage that creature in combat. If that creature moves to engage him, he must once again immediately move 30 feet away from the creature before he may reenter the area.

Bravery cannot be activated unless at least 30 seconds have passed since the fear effect was used, and the same use of *Bravery* may not apply to more than one source, nor to more than one fear effect from the same source.

OOG Statement: None

Calm Emotions

School: Nat4; Spt3

Base: Gesture or Missile

Target: One Creature

Duration: 5 minutes

Description: All of the magical and non-magical aggressions and fears of any one creature are calmed. If the aggression is magical (such as from *Rage*), *Calm Emotions* must be cast at a level equal to or higher than the level of the spell that is making the creature aggressive or afraid, and at that time both spells will immediately end. This spell will also negate the skill *Berserker Rage* or the spell *Morale*, but if used to do so, both the effect in question and *Calm Emotions* will end immediately.

A calmed creature will not attack or run, but it may defend itself normally. *Calm Emotions* will immediately end if the creature is attacked.

Incantation: “[Spell Prefix] I calm you, Spirit 1.”

Cantrips

School: All Schools Grade 1(b)

Description: Cantrips are simple, low-powered skills that are available, for free, to every character no matter his skill choices. Every character, when created, has a Cantrip Pool of 8 Cantrip uses. For each of those 8 uses, he may choose to use either *Light* or *Essence Strike* (see Chapter 13 for details on those spells). Gaining the *Cantrips* Baggage Skill at Grade 1 in any school adds that school's Cantrips to your list of Cantrip Options. Unlike a Specialization Pool, gaining a *Cantrips* Baggage Skill does not increase the size of your Cantrip Pool. The skill *Extra Cantrips*, however, will increase your Cantrip Pool by 2 uses each time you acquire it.

Unlike other skills, one spent Cantrip use is restored after a 10-minute Rest Period. Should you run out of Cantrip uses, you may always spend any tower skill slot you have available to perform any Cantrip you have access to.

Charm

School: Nat6; Psi5; Spt6

Base: Gesture

Target: One Creature

Duration: 5 Minutes

Description: The target of *Charm* feels very friendly toward the caster and will be agreeable toward him. *Charm* is not the same as the Control effect. It does not force the target to act any differently toward anyone other than the caster: enemies are still enemies and allies are still allies. The target will gladly hear suggestions from his new friend, but he will not do anything that he believes endangers or degrades himself or any of his other allies. If he believes that his welfare and the welfare of his allies depends upon him continuing his attack on the enemies that did not charm him, he will continue to attack them even if the caster asks him not to. In fact, *Charm* does not *force* the target to interact with the caster at all.

Charm will end if the caster attacks the target (makes an aggressive action against it). After the effect has expired, the target remembers everything he did and said.

Incantation: “[Spell Prefix] I charm you to be my friend, Spirit 1/2.”

Charm, Mass

School: Mst10

Base: Area

Target: All Creatures in Range

Duration: 5 Minutes

Description: *Mass Charm* makes all within its targeting area friendly to the caster as per the Charm effect (see *Charm*). *Mass Charm* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I charm you to be my friend.”

Circle of Protection

School: Mag9; Spt9

Base: Touch (Enhancement)

Target: One Area

Duration: 10 Minutes

Description: *Circle of Protection* creates a magical barrier that can be any size up to 10 feet in diameter. Nothing at all can enter this circle from the outside (say “No Effect) except for Gaze effects (of any Power Level), casters using projection abilities (such as *Astral Projection*), and Missile-Based, Gesture-Based, and Area-Based effects of Power Level 4 or higher. (If you are affected by a Fear effect while inside a *Circle of Protection*, you are not forced to leave it if you think that the circle is the safest place to be.)

Any person within the circle may cast Area-Based spells or project Missile-Based effects out of it, but only the caster of the circle may cast Gesture-Based spells out of it. Melee weapons cannot leave the circle, and the caster should notify others of this if he needs to. Any person may choose to attack with his melee weapon while stepping out of the circle, but once he is out he may not return.

Creatures inside the circle together can affect each other normally. Any creature that leaves the circle cannot enter it again. If the caster leaves the circle, *Circle of Protection* will end. The circle cannot be lowered and raised again like *Magic Cage* can; once lowered, the circle is destroyed.

A *Circle of Protection* must be represented by something noticeable (we recommend a brightly-colored rope or even glow sticks if it is dark [at least 5] – scratching in the ground is not good enough). No other type of spell that creates a barrier may be cast inside of a *Circle of Protection*. The prop(s) that represents a circle also represents the last line of defense.

A *Circle of Protection* cannot be used to block anything. If you put one in a

doorway, for example, everyone may move freely “around” it.

Incantation: “[Spell Prefix] I create a circle of protection.”

Combat Casting

School: Mst6(b); War8(b)

Description: *Combat Casting* allows a character to cast spells despite certain circumstances when a caster would normally be disrupted. He may still cast while defending, taking damage, or while moving his feet. (You should say “combat casting” to those around you so they are aware that you are using the ability. You only need to repeat it for people who join the combat and are not yet aware.)

For Maestros, *Combat Casting* can only be used with spells that are cast by the power of Music. For Warlords, *Combat Casting* can only be used with spells that are cast by the power of War.

Combat Instinct

School: Fgt5

Duration: One Minute

Description: *Combat Instinct* makes its user immune (say “No Effect”) to all Trip, Withhold, Confuse, Pacify, Pain, and Disarm effects (including from *Fumble* or *Heat/Chill Weapon*) that are Power Level 1 or Zero. If empowered to Power Level 2, *Combat Instinct* will grant immunity to any of the aforementioned effects up to Power Level 2. If empowered to Power Level 3, it will grant immunity to any of those effects up to Power Level 3.

Additionally, *Combat Instinct* allows its user to continue to fight even if subject to the Blind effect. In this case, the player of the character using *Combat Instinct* is able to keep his eyes open while fighting, though he cannot cast gesture-based spells because his character technically cannot see any targets.

OOG Statement: “Combat Instinct”

Combat Maneuvers

School: Fgt8

Duration: 10 Minutes

Description: *Combat Maneuvers* provides 8 Active Immunity Levels (say “No Effect”) that may be used against any Weapon-Based or Missile-Based Effects; however, it is ineffective against any effect higher than Power Level 2, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity

Level.) While *Combat Maneuvers* lasts, the user also says “No Effect” to all Flare effects that deal numeric damage (doing so does not spend any Immunity Levels).

Combat Maneuvers can be empowered to Power Level 3, which will give the user 12 Active Immunity Levels instead of 8, and stopping up to Power Level 3 attacks becomes possible.

OOG Statement: “No Effect”

Combined Empowerment

School: Nat3(b); Spt3(b)

Description: *Combined Empowerment*, when gained, either creates or adds to your Empowerment Pool. (See description of *Extra Empowerment* for details.) Up to 4 times each day, *Combined Empowerment* allows you to cast *Combine* at Power Level 2, provided at least one other caster combines with you. You may spend 3 of your uses of *Combined Empowerment* to instead gain one casting of *Combine* at Power Level 3.

Combine

School: Psi3(b); Spt3(b) (both from *Combined Empowerment*)

Base: Touch (Enhancement)

Target: At Least One Other Combiner

Duration: While Combining Lasts

Description: *Combine* allows multiple casters to combine their power to cast more powerful spells than they could have cast alone. To do this, they must all stand in a circle, hold hands (they cannot move their feet), and each of them must cast *Combine* (though they need not all cast it at the same Power Level). Doing so allows each of them to cast one spell at a higher Power Level than normal. A combiner that cast *Combine* at Power Level 2 may cast one spell that is normally Power Level 1 at Power Level 2 without needing to spend a higher-grade slot for it. A combiner that cast *Combine* at Power Level 3 may cast one spell that is normally Power Level 1 or 2 at Power Level 3 without needing to spend a higher-grade slot for it.

Alternatively, *Combine* may be used to increase the duration of a weapon enchantment. If cast at Power Level 2, the combiner may use his combining to cast one weapon enchantment that will last for 30 minutes instead of 10.

All spells benefiting from *Combine* must be cast while the combiners are still joined.

Only Gesture-Based, Touch-Based, and Weapon-based spells can be

empowered with *Combine* (though, any such spell is able to be cast on a person not involved in the combining). Other uses may be discovered for *Combine*.

If the combiners are attacked between the time of casting their *Combine* spells and the casting of the spell they have combined to cast, their combining is not broken. However, if the casters cast *Combine* and, before they can cast their next spells, one or more of them are forced to lose contact with the others (as from *Flatten*, *Gust of Wind*, etc.) or the circle otherwise breaks, all people (not just some of them) must regain contact with one another in order to cast their next spells. If they do not all rejoin, the spells cannot be cast and the *Combine* spells are spent for the day. Affecting one person joined in a combining with *Dispel Magic* will dispel the *Combine* spells of everyone involved in that combining.

Incantation: “[Spell Prefix] I combine my power with yours.”

Combining, Improved

School: Nat8(b); Spt8(b)

Description: *Improved Combining* allows a caster, during a combining, to use any Power Level 1 Touch-Based skill on himself (or his weapon) and allow all other people in his combining (or their weapons [one each]) to also benefit from it. Stacking rules apply.

Alternatively, *Improved Combining* will allow you to give 30-minute weapon enchantments to everyone involved in the combining, but only if you cast your *Combine* at Power Level 3 (though the others need only cast at Power Level 2).

Anyone involved in a combining that receives a free touch-based spell or weapon enchantment cannot use that combining for any other purpose.

Command

School: Psi5; Spt6

Base: Gesture

Target: One Creature

Duration: One Minute

Description: The caster can give one creature a one-word command and, if affected, the creature will have to follow it to the best of its ability for one minute. The creature still has its other concerns in mind, it just now also wants deeply to complete its new command, and *has* to. If the target is attacked while under the effect of *Command*, no matter what the command word is, it may defend itself as long as its only purpose in doing so is so

it can continue to follow the command word. It may not attack while under the effect of Command unless it has determined that the command word requires it.

If casting *Command*, choose your one-word command carefully. A command of “betray” does not necessarily mean the creature will physically attack its allies, and “die” will only make it act like it is dead or dying for one minute (though that could be a fun show to watch). Similarly, if a target is affected by Command and cannot understand the command word (either because it does not speak the caster’s language or the word is not in its vocabulary), it will do what it thinks the word means.

Command will not end if the target creature is attacked.

Incantation: “[Spell Prefix] I command you to [one-word command] for one minute.”

Composed Will

School: Spt10(b)

Description: The spiritualist has gained such control over his emotions that he has become immune (“No Effect”) to any Despair, Fear, or Laughter effect of Power Level Zero or 1 that makes it past his defenses. Additionally, *Cure Wounds 1* becomes a Cantrip option for him.

Commune with Nature

School: Misc

Description: Many of the plants and stones of Magesta are intelligent and may have something to say. Tree-Speak is represented by a green card attached to a tree, and Stone-Speak represented by a blue card attached to a rock. Treespeaks and Stonespeaks may be read by any player whose character has the skill *Commune with Nature*.

Commune with Nature also grants the ability to communicate with wild creatures of animal intelligence. To do so, state “Commune with Nature” while acting like the animal you are communicating with so that it can read your body language. You may say a short statement or ask a simple question while communicating through body language and the animal can respond if it chooses to. The words spoken by you and by the animal are considered to be OOG.

Commune with Nature is the prerequisite to be able to cast magic from the school of Nature and can only be purchased once.

Characters without *Commune with Nature* can still detect slight murmurs among the branches and rumbling among the rocks, but they cannot decipher what plants or stones are saying.

Confuse

School: Mag2; Psi1

Base: Gesture or Missile

Target: One Creature

Duration: One Minute

Description: *Confuse* subjects the target to the Confuse effect, making him unaware of what is happening around him for one minute. He cannot attack or cast spells for the duration of Confuse effect, but he may use defensive skills.

Confuse is instantly negated if the target is attacked. After the Confuse effect has expired, the target will not remember anything that happened during the time he was confused.

Incantation: “[Spell Prefix] I utterly confuse you.”

Confuse, Mass

School: Mag10; Psi9

Base: Area

Target: All Creatures in Range

Duration: One Minute

Description: *Mass Confuse* subjects all within its targeting area to the Confuse effect (see *Confuse*). *Mass Confuse* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I utterly confuse you.”

Consecrate Corpse

School: SpH8

Base: Touch (Instant), Weapon, Gesture

Target: One Corpse or Undead Creature

Duration: Instantaneous

Description: *Consecrate Corpse*, if cast on a corpse that was previously subject to an *Animate Dead* effect, will allow that corpse to once again be a valid target for *Resurrection*.

Alternatively, *Consecrate Corpse* may be used as a Gesture-Based or Weapon-Based *Destroy Undead* of Power Level 3 (use incantation or OOG call for *Destroy Undead*).

Incantation: “[Spell Prefix] I consecrate this corpse, Spirit 4.”

Consecration

School: Spt10

Base: Area

Target: All Creatures in Range

Duration: 10 Minutes

Description: The caster consecrates the area around him for 10 minutes. A consecrated area has the following properties:

1. Once every 30 seconds, every being within the area is subject to *Cure Wounds 1*. The first *Cure Wounds 1* happens immediately after the incantation of *Consecration* is finished. Then, and every 30 seconds after, the caster should declare the following OOG Statement: “To all within the sound of my voice, *Cure Wounds 1*, Spirit 0.”

2. No *Animate Dead* effect, even *Vile Resurrection*, is able to be cast within a consecrated area. Creatures that have already been animated will remain animated (though they will suffer damage from the *Cure Wounds* effects).

3. A corpse that was formerly affected by *Animate Dead* or *Vile Resurrection* is able to be resurrected if it is within a consecrated area.

Consecration remains centered on the caster wherever he travels. After he says the initial incantation, it will continue even if he is dampened, silenced, or killed. *Consecration* remains with his spirit until he departs to visit Death or until the duration ends. *Dispel Magic* and *Dampening Field* will have no effect on *Consecration*.

Consecration can be negated by *Deseccation*, at which time both effects end. Similarly, one *Consecration* can be used to negate one *Deseccation* effect (but not more than one) for as long as it lasts. To use it in this way, the incantation becomes, “To all within the sound of my voice, I consecrate his/her/this deseccation.” Multiple *Consecration* or *Deseccation* effects can be in effect at once, but each caster may only use one such effect at a time.

Consecration is an Area-Based effect of Power 4, but the only choices for area targeting are, “To all within the sound of my voice,” or, “To all within this building/room/[well-defined area].”

Incantation: “[Targeting Area]: I consecrate this area, Spirit 4.” Then, “[Targeting Area]: *Cure Wounds 1*, Spirit 0.”

Control Elemental

School: Nat6 (from *Control Elements*)

Base: Gesture

Target: One Elemental Creature

Duration: 10 Minutes

Description: *Control Elemental* allows a caster to completely control the actions of one elemental creature for 10 minutes as

per the Control effect. The commands the caster gives it must be made verbally.

Examples of elemental creatures include fire, water, earth, and air elementals; a caster using the spell *Elemental Form*; and some types of demons, spirits, and fae.

Incantation: “[Spell Prefix] I control the elemental creature before me.”

Control Elements

School: Nat6

Base: Gesture

Target: One Elemental Creature

Duration: 10 Minutes

Description: *Control Elements* can be cast as *Control Elemental*, *Destroy Elemental*, or *Endure Elements*. The caster must choose only one per use of *Control Elements*.

Control Undead

School: Nec6

Base: Gesture

Target: One Undead Creature

Duration: 10 Minutes

Description: The caster is able to completely control the actions of one spirit or undead creature for 10 minutes. The commands he gives it must be made verbally, meaning that other people are able to hear them, and the creature will be able to understand the caster even without *Speak with Dead*.

Examples of undead creatures include zombies, skeletons, and ghosts.

Incantation: “[Spell Prefix] I control the undead creature before me.”

Countersong

School: Mst6

Base: Touch (Shielding)

Target: Self-Only

Duration: Until Used or Until Sunrise

Description: *Countersong* works exactly like *Counterspell* except for the following differences:

1. The caster must play or sing music while both storing and activating *Countersong*. If used to counter a spell as it is being cast, the caster must immediately follow the other caster's incantation by stating, “Countersong,” and then immediately following that with a short tune (no more than 3 seconds is needed, and the statement “Countersong” can even be incorporated into the tune). If using *Countersong* as *Dispel Magic*, he may incorporate the incantation for *Dispel Magic* into his tune.

2. *Countersong* can counter any effect that uses the word “Sonic,” even if it has no prefix or is not even a magical effect.

Incantation: “[Spell Prefix] I will counter one spell or sonic effect.” Or, “[Spell Prefix] I dispel magic and sonic effects upon you (this).”

Counterspell

School: Dmp7, Magestry 7

Base: Touch (Shielding)

Target: Self-Only

Duration: Until Used or Until Sunrise

Description: *Counterspell* is a Touch-Based Shielding ability that is stored by its caster for later use. Unlike *Spell Resistance*, the caster chooses when to activate *Counterspell*.

Counterspell can be activated to have one of two effects: it either counters one spell as it is being cast (provided it meets or beats the Power Level), or it acts just like *Dispel Magic* (see that description). If used the first way, it can only counter a spell that's incantation uses the exact prefix, “By the power of.” A spell countered by *Counterspell* is considered spent even if the caster did not complete its incantation.

If *Counterspell* is used to counter a spell as it is being cast, the caster must immediately follow the other caster's incantation by stating, “Counterspell, Essence X.” Unlike *Spell Resistance*, the caster may choose which spell to counter once this spell is stored within him, even if the spell is not directed at him. It need only be cast in his presence.

Counterspell cannot be used to counter an Area effect that uses an OOG targeting statement beginning with, “To all”.

The user of *Counterspell* should not state “Counterspell, Essence X” until he is certain the spell he is about to counter is one that he is allowed to counter and that his Power Level will meet or beat the spell's.

Incantation: “[Spell Prefix] I grant myself one counterspell.”

Create or Destroy Portal

School: Hop9(b)

Description: *Create or Destroy Portal* is an ability that allows a caster to use *Open or Close Portal* to either create or destroy a portal, but the caster must have GM permission to do so. The GM will specify how long the portal will remain open.

In the OOG time before an event that a player attends as a character with

Create or Destroy Portal, he is allowed to create a single portal for the purpose of traveling one round trip. This portal will remain open no longer than a day, and every character using it must submit a travel request in the Magestry Database.

Incantation: “[Spell Prefix] I create a portal to (name location).” As *Destroy Portal*: “[Spell Prefix] I destroy this portal.”

Create Spell

School: Mag10(b); Nat10(b); Psi10(b); Spt10(b)

Description: A spell-caster at the peak of his studies in one of the four basic schools of magic, if he works hard enough and is patient, might be able to craft a spell or magic item of his own creation. To do so, the player must submit the idea to a GM for approval. If approved, his character must then search in-game or use the skill *Gather Information* to discover an acceptable method of creation. The spell may not be created without completing the appropriate method, which will probably require much experimentation and, most importantly, time.

A character cannot create a spell in a school in which he has not gained this skill. For example, if a caster has Magestry Grade 10 and Nature Grade 5, he cannot create any spells that a GM deems to be a Nature spell and not a Magestry spell.

Create Technique

School: Fgt10(b); Sth10(b)

Description: A fighter or rogue at the peak of his studies in his school, if he works hard enough and is patient, might be able to create his own signature technique. To do so, the player must submit the idea to a GM for approval. If approved, his character must then search in-game or use the skill *Gather Information* to discover an acceptable method of creation. The technique or skill may not be created without completing the appropriate method, which will probably require much experimentation and, most importantly, time.

Cripple

School: Fighting 4

Duration: Instantaneous

Description: *Cripple* is a precise and powerful attack that will render an opponent's arm or leg unusable. To use

it, the player must state “cripple” and then strike his opponent’s leg or arm (not the hand).

An affected creature cannot use the crippled limb to do anything. Thus, if its arm was crippled, the hand of that arm could hold onto an item, but it could not do anything with it other than hold onto it. If a creature’s leg is crippled, it cannot walk or stand (not even on the good leg), but it can slowly crawl while dragging the injured leg and experiencing greater pain than it would if simply lying still.

This condition can be remedied by the spells *Regenerate Limb*, *Heal*, *Mending*, or any healing effect that restores at least one of the creature’s natural hit points (temporary hit points will not suffice). Crippled limbs are also made usable at sunrise, but that does *not* mean the duration of *Cripple* is “Until Sunrise”; it is “Instantaneous.”

Cripple will be ineffective if it hits the boffer of a player who is fighting unarmed.

OOG Statement: “Cripple”

Cripple Limb

School: Magestry 5

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: The caster uses magical energy to break one limb of one creature (head and neck not considered a limb) as per the *Cripple* technique.

Incantation: “[Spell Prefix] I cripple your right/left arm/leg.”

Crit [Number]

School: Fgt1(*Crit* 2); Fgt4(*Crit* 4); Fgt6, SpH6(*Crit* 6); Fgt8(*Crit* 8); SpH9(*Crit* 9)

Base: Weapon or Missile

Duration: Instantaneous

Description: *Crit [Number]* deals the stated number of points of damage to its target.

OOG Statement: “Crit [Number]”

Crit Paralyze

School: Fighting 8

Base: Weapon or Missile

Duration: 5 minutes

Description: *Crit Paralyze* has the Paralyze effect on one target. This Paralyze effect is considered non-magical. To use it, the attacker must state “Crit Paralyze” and then successfully strike his opponent on the torso (stomach, chest, back, or rib cage).

OOG Statement: “Crit Paralyze”

Crit Storm

School: Fgt7; War7

Duration: Until Used or One Minute

Description: *Crit Storm* allows the user 8 uses of *Crit* 3, but all of these uses must be used within one minute; any that are unused will vanish after that time.

If *Crit Storm* is empowered to Power Level 3, it instead grants 12 uses of *Crit* 3 that must all be used within one minute.

OOG Statement: “Crit 3, Crit 3, etc.”

Cure Wounds 1

School: Spt1

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: The caster cures a target of one (1) Hit Point of damage and/or restores use of one of the target’s unusable limbs.

Cure Wounds 1 can also be used to deal one (1) point of damage to an undead creature, but only in its missile-based form.

Incantation: “[Spell Prefix] I cure your wounds, One Hit Point.”

Cure Wounds 2

School: Spiritualism 3

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: The caster cures a creature of 2 Hit Points of damage and/or restores use of up to two of the target’s unusable limbs.

Cure Wounds 2 can also be used to deal 2 points of damage to an undead creature, but only in its missile-based form.

Incantation: “[Spell Prefix] I cure your wounds, 2 Hit Points.”

Cure Wounds 4

School: Spiritualism 5

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: The caster cures a creature of 4 Hit Points of damage and/or restores use of all of the target’s unusable limbs.

Cure Wounds 4 can also be used to deal 4 points of damage to an undead creature, but only in its missile-based form.

Incantation: “[Spell Prefix] I cure your wounds, 4 Hit Points.”

Cure Wounds 5

School: SpH6

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: The caster cures a creature of 5 Hit Points of damage and/or restores use of all of the target’s unusable limbs.

Cure Wounds 5 can also be used to deal 5 points of damage to an undead creature, but only in its missile-based form.

Incantation: “[Spell Prefix] I cure your wounds, 5 Hit Points.”

Cure Wounds, Mass

School: Mst8; Spt9

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Mass Cure Wounds* is a massive burst of positive energy that heals 2 Hit Points of damage to all living creatures within its range and deals 2 Hit Points of damage to all undead creatures within its range. *Mass Cure Wounds* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I cure your wounds, 2 Hit Points.”

Curse

School: Nec9

Base: Gesture

Target: One Creature (Other Only)

Duration: Until Sunrise

Description: A curse is bestowed upon one creature. The caster chooses a curse from the list of approved curses or he can think up some original curse (but he must have any original curses approved by a GM at least one week before an event), and it is the target creature’s job to role-play that curse. (Example of a curse: “By the power of Evil, I curse you to fear your best friend.”)

A curse will remain in effect until removed by a *Remove Curse* or *Restoration* that is cast at a Power Level equal to or greater than the Power Level of the curse. Because curses are a bit different than regular magic, *Dispel Magic* will not remove them.

Though *Curse* normally only lasts until sunrise, the caster may prepare a ritual (with material components and permission from the staff) that can empower the curse and make it last longer than a day.

Incantation: “[Spell Prefix] I curse you [define curse], Spirit 3.”

Damage Reduction

School: Fgt2

Duration: Instantaneous

Description: A battle-seasoned warrior can sometimes avoid injury even if his opponent connects with a solid attack. *Damage Reduction* allows a character to shrug off one Hit Point (not armor point) of damage from one attack.

The character using *Damage Reduction* will never gain Hit Points or Armor Points with it; he can only use it to resist incoming damage from an attack that deals numeric damage, whether from a spell or a weapon. *Damage Reduction* grants no protection from any kind of *Life Drain* attack, *Harm* spell, or any other type of attack that does anything other than deal raw numeric damage, even if that attack is delivered with a weapon.

To use *Damage Reduction*, the user must state "reduction one" immediately after his opponent's successful hit. Example: A character is hit with a *Crit 2* but uses *Damage Reduction* to reduce the damage from the attack, so he only takes one point of damage instead of 2.

Damage Reduction cannot be used multiple times to reduce multiple points of damage from the same attack. It also will not stop any effect unless the effect's description says otherwise.

OOG Statement: "Reduction One"

Dampen Magic

School: Dmp7

Base: Gesture

Target: One Creature

Duration: 5 minutes

Description: *Dampen Magic* covers one target with a web of Anti-Magestry, dampening its ability to cast any magic (other than by the power of Anti-Magestry) and muting any magic that it and its held weapons are already under the effect of that is Power Level 2 or lower. Any magic that was in effect on the target will remain in effect after the Dampen effect is gone (as long as its duration did not expire in the meantime).

Dampen Magic can be ended by *Dispel Magic* if cast at the appropriate Power Level.

Incantation: "[Spell Prefix] I dampen your magic."

Dampening Attack

School: Dmp10

Base: Touch (Enhancement)

Target: Self-Only

Duration: 10 minutes

Description: *Dampening Attack* has two functions. Firstly, for 10 minutes, it functions as *Shadow Attack*, which is just like the *Magic Attack* technique except it grants Shadow as an Energy Type option instead of Essence.

Additionally, *Dampening Attack* grants 12 uses of weapon-based dampening skills: either "Dampen Magic, Essence X" or "Dampen Weapon, Essence X" (the base Power Level of these skills is 1). Any unused dampening skills will vanish after 10 minutes.

Incantation: "[Spell Prefix] I grant myself a dampening attack."

Dampening Field

School: Dmp10

Base: Area

Target: All Creatures and Objects in Area

Duration: 5 minutes

Description: *Dampening Field* subjects all creatures within range to the Dampen effect (as per *Dampen Magic*).

Dampening Field is an Area-Based effect of Power 4, but the only choices for area targeting are, "To all within the sound of my voice," or, "To all within this building/room/[well-defined area]." During *Dampening Field*, the caster may move, but the dampening field is always centered on him (he should restate "Dampening Field" and clarify its boundaries whenever necessary).

Dampening Field will end if the caster loses consciousness. When it ends, the caster must loudly state the OOG call, "End of Dampening Field."

If multiple people have *Dampening Fields* active in the same area, each field remains active and attached to its caster, meaning, if they walk apart, their own fields follow them. However, only one *Essence Flood* is needed to clear all *Dampening Fields* from one area.

Incantation: "[Targeting Area]: [Spell Prefix] I create a dampening field, Anti-Magic 4."

Darkness

School: Psi0

Base: Touch (Instant)

Target: One Glow Stick

Duration: One Glow Stick

Description: *Darkness* activates its component (a blue or violet glow stick) to create magical darkness that is so profound that other dark objects within

its area appear to be bathed in bluish light.

Incantation: "[Spell Prefix] I create darkness."

Darkness Casting

School: Nec6(b)

Description: *Darkness Casting* allows you to cast *Darkness* in place of any casting of *Light* that you have access to.

OOG Statement: None (use incantation for *Darkness*)

Deafen

School: Mag7; Psi7

Base: Gesture or Missile

Target: One Creature

Duration: 5 Minutes

Description: The caster inflicts a magical deafness on his victim. The deafened player must ignore all in-game noises for the duration of the spell because his character cannot hear them.

A deafened character cannot cast spells that have verbal incantations, and he cannot be affected by any Sonic effects (say "No Effect"). (Simply covering your ears will not save you from Sonic effects.)

Incantation: "[Spell Prefix] I deafen you, Essence 2."

Death

School: Nec8

Base: Gesture or Missile

Target: One Creature

Duration: Instantaneous

Description: *Death* may be cast as either *Death Word* or *Finger of Death*. The caster must choose only one of the two at the time of casting.

Death Word

School: Nec8 (from *Death*); Spt9

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: *Death Word* instantly brings its target to zero (0) Hit Points and deals it a Final Blow.

Incantation: "Die, Spirit 3"

Defensive Stance

School: Fgt10

Duration: 10 min or Until Feet Move

Description: *Defensive Stance* can only be initiated when you plant both feet, unmoving, where you stand. Upon planting your feet, you are granted immunity (say "No Effect") to any effect of Power Level 3 and below, except for

Touch-Based and Ingestion-Based effects. While *Defensive Stance* lasts, you may move and replant your feet, but on your second planting, your immunity drops to Power Level 2 and below. Move and replant again and it drops to Power 1 or below. Move again and *Defensive Stance* ends whether the full 10 minutes have passed or not.

While your feet are planted in *Defensive Stance*, you cannot be moved, but your immunity does not extend to your weapon or shield. Objects within your possession may still be subject to effects as normal.

Between feet-plantings of *Defensive Stance*, you may move any distance, but you are vulnerable as normal while moving.

A warrior in *Defensive Stance* cannot cast spells while being attacked.

Defensive Stance cannot be initiated by a character who has an Injured leg or is raging from *Berserker Rage*, *Rage*, or any other rage effect. If one of his legs becomes crippled, he becomes paralyzed, or he begins a rage while he is in the stance, *Defensive Stance* will end. Nothing that paralyzes a leg (like *Freeze Limb*) or binds both legs together or to the ground (like *Magic Bonds* or *Entangle*) will end *Defensive Stance*.

OOG Statement: “No Effect”

Deflect

School: Mag4(b); Nat4(b); Psi4(b); Spt4 (b) (all from *Deflecting*)

Duration: Instantaneous

Description: *Deflect* provides one Active Resistance Level against a Missile, Gesture, or Area-Based effect (even if cast silently). This Resistance Level is sufficient to negate a Missile-Based or Area-Based effect of Power Level Zero, but not a Gesture-Based effect of Power Level Zero.

Empowering *Deflect* to Power Level 2 makes it *Improved Deflect* (call “Deflect 2”), which provides 2 such Active Resistance Levels. Empowering *Deflect* to Power Level 3 makes it *Great Deflect* (call “Deflect 3”), providing 3 Active Resistance Levels.

No *Deflect* can be used to negate an effect already in progress, nor can it be used if both arms are bound or unusable.

OOG Statement: “Deflect X”

Deflect Magic, Improved

School: Dmp7(b)

Duration: Instantaneous

Description: *Improved Deflect Magic* is a technique that works just like *Improved Deflect* except that it cannot be used to stop any non-magical effect (such as any effect that includes the words “Crit,” “Backstab,” “Poison,” or “Disease.”) It can, however, negate a Gesture-Based effect of Power Zero as long as it was from a magical source.

OOG Statement: “Resist X”

Deflecting

School: Mag4(b); Nat4(b); Psi4(b); Spt4 (b)

Description: *Deflecting* allows you to instantly spend a *Spell Resistance* or *Iron Will* skill slot to instead perform a *Deflect* technique of the same Power Level. You may not use a *Spell Resistance* or *Iron Will* as a *Deflect* if it has already been cast. *Deflect* is simply an alternate use for your skill slot, as if it were an add-on in the skill grade you are using. Because of this, you may not make a *Deflect* out of a *Spell Resistance* or *Iron Will* that is from a scroll, bestowment, *Skill Specialization*, or anything other than a tower skill slot.

Degeneration

School: Nec10

Base: Touch (Life)

Target: Self-Only

Duration: 10 Minutes

Description: This spell is just like *Regeneration* except it inflicts a point of damage every 10 seconds instead of healing. This will heal an undead creature or necromancer with *Evil’s Blessing*.

Incantation: “[Spell Prefix] I grant myself degeneration.”

Delusion

School: Psi6

Base: Gesture

Target: One Creature with a Mind

Duration: 5 minutes

Description: *Delusion* subjects one creature to the delusion of the caster’s choice.

Deluded creatures retain all skills and abilities, though they might not think they do. Some example delusions are, “I give you the delusion that anything you touch burns you,” or “I give you the delusion that you are a mouse.” The description of the delusion can be no longer than one sentence and it is open for the victim to interpret in the best way that his character would. If the nature of the delusion is not specified by the caster, the target decides what the delusion is.

Delusion does nothing but make the target experience false things. It does not dictate how the target will feel or act. (Example: The caster can create a delusion that a snake is wrapping around the target’s legs, but he cannot decide that the target is unable to move his legs or that the target should even be afraid of the snake.)

After *Delusion* has expired, the target remembers everything he did and said.

Incantation: “[Spell Prefix] I give you the delusion [state delusion].”

Desecration

School: Nec10

Base: Area

Target: All Creatures in Range

Duration: 10 Minutes

Description: With this spell, the caster desecrates the area around him for 10 minutes. A desecrated area has the following properties:

1. Once every 30 seconds, every being within the area is subject to *Inflict Wounds 1*. The first *Inflict Wounds 1* happens immediately after the incantation of *Desecration* is finished. Then, and every 30 seconds after, the caster should declare the following OOG Statement: “To all within the sound of my voice, Desecration, Inflict Wounds 1.”

2. *Resurrection* is unable to be cast within a desecrated area.

Desecration remains centered on the caster wherever he travels. After he says the initial incantation, it will continue even if he is dampened, silenced, or killed. *Desecration* remains with his spirit until he departs to visit Death or until the duration ends. *Dispel Magic* and *Dampening Field* will have no effect on *Desecration*.

Desecration can be negated by *Consecration*, at which time both effects end. Similarly, one *Desecration* can be used to negate one *Consecration* effect (but not more than one) for as long as it lasts. To use it in this way, the incantation becomes, “To all within the sound of my voice, I desecrate his/her/this consecration.” Multiple *Consecration* and *Desecration* effects can be in effect at once, but each caster may only use one such effect at a time.

Incantation: “I desecrate the area within the sound of my voice.” Then, “To all within the sound of my voice, Inflict Wounds 1, Spirit 0”

Despair

School: Psi2; Spt2

Base: Gesture

Target: One Creature

Duration: 5 Minutes

Description: One creature is filled with despair for 5 minutes. This despair causes it to feel that whatever it is doing is hopeless and it may even cry at times. The creature cannot attack, but it can defend itself normally.

Despair will instantly end if the creature is attacked.

Incantation: “[Spell Prefix] I fill you with despair.”

Despair, Mass

School: Spt10

Base: Area

Target: All Creatures in Range

Duration: 5 Minutes

Description: *Mass Despair* subjects all within its targeting area to the Despair effect (see *Despair*). *Mass Despair* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I fill you with despair.”

Destroy Elemental

School: Nat6 (from *Control Elements*)

Base: Gesture

Target: One Elemental Creature

Duration: Instantaneous

Description: *Destroy Elemental* has the Destroy effect on one elemental creature.

Incantation: “[Spell Prefix] I destroy the elemental creature before me.”

Destroy Mind

School: Psi9

Base: Gesture

Target: One Creature with a Mind

Duration: Instantaneous

Description: This spell destroys the mind of one creature so that it can do absolutely nothing but continue breathing (and possibly drooling). The creature’s body will still be technically alive (effects normally dispelled by dying will not be dispelled and the clock will still tick on the durations of those effects), but it loses all voluntary control of that body and is aware of nothing at all.

After 3 minutes with a destroyed mind, the victim has the ability to choose to die and allow his spirit proceed to Death as normal (which will return his mind to him [though NOT as per the spell *Restore Mind*] unless he is told otherwise by a GM), but he may not choose that

option before 3 minutes have elapsed. If the spirit chooses not to leave, the victim can remain in a vegetative state until subject to *Restore Mind*; that is the only other solution.

A creature under the effect of *Destroy Mind* can be affected by any spell but cannot move, speak, or react, and it will never remember anything that happened to it once it is back to normal, but spells that have not yet expired will still be in effect.

A creature with a destroyed mind may be fed liquids.

Incantation: “[Spell Prefix] I destroy your mind.”

Destroy Undead

School: SpH6; Spt7

Base: Gesture

Target: One Undead Creature

Duration: Instantaneous

Description: *Destroy Undead* has the Destroy effect on one undead creature.

Incantation: “[Spell Prefix] I destroy the undead creature before me.”

Detain Spirit

School: Spt4

Base: Touch (Enhancement), Gesture, or Missile

Target: One Creature with a Spirit

Duration: One Hour or 5 Minutes

Description: *Detain Spirit* can have one of two functions:

1. *Detain Spirit* can, as a Touch-Based Enhancement, hold a willing spirit or undead creature within its body for 15 additional minutes. Without this spell, the spirit of a corpse is forced to leave its body within 15 minutes, and the spirit of an undead creature is forced to leave its body at the end of its *Animate Dead* effect. *Detain Spirit* may be cast continuously, detaining the spirit for up to 15 minutes after each casting, but the spirit will be forced to go to Death after 3 hours or upon the passing of the Magestream (sunrise) or the Shadowstream (sunset), whichever comes first.

Even if a spirit affected by *Detain Spirit* is unwilling to remain and wishes to pass to Death, it may not do so until after at least 10 minutes of detainment. (After 10 minutes, the spirit may pass to Death even if *Detain Spirit* is cast again.) Victims of *Flesh to Stone* or *Destroy Mind* are valid targets of *Detain Spirit* for this purpose.

2. *Detain Spirit* can be cast as a Gesture-Based or Missile-Based Snare effect with the Spirit Effect Type. If cast in this way, its duration will be 5 minutes instead of 15.

Incantation: “[Spell Prefix] I detain this spirit for 15 minutes.” Or, “[Spell Prefix] I snare your feet in place, Spirit X.”

Detainment

School: Hop7

Base: Gesture

Target: One Creature

Duration: 5 Minutes

Description: *Detainment* causes one creature (or projection of a creature) to be unable to move and forces it to remain in the caster’s dimension. Effectively, *Detainment* paralyzes its target and makes it unable to be moved by any outside force.

Incantation: “[Spell Prefix] I make you paralyzed and immovable.”

Detect Disease

School: Spt0

Base: Gesture or Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Detect Disease* will allow the caster to know if one creature or item is under some Disease effect (or is a carrier of disease). The only answer it gives is yes or no; it will not reveal any more information than that. If cast on an item, *Detect Disease* must be Touch-Based. If cast on a creature, it can be either Touch-Based or Gesture-Based.

To get an answer on certain items, it may be necessary to cast *Detect Disease* in the presence of a GM.

Incantation: “[Spell Prefix] I detect disease upon you/this, Essence 0.”

Detect Magic

School: Mag0; Psi0

Base: Gesture or Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Detect Magic* will allow the caster to know if one creature or item is under some magical effect. The only answer it gives is yes or no; it will not reveal any more information than that. *Detect Magic* will not detect if a creature is under the effect of a poison or alchemical substance. If cast on an item, *Detect Magic* must be Touch-Based. If cast on a creature, it can be either Touch-Based or Gesture-Based.

To get an answer on certain items, it may be necessary to cast *Detect Magic* in the presence of a GM. While it will detect if there is something magical amongst the contents of a single container, *Detect Magic* will not specify what or how many items. Scrolls and glyphs detect as magical but potions do not (potions detect as poison).

Alternatively, Detect Magic can grant its caster the ability to, for 10 minutes, listen to the “voice” of Magestry, represented by Magestry Speaks (red cards).

Incantation: “[Spell Prefix] I detect magic upon you/this, Essence 0.” or “[Spell Prefix] I hear the voice of Magestry.”

Detect Poison

School: Nat0; Spt1

Base: Gesture or Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Detect Poison* will allow the caster to know if one creature or item is under some Poison or alchemical effect. The only answer it gives is yes or no; it will not reveal any more information than that. If cast on an item, *Detect Poison* must be Touch-Based. If cast on a creature, it can be either Touch-Based or Gesture-Based.

To get an answer on certain items, it may be necessary to cast *Detect Poison* in the presence of a GM. While it will detect if there are poisons or alchemical potions amongst the contents of a single container, *Detect Poison* will not specify what or how many items.

Incantation: “[Spell Prefix] I detect poison upon you/this, Essence 0.”

Diagnose

School: Mag2; Nat2; Psi2; Spt2

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Diagnose* reveals all effects on a person (not an item) that are not Touch-Based; it also reveals their Effect Types and Power Levels.

Incantation: “[Spell Prefix] I diagnose your abnormalities.”

Dimension Hop

School: Hop7(b)

Description: A character with this skill is able to, one or more times per day, teleport instantly from one dimension to another or from one location on his

present dimension to a different location on the same dimension.

Dimension Hop cannot be used in-game without GM permission; it is only for OOG traveling, and it can only be used for one round trip in the time between events unless a special arrangement is made with a GM.

Dimension Seed

School: Hop10 (Baggage)

Description: Upon reaching the tenth grade of ability, the Hopper can create his own dimension that he can visit, bring friends to, and even store things in. He can visit his dimension between events and maybe even in-game, with permission from a GM. The player must submit a full description of his dimension that cannot be more than one cubic mile in size.

Dimension Survival

School: Hop6 (Baggage)

Description: A well-seasoned dimension traveler can survive in any realm or dimension without aid (magical or otherwise), despite environmental conditions.

Dimension Survival, Mass

School: Hop7

Base: Area

Target: All Creatures in Range

Duration: One Hour

Description: *Mass Dimension Survival* grants one hour of the *Dimension Survival* ability to all creatures within range, allowing them to survive the conditions of any foreign environment.

Mass Dimension Survival may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I grant you the ability to survive on other dimensions for one hour.”

Dimensional Blinking

School: Hop10

Base: Touch (Bestowment)

Target: Self-Only

Duration: 10 Minutes

Description: *Dimensional Blinking* grants the caster a constant blinking effect that will allow him to walk through most barriers (*Magic Cage*, a locked door, etc.) except for *Circle of Protection*.

While *Dimensional Blinking* lasts, it also grants the user 12 Active Immunity Levels (say “No Effect”) against any of

the things *Dodge* (1 of the Immunity Levels), *Improved Dodge* (2 of the Immunity Levels), or *Great Dodge* (3 of the Immunity Levels) can normally avoid.

While the caster of *Dimensional Blinking* can pass through *Entangle* or blink out of *Magic Bonds*, this spell is not *Free Action* and effects that paralyze him or make his limbs unusable will still halt his movement. He also cannot escape from *Detainment*.

Incantation: “[Spell Prefix] I cause myself to blink between realms.”

Dimensional Conversion

School: Hop9 (Baggage)

Description: *Dimensional Conversion* allows a character to convert, to astral energy, any of his weapon enchantment and numeric damage spells that are cast from the schools of Magestry or Nature. For example: he can change *Acid Arrow* into *Astral Arrow*. However, in making this conversion, a nature caster with the baggage skill *Natural Attunement* cannot benefit from the +1 damage.

Additionally, *Dimensional Conversion* allows a hopper to cast any of his Hopper spells by the power of the dimension he is on, as long as he knows the dimension’s name and/or natural energy type (on Magesta, he could cast by the power of Magestry; on Hyjula, by the power of Hyjula; in the Psychic Realm, with the power of his mind; etc).

Dimensional Emulation

School: Hop10

Base: See Description

Target: Target of Emulated Spell

Duration: Duration of Emulated Spell

Description: *Dimensional Emulation* can emulate any skill that is Weapon, Missile, Gesture, Gaze, or Touch-Based. To do so, the skill must be grade 9 or lower, Power Level 3 or lower, and from a scroll, bestowment, or one of the caster’s own unused skill slots. The scroll, bestowment, or skill slot of the skill that is emulated is not spent. The emulated skill is used at any Power Level, 0-3, that the caster chooses (but nothing can be turned into a Gesture-Based Power Zero effect that is not already Gesture Zero). The caster has the option of converting the skill’s Effect Type to Astral or to an Effect Type appropriate to the specific dimension or realm that the caster is currently on (provided he knows it – Magesta’s Energy Type option is

Essence). A single caster cannot emulate the same skill more than once each day (even if from different sources), nor can he emulate a skill that he has replicated or vice versa.

Incantation: [Incantation of Emulated Spell]

Dimensional Souvenirs

School: Hop8(b)

Description: *Dimensional Souvenirs* grants a hopper some number of abilities to use in-game after he travels to some other dimension or realm in the time between games (the player must submit an official travel request by the information request deadline). The function and quantity of the abilities will be determined by the staff and given to the player at check-in.

Disarm

School: Fgt3

Duration: Instantaneous or 10 seconds

Description: *Disarm* knocks a weapon from a target's hand. To use it, state "disarm" and then strike your opponent's weapon. Your opponent must drop this item so that it lands on the ground at least 3 feet away. Once the item lands it may be recovered.

Unarmed weapons cannot be disarmed, nor can a weapon wielded in both hands by someone with the appropriate *Two-Handed* weapon skill (say "No Effect"). A shield that is strapped to the arm cannot be dropped; however, *Disarm* will make a shield hang limply at its user's side for 10 seconds.

OOG Statement: "Disarm"

Disease

School: Nec7

Base: Gesture or Missile

Target: One Creature

Duration: Until Sunrise

Description: The caster inflicts one victim with zombie rot. See "Chapter 8: Adventuring" for description of this disease.

In addition to normal methods of resisting magic, the skill *Resist Disease* may be used to nullify this spell.

If the caster infects an undead creature with this spell, that creature will pass zombie rot to any living creature that touches it with bare skin. However, other undead creatures cannot become carriers of zombie rot in this way.

Incantation: "[Spell Prefix] I disease you with the zombie rot."

Disease Immunity

School: SpH10(b)

Description: *Disease Immunity* makes you immune ("No Effect") to any Disease Effect of Power Level Zero (0), 1, or 2. This will not protect any Resistance Levels you might be wearing.

Dismissal

School: Hop7

Base: Gesture or Missile

Target: One Creature Not Native to Present Realm

Duration: Instantaneous

Description: A caster uses this spell to send a creature back to its home dimension or realm. A creature using the spell *Astral Projection* can also be dismissed with this spell, at which time the creature's projection ends and it must return to its body.

Dismissal may also be used while on a different dimension or realm to send the caster or any of his allies home, provided that ally is not native to the present dimension or realm. A GM will determine where on your home dimension you (or your ally) will appear.

Corpses cannot be subject to *Dismissal*.

Incantation: "[Spell Prefix] I banish you/myself to your/my home dimension/realm."

Dispel Effect, Mass

School: Dmp9

Base: Area

Target: All Creatures or Held Objects in Range

Duration: Instantaneous

Description: *Mass Dispel Effect* is an Area-Based spell that can use any of the 5 possible Area targets. It will dispel one type of effect from every person or every item in the area, but only that one effect. The effect must have a duration between 1 and 10 minutes and be no higher than Power Level 2. Example: "To all within the sound of my voice, I dispel all Paralyze effects upon you up to Power Level 2, Anti-Magic Zero."

Incantation: "[Area Target], [Spell Prefix], I dispel all [name effect] effects upon you up to Power Level 2, Anti-Magic Zero."

Dispel Magic

School: Dmp7(*Specialization*); Mag4; Spt5

Base: Gesture or Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Dispel Magic* removes, from one target, most magical effects that it meets or beats the Power Level of. *Dispel Magic* will not dispel any Hit Points, Armor Points, or Passive Resistance Levels of any kind, even if they came from magical sources. It will, however, dispel Active Resistance Levels gained from magical sources (as from *Protection from X* spells). (Any effect delivered as a Poison, Disease, Crit, or Backstab is considered to be non-magical.)

One use of *Dispel Magic* will dispel all magical effects (that it can affect) on one creature (even temporary weapon enchantments on weapons it is holding). This also means that *Dispel Magic* will only negate the effects of an area-based effect for one person, not all targets.

No matter what Power Level *Dispel Magic* is, it is delivered at Power Level Zero.

Incantation: "[Spell Prefix] I dispel magic upon you up to Power Level X, Essence Zero."

Dispel Greater Magic

School: Dmp10

Base: Gesture or Touch (Instant)

Target: One Creature, Object, or Area

Duration: Instantaneous

Description: *Dispel Greater Magic* is just like *Dispel Magic* except it will dispel magic up to Power Level 4 and it is not cast at Power Level Zero. A single caster may only cast *Dispel Greater Magic* once per day. Like *Dispel Magic*, it will not dispel any Temporary Hit Points, Temporary Armor Points, or any Passive Resistance Levels.

Incantation: "[Spell Prefix] I dispel magic upon you up to Power Level 4, Essence 4."

Dodge

School: Asn7 (as *Improved Dodge*); Sth3

Duration: Instantaneous

Description: *Dodge* provides one Active Resistance Level against any type of Missile-Based, Weapon-Based, or Contact-Based effect. This Resistance Level is sufficient to negate such an effect of Power Level Zero.

Empowering *Dodge* to Power Level 2 makes it *Improved Dodge* (call "Dodge 2"), which provides 2 such Active Resistance Levels. Empowering *Dodge* to Power Level 3 makes it *Great Dodge*

(call "Dodge 3"), providing 3 Active Resistance Levels.

Great Dodge can also be used to negate any type of Gesture-Based effect of Power Level 1, 2, or 3 (even if silent). It cannot, however, negate a Power Zero Gesture attack; few things can. *Great Dodge* is the only type of dodge that can negate Gesture-Based attacks at all.

Dodge cannot be used to negate an effect already in progress.

Dodge and *Improved Dodge* cannot be used by a character if both of his legs are bound or unusable. *Great Dodge*, however, may be used even if both of his legs are bound or unusable.

OOG Statement: "Dodge X"

Dream Hop

School: DrW9(b)

Description: At the eighth grade of ability, the Dream Weaver is able to meld with the Dream Realm (that overlaps Magesta) and re-manifest anywhere in the world of Magesta once per day.

Dream Hop cannot be used in-game without GM permission; it is only for OOG traveling, and it can only be used for one round trip in the time between events unless a special arrangement is made with a GM.

Dream Replication

School: DrW10

Base: Touch (Bestowment)

Target: One Willing or Helpless Creature

Duration: Instantaneous

Description: *Dream Replication* can be used in one of 3 ways each time it is cast:

1. The caster may replicate a skill from a sleeping creature as the spell *Replicate Skill*.

2. If the caster sleeps near a creature for at least 3 minutes, he can then cast *Restore Mind* on it.

3. If *Dream Replication* is cast on someone while he is sleeping, the caster will share any dreams he has from then until the next sunrise. If the target of *Dream Replication* is given any dreams by the staff within that time, he must find time to go OOG with the Dream Weaver and explain (or allow the player of the Dream Weaver to read and even write down the text that the staff provided). Whether the staff gave the target any dreams or not, the target is welcomed to imagine that his character had up to three dreams to tell the Dream Weaver about. The dreams should be about things that

are currently on the character's mind, though they may be cryptic.)

Incantation: 1. "[Spell Prefix] I enter your memory and replicate one of your skills. (Name an available skill.)" 2. "[Spell Prefix] I restore your mind to normal." 3. "[Spell Prefix] I join you in the Dream Realm and share your visions."

Elemental Arrow

School: Nat3

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Elemental Arrow* deals 3 points of damage to one target. This damage can be any one (but only one) of the following types of damage: fire, ice, acid, or lightning.

OOG Statement: "([Energy Type] Arrow,) Damage 3, [Energy Type] 2."

Elemental Ball

School: Nat6

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Elemental Ball* deals 7 points of damage to one target. This damage can be any one (but only one) of the following types of damage: fire, ice, acid, or lightning.

OOG Statement: "([Energy Type] Ball,) Damage 7, [Energy Type] 2."

Elemental Blast

School: Nat9

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Elemental Blast* deals 9 points of damage to one target. This damage can be any one (but only one) of the following types of damage: fire, ice, acid, or lightning.

OOG Statement: "([Energy Type] Blast,) Damage 9, [Energy Type] 3."

Elemental Bolt

School: Nat5

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Elemental Bolt* deals 5 points of damage to one target. This damage can be any one (but only one) of the following types of damage: fire, ice, acid, or lightning.

OOG Statement: "([Energy Type] Bolt,) Damage 5, [Energy Type] 2."

Elemental Explosion

School: Nat8

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: The caster unleashes a massive burst of one type of elemental energy (Fire/Ice/Acid/Lightning), dealing 3 points of damage to all creatures within range. *Elemental Explosion* may be cast using any of the targeting areas available to area-based effects.

Incantation: "[Targeting Area]: [Energy Type] Explosion, Damage 3."

Elemental Flare

School: Nat8

Base: Touch (Shielding)

Target: Self-Only

Duration: 10 Minutes

Description: The caster shrouds himself in one volatile elemental energy of his choosing: fire, ice, acid, or lightning. *Elemental Flare* instantly attacks any creature that successfully damages the caster with its melee weapon (not missile attack) as per the Flare effect. These flares each deal one point of damage and are considered Missile-Based Body Effects of Power Level Zero that are assumed to have hit the attacker.

Elemental Flare will release a flare if the caster has Hit Points or Armor Points damaged or is affected by a weapon-based skill, but if the caster uses *Damage Reduction* or other such ability to avoid damage being dealt to him, that damage is not flared back at the attacker. This also means that *Elemental Flare* will not flare at all if the caster is at zero HP.

When struck, the caster must state "[Energy Type] Flare."

Elemental Flare does not begin dealing damage to an attacker until the attack that the wearer informs him that the spell is there. (It can't be, "oh, by the way, you've taken 4 points of damage from my ice flare.") It is acceptable to notify an opponent that you have a flare spell in effect until further notice so you need not call the flare after every attack.

Incantation: "[Spell Prefix] I shield myself with flaring [Energy Type]."

Elemental Form

School: Nat10

Base: Touch (Enhancement), Power Level 5

Target: Self-Only

Duration: One Hour (Once per Day)

Description: You assume the form of a fire, water, earth, or air elemental. You gain the *Unarmed* skill and any weapon you swing can have your energy type if you choose. You gain unlimited castings of *Elemental Weapon* of your energy type (this cannot be used for *Heat or Chill Weapon*). Your Hit Points are fully restored and you gain immunity to Poison, Disease, and all effects from your chosen energy type (say “No Effect”). All of your Hit Points become Passive Immunity Levels to all Weapon-Based effects of any Power Level. (Say “No Effect” and subtract a number of Immunity Levels equal to the attack’s Power Level. If the Weapon-Based effect had an Effect Type of your energy type, say “No Effect” and do not subtract any Immunity Levels.) Any temporary Hit Points or Armor Points that you have or gain while in the form transform into these special Immunity Levels. You regenerate one of these Immunity Levels every 10 seconds, except those damaged by Shadow or your opposing elemental energy. Missile-Based, Gesture-Based, Area-Based, and Ingestion-Based damage of your chosen element will heal you a number of Immunity Levels equal to the stated damage, but only if it is not Power Level 1 (if the Power Level is not specified, you may NOT assume it was Power Zero in this case, you must assume it was Power 1). Other Missile-Based numeric damage takes away a number of Immunity Levels equal to the stated damage. Cure Wounds heals you its stated number. You are immune (“No Effect”) to Flesh to Stone effects of PL 3 or lower, but you are an elemental creature and are a valid target for spells that target elementals. All other spells and effects have their normal effect on you. You cannot be dealt a Final Blow unless the Effect Type is Shadow or the opposing element. Upon death, you drop where you are, transform back into your normal form, and lie dead. You cannot be subject to any other Regeneration spell while in Elemental Form.

Incantation: “[Spell Prefix] I assume the form of a(n) Fire/Water/Earth/Air Elemental.”

Elemental Missile

School: Nat1

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Elemental Missile* deals one (1) point of damage to one target. This damage can be any one (but only one) of the following types of damage: fire, ice, acid, or lightning.

OOG Statement: “[Energy Type] Missile,) Damage 1, [Energy Type] 2.”

Elemental Storm

School: Nat7

Base: Touch (Enhancement)

Target: One or more Creatures

Duration: Instantaneous (all packets must be thrown within one minute)

Description: One casting of *Elemental Storm* allows the caster to throw up to 8 Missile-Based *Elemental Arrows*. They can be thrown one at a time, dealing 3 points of damage each, or they can be thrown all at once, inflicting 3 points of damage to anyone hit by one or more of the packets (when they are thrown all at once, it makes no difference how many packets (above one) hit a target: that target still receives only 3 points of damage). If they are thrown one at a time, they are each cast at Power Level Zero. If they are thrown all at once, they are cast at Power Level 2.

The caster may choose to create a Fire, Ice, Acid, or Lightning storm, but the entire storm must consist of the chosen element type. *Elemental Storm* ends after one minute all the arrows have been thrown or not.

Even though each arrow is cast at Power Level Zero, *Elemental Storm* is, for the caster, a Touch-Based Enhancement of Power Level 2. Empowering *Elemental Storm* to Power Level 3 will not increase the Power Level of individual arrows; instead, it will add 4 more arrows to the storm (for a total of 12). However, if an empowered *Elemental Storm* is thrown all at once, it is cast at Power Level 3.

After a caster starts throwing arrows, the remainder of his *Elemental Storm* can be cancelled by *Dispel Magic* or a dampening effect squelching his Touch-Based Enhancement, though being silenced will not end the storm.

OOG Statement: “[Energy Type] Storm: Damage 3, [Energy Type] Zero; Damage 3, [Energy Type] Zero; etc.” Or, all at once: “[Energy Type] Storm, Damage 3, [Energy Type] 2.”

Elemental Strike

School: Nat0

Base: Touch (Weapon)

Target: One Weapon

Duration: Until Used

Description: *Elemental Strike* enchants a weapon with one of the four types of elemental energy (fire, ice, acid, or lightning) for a single attack (or Final Blow). The energy need not be used on the very next attack; you may choose which attack to use it with.

Incantation: “[Spell Prefix] I enchant this weapon with one [Energy Type] strike.”

Elemental Weapon

School: Nat3

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: 10 Minutes

Description: *Elemental Weapon* enchants one weapon with fire, ice, acid, or lightning energy, allowing any attack made with it to carry one of those four Effect Types. At the casting of *Elemental Weapon*, the caster must choose only one of these four elemental energies, and the choice cannot be changed after casting.

If a weapon under the effect of *Elemental Weapon* is shattered it will be immediately dispelled.

The caster of *Elemental Weapon* may, instead, choose to cast it as either *Heat Weapon* or *Chill Weapon* (see description for *Heat or Chill Weapon*).

Incantation: “[Spell Prefix] I enchant this weapon with Fire/Ice/Acid/Lightning energy.”

Empower Essence

School: Mag3(from *Essence Empowerment*)

Base: Touch (Enhancement)

Target: One Creature

Duration: Until Sunrise

Description: *Empower Essence* empowers the target’s Essence so that he is able to later use one skill that is normally Power Level 1 at Power Level 2 without needing to spend a higher skill grade for it (though the original skill slot must be spent as normal). If *Empower Essence* is cast at Power Level 3, the target may later raise the Power Level of a skill that is already Power Level 1 or 2 to Power Level 3 without needing to spend a higher-grade skill slot for it.

Incantation: “[Spell Prefix] I empower your Essence to Power 2. (One future skill is raised from Power 1 to Power 2.)” or “[Spell Prefix] I empower your essence to Power 3. (One future skill is raised from Power 1 or 2 to Power 3.)”

Enchant Item

School: Mag8(b); Nat8(b); Psi8(b); Spt8(b)

Description: *Enchant Item* allows a spell-caster to do three different things in the process of creating magical items. Firstly, it allows him to magically charge up to 50 pounds of enchantable material once per day (at the Magestream [sunrise]). Materials that magic items are made from must be enchanted with a certain number of charges (depending on the item) before the crafting process can begin.

Secondly, this skill allows the spell-caster to detect how many Magestreams any given piece of material is currently enchanted with (ask a GM).

Thirdly, it allows the spell caster to aid a master craftsman in the magic item creation process, assuming he is able to cast the appropriate spells. Enchanting an item requires an expenditure of skill points, and the amount of skill points varies by item. Those skill points can be invested by any self-willing creature, though they are usually given by the enchanter or the person that the item is being made for because investing these skill points can give the investor a special bond to the item that is required for other types of spells or enchantments.

If one caster attains *Enchant Item* in multiple schools, he will not gain any extra benefits other than being able to charge enchantable materials through the power of those schools he has attained it in. It usually won't matter, but some magic items may specifically state that they must be charged by the power of a particular school of study. Note that using this skill to charge magic material does not necessarily mean it will restore uses to magic items that contain a certain number of charges (like a Wand of *Cure Wounds*). Each magic item that contains charges states on its item card the method of restoring those charges.

Please note that magic items are rare and creating them requires much time and resources. See "Creating Magic Items" in "Chapter 10: Magic" for more information.

Enchant Potion

School: Misc; Spt2(b)

Description: *Enchant Potion* allows a spell-caster to enchant any vial of *Essence of Magestry* with one spell. One entire vial of *Essence of Magestry X* is required per potion, where X is equal to

or greater than the grade of the spell being cast into it.

Upon the first acquisition of *Enchant Potion*, a caster is able to enchant an *Essence of Magestry 1* (or greater) with any grade one (1) spell he has access to; upon the second acquisition, he is able to cast any of his grade 2 spells into an *Essence of Magestry 2* (or greater); upon the third, grade 3; and so on until, at the tenth acquisition of *Enchant Potion*, he is able to cast his grade 10 spells into potions.

Upon enchanting the potion, the caster loses that spell slot for the day.

Endure Elements

School: Nat6 (from *Control Elements*)

Base: Touch (Enhancement)

Target: 1-12 Creatures

Duration: 60 Total Minutes

Description: *Endure Elements* grants one hour of survival in any harsh elemental environment (usually for use in modules). It does not, however, prevent any type of damage or effect unless otherwise told by a GM. The hour of survival may be divvied up between up to 12 people in any arrangement of 5-minute increments.

Incantation: "[Spell Prefix] I grant you/myself endurance of elemental environments for X minutes."

Entangle

School: Mag2; Nat2

Base: Gesture or Missile

Target: One Creature

Duration: 5 Minutes

Description: The target of *Entangle* is subject to the Snare effect for 5 minutes. It is held in place and cannot move its feet. *Entangle* can be broken with an appropriate number of uses of *Feat of Strength* or escaped with the appropriate level of *Escape*.

Incantation: "[Spell Prefix] I snare your feet in place."

Entangle, Mass

School: Nat10

Base: Area

Target: All Creatures in Range

Duration: 5 Minutes

Description: *Mass Entangle* subjects all within its targeting area to the Snare effect (see *Entangle*). *Mass Entangle* may be cast using any of the targeting areas available to area-based effects.

Incantation: "[Targeting Area]: [Spell Prefix] I snare your feet in place."

Escape

School: Sth2

Duration: 10 seconds

Description: *Escape* allows a character to escape, in 10 seconds, any Snare effect, Bind effect, or non-magical bonds of Power Level Zero or 1. (Regular tied restraints are considered Power Level 1.)

If both his hands and feet are bound with rope, one *Escape* skill is needed for his hands and a separate one is needed for his feet. Only one *Escape* skill is required for multiple restraints on the same location. There are only two "locations" that can be restrained: upper body (the head should never actually be restrained) and lower body.

OOG Statement: "Escape"

Escape, Improved

School: Sth4

Duration: 10 seconds

Description: *Improved Escape* allows a character to escape, in 10 seconds, any Snare effect, Bind effect, or non-magical bonds of Power Level 2 or lower. Only one use of *Improved Escape* is needed to escape both upper and lower body restraints.

Improved Escape can be used to pass once through the barrier of a *Magic Cage* that is Power Level 2 or lower. During the 10 seconds the rogue takes to slip past a barrier, he is unable to be attacked by creatures on the other side of the barrier, nor can he attack them.

OOG Statement: "Improved Escape"

Escape, Great

School: Sth6

Duration: 10 seconds

Description: *Great Escape* allows a character to escape, in 10 seconds, any Snare effect, Bind effect, or non-magical bonds of Power Level 3 or lower. Only one use of *Great Escape* is needed to escape both upper and lower body restraints.

Great Escape can be used to pass once through the barrier of a *Magic Cage* that is Power Level 3 or lower. Additionally, *Great Escape* can be used to squeeze around a locked door or through jail bars, provided the lock is Power Level 2 or lower. To squeeze around something locked with a Power Level 3 lock, a Grade 9 skill slot must be spent for *Great Escape*. During the 10 seconds the rogue takes to slip past a barrier, he is unable to be attacked by creatures on the other side of the barrier, nor can he attack them.

OOG Statement: “Great Escape”

Escape Artist

School: Sth7(b)

Description: *Escape Artist* lowers the minimum escape time to 3 seconds. Also, it allows you to spend one of your *Escape* skills to help another person escape from a restraint that you would be able to get out of using the same level of *Escape* skill. Doing so takes 10 seconds.

Essence Attunement

School: Mag10(b)

Description: Essence is the magical force that surrounds all things on Magesta. All creatures have their own Essence and casters of the school of Magestry draw upon it to power their magic. By the time a caster has reached the tenth grade in the school of Magestry, he has become so attuned to the Essence of the world, both its magic and anti-magic, that he gains two benefits.

Firstly, the Magestry Cantrip *Detect Magic* become free for him to cast. His Cantrip Pool also increases by 2 Cantrip uses (as per Extra Cantrips) and 2 Cantrip options. For those 2 options, he may choose any two Cantrips from any of the other 3 basic magic schools.

Secondly, he is able to always keep a small reserve of Essence with him, even if he enters an anti-magic zone. *Essence Attunement* allows him the casting of one spell upon becoming subject to the Dampening effect (whether from *Dampening Field*, *Dampening Magic*, or some other effect). This spell *must* be from the school of Magestry and must be cast by the power of Magestry.

A caster is able to use this ability no more than once every 5 minutes while dampened. However, it allows for one spell to be *successfully* cast every 5 minutes. So, if the caster has his spell interrupted or countered, he may try again until he succeeds. If he is subject to a Counter effect, the spell that was countered is still considered used for the day, but *Essence Attunement* allows him to try to cast another spell.

Essence Conversion

School: Mag2(b)

Description: *Essence Conversion* grants a Magestry caster four abilities:

1. He may change the Effect Type of any of his damaging missile-based spells that are cast from the school of Magestry to “Essence.” For example: he can

change a *Lightning Bolt* into an *Essence Bolt*.

2. He may, at the start of each day, choose one additional Energy Type as an option for his Magic Missiles. The options are Fire, Ice, Acid, Lightning, Psychic, Spirit, or Astral. Later in the day, if he wishes to change this additional Energy Type, he may do so by spending at least 3 minutes studying or meditating.

3. He may cast *Essence Missile*, *Essence Weapon*, or *Essence Explosion* instead as *Elemental Missile*, *Elemental Weapon*, or *Elemental Explosion*, respectively.

4. He may convert the Effect Type of any spell from the school of Magestry to Essence.

Using *Essence Conversion* for either its third or fourth use requires spending a skill slot for the spell that is one grade higher than normal (and must be in the school of Magestry). Example: The caster may spend a grade 3 Magestry slot to make his *Confuse* spell (normally Grade 2) have the Essence Effect Type rather than the Psychic Effect Type.

Essence Empowerment

School: Mag3(b)

Description: *Essence Empowerment*, when gained, either creates or adds to your Empowerment Pool. (See description of *Extra Empowerment* for details.) Up to 4 times each day, *Essence Empowerment* allows you to gain a benefit if you study for 3 uninterrupted minutes (you may study any in-game text or use the time to familiarize yourself with Magestry’s Magic Language – it’s based on Morse Code!). Each time you do this, you gain the ability to cast *Empower Essence* at Power Level 2. You may forgo one casting of *Empower Essence* to instead make one of your own Missile-Based spells [from the school of Magestry] that is already Power 2 a quick-cast spell (assuming it is not already). (Example: Rather than saying the entire incantation for *Entangle*, you could just throw your packet and say, “Snare, Acid 2.”)

Alternatively, you may combine 3 of your 3-minute study sessions to gain one casting of *Empower Essence* at Power Level 3.

Unused empowerments gained from *Essence Empowerment* vanish at sunrise.

Essence Explosion

School: Mag9

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Essence Explosion* is a massive burst of Essence energy that deals 3 points of damage to all creatures within range. *Essence Explosion* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: Essence Explosion, Damage 3.”

Essence Flood

School: Mag10

Base: Area

Target: All Creatures in Range

Duration: 10 Minutes

Description: *Essence Flood* is a Power Level 4 Area Effect that persists for 10 minutes and keeps all Dampening Effects away during that time. It will end all Dampening effects on all creatures (including Dampening Fields). *Dispel Magic* and Dampening effects are not able to be used within an area affected by *Essence Flood*. If the caster loses consciousness, *Essence Flood* ends. The only areas that can be targeted are “To all within the sound of my voice” or “To all within this building/room/[well-defined area].” While *Essence Flood* lasts, the caster should occasionally state “Essence Flood.” If he goes unconscious or the spell otherwise ends, he must state, “end of Essence Flood.”

Incantation: “[Targeting Area]: [Spell Prefix], I flood this area with Essence, Essence 4, No dampening effects allowed.”

Essence Link

School: Mag5(b)

Description: *Essence Link* is gained midway in your studies in the school of Magestry and grants the following abilities:

1. Once per day, you can transform the Energy Type of one numerical damage or weapon enchantment spell. For this conversion, you may choose Fire, Ice, Acid, Lightning, Psychic, Spirit, or Astral energy.

2. You may use any casting of *Awaken* (by the power of Magestry only) to create your own Magestry Speak (must be hand-written, not computer generated)

3. Once per day, you may use an instantaneous technique called *Essence Refreshing*, which may have one of 2 uses:

3, Option 1: You may use Essence Refreshing to spend one skill slot of any grade in any school to refresh, for one target, a number of grades worth of any skill slots equal to the grade of the skill that you spent. Extra skill uses from *Skill Specialization*, *Favored Enemy*, *Opportunist*, or the like cannot generate the Essence Refreshing, and you may not use this ability on someone if you already cast the spell *Refresh Essence* on him that day.

3, Option 2: If you or another caster miss the target of a missile-based spell, or the spell hit the target but had “No Effect,” you can go to the spot where the spell packet landed and spend at least 30 seconds “re-gathering” the spell. After that is done, you gain the ability to cast the spell at a future time. The gathered spell must be cast using the same Power Level and Effect Type that it was originally cast at; it cannot be empowered or modified. If the spell is not cast before sunrise, it will vanish.

Essence Missile

School: Mag1

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: The caster fires a missile of Essence energy at one creature, dealing one point of damage.

OOG Statement: “(Essence Missile,) Damage 1, Essence 2.”

Essence Strike

School: None (Cantrip)

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: Until Used

Description: *Essence Strike* enchants a weapon with Essence energy for a single attack (or Final Blow). The energy need not be used on the very next attack; you may choose which attack to use it with.

Essence Strike may be cast by the power of any magic school that you have access to. If you have access to no magic schools, it is cast by the power of Magestry.

Incantation: “[Spell Prefix] I enchant this weapon with one Essence strike.”

Essence Weapon

School: Mag4

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: 10 Minutes

Description: *Essence Weapon* enchants one weapon with Essence energy, allowing any attack made with it to carry the Essence Effect Type.

If a weapon under the effect of *Essence Weapon* is shattered it will be immediately dispelled.

Incantation: “[Spell Prefix] I enchant this weapon with Essence energy.”

Evade

School: Sth1

Duration: Instantaneous

Description: *Evade* allows a character to take only half the damage (rounded up) from a single Missile-Based or Area-Based effect that deals numeric damage. This means he takes only 2 points of damage from an *Ice Arrow*, 3 from a *Lightning Bolt*, 4 from a *Fireball*, 2 from a *Magic Explosion*, and so on.

Evade will not reduce any damage from *Life Drain*, *Harm*, or poison effects, and it cannot be used if the character is immobilized, restrained, or has any unusable limbs.

OOG Statement: “Evade”

Evasion

School: Sth8(b)

Description: *Evasion* allows a character to use the skill *Evade* whenever he likes without having to spend a skill slot. If, in response to a missile-based or area-based effect, he also spends a skill slot to use an *Evade* skill, he can round the damage from that effect down instead of up.

OOG Statement: “Evade”

Evil Casting

School: Nec9 (Baggage)

Description: A Necromancer that has reached the ninth grade of ability may cast any Spiritualism spell that he has access to by the power of Evil. This ability cannot be used when casting spells from scrolls, items, or bestowments.

Evil Resistance

School: SpH7(b)

Description: You can use any Resistance Levels you have, from any type of resistance, against spell cast, “By the power of Evil.”

Evil’s Blessing

School: Nec10 (Baggage)

Description: A devoted Agent of Evil will eventually gain the blessing of Starthmorta herself. This skill gives the following benefits to a necromancer: he

becomes immune to all *Fear*, *Pain*, disease, and life drain effects; he can be healed by both cure and inflict spells (*Harm* acts as *Heal*) even though he is still very much living and not undead.

When healed by *Inflict Wounds*, the necromancer’s wounds do not appear to close, nor does the spell seem to harm him. When subject to an *Inflict Wounds* spell, the necromancer must use the out-of-game statement “Absorb.”

Extra Bestowment

School: Misc

Description: An average character only has one Bestowment Slot, allowing him to only have one skill bestowed on him at one time. *Extra Bestowment* grants a character one additional Bestowment Slot each time it is acquired. The cost increases by itself each additional time this skill is taken.

Extra Cantrips

School: Misc

Description: *Extra Cantrips* adds 2 more uses to your Cantrip Pool, but it does not add to your Cantrip options. *Extra Cantrips* may be purchased multiple times; its cost does not increase.

Extra Empowerment

School: Misc

Description: There are 3 Empowerment baggage skills: *Essence Empowerment* (Magestry), *Mental Empowerment* (Psionics), and *Combined Empowerment* (Nature and Spiritualism). Gaining your first one creates for you an “Empowerment Pool” consisting of 4 uses. Gaining another Empowerment baggage adds 2 more uses to your Empowerment Pool and an additional way you can choose to use any of your uses. (Gaining *Combined Empowerment* a second time will not give you another way to empower, but it will add 2 uses to your Pool.) *Extra Empowerment* adds two uses to your Empowerment Pool.

False Aura

School: Psi6

Base: Touch (Enhancement)

Target: One Creature or Object

Duration: Until Sunrise

Description: *False Aura* allows the caster to mask all magical auras upon one creature or item so that it does not detect as magical. A creature under this effect cannot be successfully diagnosed (even for a non-magical problem); in fact, the

caster can even decide what the result of any diagnosis will be upon casting *False Aura*. Anything cast on the creature after *False Aura* was cast on it will show up normally in a *Detect Magic* or *Diagnose*. This spell can also do the opposite and cause an item or a creature to detect as magic.

False Aura allows the caster to determine what the result of any detection, diagnose, or identify spell will be on one item or person (including any items the person is holding). If used on an item or another person, all such determinations must be specified at the time of casting. If used on yourself, you may change those determinations at will.

Incantation: “[Spell Prefix] I mask your aura. (Explain what you mask and what a *Diagnose* spell will reveal.)” Or “[Spell Prefix] I bestow a magic aura upon you (this).”

Fast Healing

School: Fgt5(b), Misc

Description: For every acquisition of *Fast Healing* a character has, he will be at one Hit Point higher after a Rest Period, but he cannot exceed his maximum natural HP. (So, having *Fast Healing* twice would allow you to end each Rest Period with 7 HP instead of 5, assuming your character had at least 7 natural HP.) *Fast Healing* is able to be acquired up to 8 times; however, only the first 4 times will increase the number of HP your character has after a Rest Period (so 9 HP is the max after a rest period). On the 5th time, you heal one HP every 15 minutes even if not resting and, thus, cannot bleed out. 6th time, 1 HP every 10 min; 7th time, 1 HP every 5 min; 8th time, 1 HP every 1 min. *Fast Healing* will also heal Natural Armor Points in the same way it does Hit Points, but it will only do so after all Hit Points are healed.

Fast Healing is considered self-healing and not regeneration, so no matter how fast a creature heals with this ability, it cannot heal back hit points if it has been dealt a Final Blow. However, this also means that damage from Shadow energy will not stop this healing.

The cost increases by itself each additional time this skill is taken.

Fatal Attack

School: War9

Description: *Fatal Attack* can be used as either *Fatal Crit* or as *Crit 9*, whichever

the user desires, but he must choose only one.

Fatal Backstab

School: Asn9, Sth9

Duration: Instantaneous

Description: *Fatal Backstab* is a backstab attack that has the Fatal effect on its target (all of the target's Hit Points are damage and he begins bleeding out). To use it, the attacker must have proper backstab positioning and must successfully strike the target in the torso. (See Chapter 3 for details on backstab skills.)

OOG Statement: “Fatal Backstab”

Fatal Crit

School: Fgt9

Duration: Instantaneous

Description: A very skilled warrior can render his opponent unconscious with zero hit points in one powerful strike. To use this skill, a player must state “Fatal Crit” and strike his opponent on the torso (stomach, chest, back, or rib cage).

Fatal Crit does not deliver a Final Blow and it bypasses armor points without damaging them. It can be countered by the skills *Great Dodge*, *Great Parry*, or another *Fatal Crit*.

OOG Statement: “Fatal Crit”

Favored Dimension

School: DrW8(b)

Description: A character with this skill may choose to favor one dimension or realm (but not his home dimension or Magesta). Despite environmental conditions, he can survive in that realm or dimension without aid (magical or otherwise) as the skill *Dimension Survival*.

Favored Dimension also grants an additional benefit, which is decided by the staff when the PC chooses the dimension he wishes his character to favor. The player may be allowed to make suggestions about the benefit his character will get.

When a Dream Weaver acquires this skill, he cannot choose to favor any dimension other than the Dream Realm.

Favored Enemy

School: Fgt5(b)

Description: *Favored Enemy* is a representation of your character's special experience (possibly accompanied by animosity) with a particular type of creature. Upon gaining *Favored Enemy*

the first time, you gain a Favored Enemy Pool of 8 uses. Each of these uses may be used as a *Crit 4* when fighting your chosen foe. If you acquire Favored Enemy an additional time after the first, it adds 2 more uses to your Favored Enemy Pool and allows you to choose an additional creature type to use your Pool uses against. If you gain *Favored Enemy* from a source that chooses the enemy type for you and you already have that enemy type as a *Favored Enemy*, you may choose a different enemy type.

Your Favored Enemy Pool remains separate from your Cantrip Pool, Specialization Pool, or any other type of Pool you might have.

If you or your character truly believe that a certain creature is your *Favored Enemy* type, you may use your Favored Enemy Pool against it (this means that a magical delusion could trick you into thinking something is his *Favored Enemy* even if it isn't).

Skills gained from *Favored Enemy* may not be used to create technique scrolls, potions, or to create or charge magic items.

Fear

School: Psi4; Spt3

Base: Gesture 1 / Missile 2

Target: One Creature

Duration: One Minute

Description: *Fear* is a Repel effect that causes its target to avoid the caster for one minute. Whatever else it is doing, the target's main objective is to remain at least 30 feet from the caster. If something forces it to be within 30 feet, it will cower in fear of the caster, but it may attack and defend normally.

Incantation: “[Spell Prefix] I cause you to cower in fear of me, Spirit 1/2.”

Feat of Strength

School: Fighting 2

Duration: 10 Minutes or Completion of One Task

Description: *Feat of Strength* may be used to increase the damage or Power Level of an attack or accomplish one task (up to 10 minutes in length), such as carry an unconscious person while still moving at a normal rate, break out of a rope or an *Entangle* spell, or withstand a wind effect.

See “Using *Feat of Strength*” in “Chapter 8: Adventuring” for details.

OOG Statement: “Feat of Strength”

Feeblemind

School: Asn7(*Specialization*); Psi7

Base: Gesture

Target: One Creature with a Mind

Duration: 5 Minutes

Description: The caster causes one creature to become much less intelligent and unable to make any conscious decisions. It is nearly brain-dead, only able to be in control of its movement. It cannot talk, use any active skills, and it loses any combat ability, including the ability to attack or defend itself. It can, however, run away from threats.

Incantation: “[Spell Prefix] I make your mind feeble.”

Feign Death

School: Sth8

Duration: Until Sunrise or 10 Minutes

Description: Provided the user is conscious, *Feign Death* can be used in one of two ways:

1. Until Sunrise, the user can choose to conceal his breathing and pulse from someone who checks to see if he is alive. He only appears to have no life signs by most forms of inspection (even *Diagnose* won't reveal it); he is not an undead creature. If used in this way, *Feign Death* will have no other effect.

2. For 10 minutes, if the user lies perfectly still, his vital signs will remain concealed and he will assume all of the qualities of a dead body (see Chapter 7: Dying and Playing Dead) with the following exceptions:

a. He is not a valid target for effects that can only target dead creatures except for *Resurrect* and *Vile Resurrection*.

b. His Hit Points may be damaged normally, but he will not be able to be reduced below one Hit Point.

c. He will not be able to be dealt a Final Blow by any means other than *Absorb Life Force* or *Vile Resurrection*.

d. He will be affected by all other effects that can affect dead bodies, but no effect can force him to move or end his *Feign Death* other than *Resurrection* or *Vile Resurrection*. *Resurrection* will end his *Feign Death* immediately, and *Vile Resurrection* will effectively kill him and animate him as an undead creature all at once. Neither *Diagnose* nor *Identify* will reveal the use of *Feign Death*.

e. He remains conscious and aware of his surroundings (unless affected by something that makes him lose consciousness), but he cannot move without ending *Feign Death*.

Out-of-game, the user may describe illusionary wounds to anyone who inspects him while using *Feign Death* for its second purpose. Before initiating this second use of *Feign Death*, the user must remain Flattened and unmoving for three full seconds. During this time, he may be interrupted in the same manner that a spell caster can be interrupted. If he is, *Feign Death* cannot be initiated.

You may keep your eyes open while using a *Feign Death* ability and see what is happening around you.

Finger of Death

School: Mag9; Nec8 (from *Death*)

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Finger of Death* instantly brings its target to zero (0) Hit Points and deals it a Final Blow.

Incantation: “Finger of Death.”

Fireball

School: Mag7

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: A ball of magical fire shoots from the caster's fingertips, dealing 7 points of damage to its target.

OOG Statement: “(Fireball,) Damage 7, Fire 2.”

Fire Strike

School: Mag0

Base: Touch (Weapon)

Target: One Weapon

Duration: Until Used

Description: *Fire Strike* enchants a weapon with Fire energy for a single attack (or Final Blow). The energy need not be used on the very next attack; you may choose which attack to use it with.

Incantation: “[Spell Prefix] I enchant this weapon with one Fire strike.”

First Aid

School: Misc

Description: Your character has a basic medical training and can treat common battlefield injuries. Firstly, if you spend 3 minutes, you can revive a character that is unconscious due to Hit Point damage or *Waylay* (but not *Sleep*). If unconscious from HP damage, the subject will regain consciousness with one Hit Point. A creature that was waylaid will be revived with one more Hit Point than it had while unconscious (up to natural HP total).

Secondly, *First Aid* can be used to repair a crippled limb. This requires 3 minutes and also restores one damaged Hit Point.

First Aid cannot dispel magic effects or revive a creature that has been dealt a Final Blow, nor can it be used to restore a creature to more than one natural Hit Point except in the case of *Waylay* or a crippled limb. If a creature has no natural Hit Points but has temporary Hit Points, *First Aid* may be used to restore one natural Hit Point, and if it is conscious it may even use the skill on itself.

We consider it good role-playing to use scraps of cloth as bandages while performing *First Aid*.

This skill can only be purchased once.

Flatten

School: Fgt6

Duration: 10 Seconds

Description: *Flatten* knocks the user's opponent to the ground and leaves him vulnerable for 10 seconds. The target must remain, paralyzed, on his back or stomach for 10 full seconds before he is able to move again. (Be Careful!)

To use *Flatten*, you must state, “Crit Flatten” and strike your opponent on the torso (stomach, chest, back, or rib cage).

A flattened target must land on the ground with both arms outstretched, thus disallowing any weapon or shield to cover its torso.

OOG Statement: “Crit Flatten”

Flesh to Stone

School: Nat9

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: This spell causes the entire body of one creature to turn to magical stone: a statue. A statue obviously cannot move or cast any spells at all. This statue cannot be damaged by anything (including death effects), and it cannot be moved by any less than 6 people (one person may be substituted by one *Feat of Strength*).

Flesh to Stone has a permanent effect, but a separate casting of the spell can be reversed, making it a *Stone to Flesh* spell (also Gesture-Based at Power Level 3) that will change the target back to normal.

A creature under the effect of *Flesh to Stone* can be affected by any spell with a duration longer than Instantaneous, but it cannot move, speak, or react, and it will

never remember anything that happened to it once it is back to normal, but spells that have not yet expired will still be in effect.

Flesh to Stone does not technically kill its target, so effects that are normally dispelled by dying remain, but the time that a target spends as a statue counts against the durations of those effects. The spirit of a character that has been petrified by this spell may choose to die any time after 3 minutes and proceed to Death as normal (which will return him to his normal form unless he is told otherwise by a GM), but he may not choose this until 3 minutes have elapsed.

Incantation: “[Spell Prefix] I turn you to stone.”

Focus

School: Sth0

Duration: 10 Minutes

Description: *Focus* makes its user's senses more acute, giving +1 to all Spot attempts made for 10 minutes. *Focus* may be activated after seeing a yellow Spot Card, but before seeing the level of the Spot Card (if possible). A character may not benefit from more than one use of *Focus* at one time.

OOG Statement: “Focus”

Forget

School: Psi6

Base: Gesture

Target: One Creature with a Mind

Duration: Instantaneous

Description: This spell will make one creature forget the last 10 minutes. The creature will permanently lose all memory of the 10 minutes leading up to the time *Forget* took effect. This memory can be restored by the spell *Restoration* if cast within the same day or by *Restore Mind* if cast within the same event. If the memory is not restored by the end of the event in which it was lost, it is gone forever unless a GM says otherwise.

After being subject to *Forget*, you realize that you were made to forget something (though obviously not what).

Incantation: “[Spell Prefix] I cause you to forget the last ten minutes.”

Fortitude

School: Fgt5

Duration: Instantaneous

Description: *Fortitude* provides one Active Resistance Level against any type of Spirit, Sonic, or Fear Effect. This Resistance Level is sufficient to negate a

Power Level Zero effect unless it is Gesture-Based.

Empowering *Fortitude* to Power Level 2 makes it *Improved Fortitude* (call “Fortitude 2”), which provides 2 such Active Resistance Levels. Empowering *Fortitude* to Power Level 3 makes it *Great Fortitude* (call “Fortitude 3”), providing 3 Active Resistance Levels.

Fortitude cannot be used to negate an effect already in progress.

OOG Statement: “Fortitude X”

Free Action

School: Sth10

Duration: One Hour

Description: *Free Action* allows the user to, for one hour, continue to move at his normal rate and dexterity despite almost anything that may happen to him, with the exception of losing consciousness. Effects that do things other than impede movement will still have those effects, but the user of this skill will not have his movement affected by them as normal. Example: When Fingion the Stabby uses this skill, he may still run even if his leg is broken, he will not need to fall to the ground even if he is under the effect of *Pain*, he may run despite *Weakness*, etc.

While under the effect of *Free Action*, the user is immune (say “No Effect”) to any Bind, Flatten, Paralyze, Snare, Stun, or Trip effect of Power Level 3 or lower. He is also immune (“No Effect”) to any *Gust of Wind* or personal restraint that is Power Level 3 or lower.

Free Action may be initiated at any time, even after an effect has successfully affected the rogue.

If a character is blinded while using *Free Action*, he must role-play as such; he can still move freely, but he cannot see his path. *Free Action* also does not make the user immune to spells that may affect his will (*Despair*, *Charm*, *Mind Control*, *Delusion*, *Command*, etc.), so even though he is free to move, he may not want to.

Free Action can only be used once per day.

OOG Statement: “Free Action”

Freeze Limb

School: Nat3

Base: Gesture or Weapon

Target: One Creature

Duration: 5 Minutes

Description: *Freeze Limb* has the Paralyze effect on one creature's arm or leg so that it cannot move it for 5 minutes.

Unlike a crippled leg, a frozen leg can still be stood upon, but a creature with a frozen leg cannot move from the spot it is in unless it is carried by another creature.

Freeze Limb may be either gesture-based or weapon-based. If the former, the caster must verbally designate the limb at the time of casting. If the latter, he must strike the desired limb.

Incantation: “[Spell Prefix] I freeze your [right/left] [arm/leg], Ice 1.” Or, “Freeze Limb, Ice 1” (as weapon).

Freeze Paralyze

School: Nat8

Base: Gesture, Missile, or Weapon

Target: One Creature

Duration: 5 Minutes

Description: *Freeze Paralyze* has the Paralyze effect on one creature's entire body as per the spell *Paralyze*.

Incantation: “[Spell Prefix] I paralyze your entire body, Ice 2.” Or “Freeze Paralyze, Ice 2/1” (as missile/weapon).

Fumble

School: Psi2

Base: Gesture

Target: One or 2 Held Objects

Duration: Instantaneous

Description: *Fumble* has the Withhold effect on a single weapon being held by a target. If raised to Power Level 2, *Fumble* can have either the Disarm effect for a single item or the Withhold effect for weapons in both of the target's hands. If raised to Power Level 3, *Fumble* can have the Shatter effect for a single item or the Disarm or Withhold effect for items in both hands.

Fumble will not affect a two-handed weapon in the hands of someone trained with it unless it affects both hands. As the weapon is a single item, a Power Level 3 *Fumble* is able to Shatter it.

Incantation 1: “[Spell Prefix] I force you to withhold your [name weapon], Essence 1.”

Incantation 2a: “[Spell Prefix] I disarm you of your [name item], Essence 2.”

Incantation 2b: “[Spell Prefix] I force you to withhold both your weapons, Essence 2.”

Incantation 3a: “[Spell Prefix] I shatter your [name item], Essence 3.”

Incantation 3b: “[Spell Prefix] I disarm both of your hands, Essence 3.”

Gather Components

School: Misc

Description: *Gather Components* is a representation of your character's familiarity with methods of properly harvesting natural components for use in Alchemy, Toxicology, and possibly other things. Natural components, in-game, are represented by props such as artificial plants or animals or painted rocks, all of which are labeled with component tags. In the absence of other props, labeled Popsicle sticks will be used to represent components.

All components fit into one of four categories, which are labeled by frequency: common, Uncommon, Rare, and Very Rare. The first time you acquire Gather Components, your character is able to gather any Common component; the second time, any Uncommon component; the third, any Rare component; and the fourth [and last] time, any Very Rare component. Every natural component will have its availability noted (if not, you can assume it is Common).

A component that has a signature on the "Gatherer" line of its tag has already been properly harvested and can be taken by anyone. A harvested component will remain potent until it is used.

See Chapter 11 for more information on *Alchemy* and *Toxicology*.

Gather Information

School: Misc

Description: You know how and where to research people, places, events, items, etc. During the in-game time between events, this research is represented by asking *one* question about *one* subject that interests you; if you try to squeeze multiple questions into one request, you will likely get a less helpful answer than if you had simply asked one direct question. As long as this question is asked at least one week before an event you attend as the inquiring PC and you direct it toward a reachable in-game NPC whom your character knows well enough to use as a contact, you will receive some type of answer to your inquiry at the beginning of that event. If you ask your question of a hostile NPC, an NPC who doesn't know your character well, or an NPC who doesn't know much (or anything) about the topic; you may get an unhelpful answer. We also recommend that you do not direct your question to another Player Character or an extremely powerful or unreachable NPC. If you do, a different source will likely answer your

question, though if it is not possible, you will not get an answer at all.

To use *Gather Information*, log in to the Magestry Database, select your character's name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Gather Information button and fill in the appropriate fields. Submitting one *Gather Information* request will use one of your character's available between-game days.

With the *Gather Information* skill gained as a grade 8 baggage skill in the school of Stealth, the character may choose to use "Stealth" as his contact to represent that he is trying to gather information by eavesdropping or sneaking into someplace where he can find answers.

The cost increases by itself each additional time this skill is taken.

Guardian

School: War8(b)

Description: *Guardian* allows a warrior to use his own skills to negate attacks made against his allies. To do so, the person he is defending must be within reach of his melee weapon. The guardian must use the appropriate *Parry* skill (or like fighting skill) of a sufficient Power Level to negate the attack.

OOG Statement: "Counterskill X."

Gaze Empowerment

School: Sth10(from *Stealth Focus*)

Description: *Gaze Empowerment* is identical to *Mental Empowerment* except the user does not need to spend time meditating for it and it only works with Gaze Effects.

Glyph

School: Mag7

Base: Gaze, then Gesture

Target: One Object

Duration: One Event

Description: *Glyph* is a spell that creates a glyph, which is a magic trap that can have almost any effect, and any creature that sees it triggers it and is subject to that effect. A glyph is represented by a piece of paper with a visible side and a hidden side. On the visible side, the caster must write "Glyph, Gaze Effect X" (preferably along with the picture of some strange symbol to represent the glyph), and on the hidden side he must

write the glyph's effect, Power Level, and Effect Type.

The caster may choose any gesture-based spell as the effect of a glyph, but it must be a spell he is able to cast. Upon creating the glyph, the caster spends two spell slots: one for *Glyph* and one for whatever spell is going to be the effect of the glyph.

Once a glyph is placed, it cannot be moved nor its effect changed. It will last until the end of the event unless it is removed by another skill.

A caster cannot be affected by his own glyph and may choose to unmake it without setting it off.

Glyphs may not be used in combat. See "Chapter 8: Adventuring" for more information on glyphs.

Under normal circumstances a glyph only lasts one event. If you want it to be permanent, you need magic ink equal to the grade of the spell you are putting into the glyph (or possibly some other magic substance that you can acquire in-game).

A glyph is a Gaze Effect until it is set off. Once triggered, it delivers the spell that was cast into it. Only Gesture-Based spells can be cast into glyphs. The outside of the glyph card reads, "Glyph, Gaze Effect X." Inside is written the spell's name and Power Level. The Power Level of a glyph's Gaze Effect is 1 if the Glyph spell was cast at grade 7, Power 2 if it was cast at grade 8, and Power 3 if it was cast at grade 9. The Power Level of the spell is whatever the Power Level was when it was cast into it, but it cannot exceed the Power Level of the glyph. Empowerment Levels from Empowerment baggage skills may not be used with either spell used when creating a glyph.

Incantation: "[Spell Prefix] I imbue this glyph with the power of [spell name]."

Glyph Awareness

School: Dmp6(b)

Description: *Glyph Awareness* is an ability that allows you 3 seconds after seeing a Glyph and knowing its effect to decide if you are going to dispel it or allow it to go off on you.

Great [Skill Name]

Any skill with a name beginning with *Great* is either listed alphabetically by the second word in its name, or it is included in the description of the skill it is a great version of.

Gust of Wind

School: Nat4

Base: Gesture

Target: One Creature within 30 feet

Duration: One Minute

Description: Gust of Wind blows one target 30 feet away from the caster and keeps it at least 30 feet away for one minute. The target may use one *Feat of Strength* in response to one wind effect to prevent being blown away, but he may not approach the caster.

This wind will not blow away inanimate objects or creatures that are lying flat on the ground. If you are lying on the ground but are conscious during *Gust of Wind*, you will not be blown backward even if you don't use *Feat of Strength*, but you will be considered flattened as per the Flatten effect.

Gust of Wind will still blow you backward even if one or both of your legs are unusable (as from *Cripple*, *Freeze Limb*, *Stun*, or *Magic Bonds*). A target cannot be attacked with a melee weapon by the caster of *Gust of Wind* if the spell is in the process of blowing him away (even if the caster can "run faster" than the target is being blown).

Gust of Wind does not necessarily blow the target in the direction that the caster points. The target actually has some decision as to which way he goes, as long as each step he takes brings him farther from the caster while he is still within 30 feet. Walls or other barriers do not stop him from being blown farther away unless there is no direction he can step that brings him farther from the caster.

Very strong creatures may not be affected by *Gust of Wind*.

Incantation: "Gust of Wind, Lightning Zero."

Hamstring

School: Sth5

Duration: Instantaneous

Description: *Hamstring* has the same effect as *Cripple*. However, *Hamstring* can only be used by an attacker that is in Backstab position. (See Chapter 3 for details on backstab skills.)

OOG Statement: "Backstab Cripple, Body 2."

Hardened Mind

School: Psi10(b)

Description: A psionist who has reached the highest grade of study becomes immune ("No Effect") to any

Confuse, Laughter, or Pain effect of Power Level Zero or 1 that makes it past his defenses. Additionally, he gains 2 additional Cantrip uses and one additional Cantrip option that can be chosen from any 5 of the other basic schools.

Harm

School: Spt8

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: This spell instantly damages all but one of a creature's Hit Points.

To undead, *Harm* has the effect of the spell *Heal*.

Incantation: "[Spell Prefix] I harm you of all but one Hit Point."

Heal

School: Nat8; Spt8

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Heal* instantly restores one living creature's physical body to its normal state. It heals all Hit Point and natural armor point damage, regenerates any and all nonfunctioning limbs, neutralizes all poison, and removes all disease and paralysis. However, *Heal* will not revive a creature that has received a Final Blow, and it will not remove effects that use outside forces to restrain the body (e.g. *Entangle*, *Magic Bonds*, *Gust of Wind*, etc.)

Heal can also be used as a missile-based spell to damage an undead creature; to it, this has the effect of a *Harm* spell.

Incantation: "[Spell Prefix] I heal your entire body."

Healing Hands

School: SpH8; Spt8

Base: Touch (Enhancement)

Target: Self-Only

Duration: One Hour or Until Used

Description: *Healing Hands* surrounds the caster's hands with a healing energy, granting him the ability to cast a number of *Cure Wounds* spells. Each of these *Cure Wounds* spells may heal up to 8 points of damage to one target. The caster may deal out the *Cure Wounds* spells in any amount amongst several creatures, but no more than 16 total points of damage may be healed with one casting of *Healing Hands* (at Power Level 2). If

cast at Power Level 3, up to 24 points of damage may be healed.

Cure Wounds spells from *Healing Hands* may instead be used in Missile-Based form (Power Level Zero missiles) to deal damage to undead creatures (8 damage is the maximum per missile).

Healing Hands will end after an hour whether all of the *Cure Wounds* have been used or not. While *Healing Hands* is considered Touch-Based Enhancement for the caster, the individual *Cure Wounds* spells that are distributed are considered either Missile-Based or Touch-Based Instant.

(Example: Lucian of the Flowing Locks casts *Healing Hands* at Power Level 3, giving him 24 total points of *Cure Wounds*. He heals one person for 7 points; another for 5 points; throws a packet at a skeleton while casting, "By the power of my spirit, I cure your wounds, 8 hit points, Spirit Zero"; and he still has 4 points worth of *Cure Wounds* to use before the hour ends.)

Incantation: "[Spell Prefix] I grant myself a healing touch."

Health

School: Spt1

Base: Touch (Life)

Target: One Creature

Duration: Until Used

Description: *Health* grants one target one temporary Hit Point.

Incantation: "[Spell Prefix] I grant you/myself health, one Hit Point."

Health, Lesser

School: Spt0

Base: Touch (Life)

Target: One Creature

Duration: 10 Minutes or Until Used

Description: *Lesser Health* grants its target one Temporary Hit Point. This Hit Point will vanish after 10 minutes if unused.

Incantation: "[Spell Prefix] I grant you/myself health for 10 minutes, one Hit Point."

Health, Improved

School: War7(*Specialization*)

Base: Touch (Life)

Target: One Creature

Duration: Until Used

Description: *Improved Health* grants one target 4 temporary Hit Points.

Incantation: "[Spell Prefix] I grant you/myself improved health, 4 Hit Points."

Health, Great

School: Spt7

Base: Touch (Life)

Target: One Creature

Duration: Until Used

Description: *Great Health* grants one target 8 temporary Hit Points.

Incantation: “[Spell Prefix] I grant you/myself great health, 8 Hit Points.”

Heat or Chill Weapon

School: Nat3(from *Elemental Weapon*)

Base: Gesture or Weapon

Target: One Object

Duration: Instantaneous

Description: The caster can magically heat or chill one weapon or shield (not armor or anything the target is wearing), dealing one point of damage to the holder (considered dealt to the arm holding the item) and disarming him of the item.

The damage that is dealt by *Heat or Chill Weapon* is Hit Point damage: it bypasses armor points, and wearing gloves or any other protective layer will not stop the damage. However, the damage is also considered fire or ice damage (respectively), and it can be reduced by an appropriate reduction ability (fire reduction stops the heat, ice reduction stops the chill, and regular reduction stops either) or ignored by an appropriate immunity (such as from *Protection from Elements*). If the target resists or reduces the damage, he also does not suffer the *Disarm* effect.

Heat or Chill Weapon can be used either gesture-based or weapon-based. If used weapon-based, the caster’s weapon must strike the object that he wants to effect. Any weapon or shield can be heated or chilled, even one with a temporary or permanent enchantment, unless the item’s effect card states otherwise.

Incantation: “[Spell Prefix] I heat/chill your/this [name item], Fire/Ice X.” Or, as weapon-based: “Heat/Chill Weapon, Fire/Ice X.”

Heavy Armor

School: Fgt1(b); Misc

Description: *Heavy Armor* allows you to wear any type of armor and benefit from the Armor Points it provides. See “Chapter 5: Equipment” for details.

For each acquisition of *Heavy Armor* after the first, you also gain one daily use of *Damage Reduction 3* while wearing heavy armor. This damage reduction may

be used against any tangible damage, meaning it cannot be used against Psychic, Spirit, or Astral damage. You do not need to have any armor points left to benefit from the damage reduction, you only need to be wearing heavy armor.

Heroic Dream

School: DrW9

Base: Touch (Enhancement)

Target: One Creature (Other-Only)

Duration: One Hour

Description: The caster weaves a dream within a sleeping creature’s mind in which the creature is greater than itself. *Heroic Dream* subjects its target to the Heroic Effect. (See *Heroism* description for Heroic Effect.)

Heroic Dream may be cast by the same caster more than once per day, but a single target can be subject to no more than one Heroic Effect per day.

Incantation: “[Spell Prefix] I weave you a heroic dream, Psychic 5. [State dream.]” (Clarify the Heroic Effect if necessary, and then awaken the target.)

Heroic Song

School: Mst10

Base: Touch (Enhancement)

Target: One Creature (Other-Only)

Duration: One Hour

Description: The Maestro plays such a *Heroic Song*, that its target is subject to the Heroic Effect. (See *Heroism* description for Heroic Effect.)

Heroic Song may be cast by the same caster more than once per day, but a single target can be subject to no more than one Heroic Effect per day.

Incantation: “[Spell Prefix] I inspire you with this heroic song, Sonic 5.” [Play or sing song.]

Heroic War Cry

School: War10

Base: Touch (Enhancement)

Target: One Creature (Other-Only)

Duration: One Hour

Description: *Heroic War Cry* subjects its target to the Heroic Effect. (See *Heroism* description for Heroic Effect.)

Heroic War Cry may be cast by the same caster more than once per day, but a single target can be subject to no more than one Heroic Effect per day.

Incantation: “[Spell Prefix] I inspire you to heroic deeds, Spirit 5”

Heroism

School: Fgt10

Duration: One Hour

Description: *Heroism* is a mighty surge that enables its user to benefit from the Heroic Effect for an hour. The Heroic Effect grants the following four things:

1. *Fast Healing*: One Hit Point every 10 seconds. (This will not stop a Final Blow, but it will heal Shadow damage.)
2. Immunity to all Fear effects, no matter the Power Level (say “No Effect”).
3. 8 uses of *Feat of Strength* to be used within the hour.
4. One free use of *Improved Stabilize* to be used within the hour (using it does not end the Heroic Effect).

A character cannot be subject to the Heroic Effect more than once each day, even if they are from different sources.

OOG Statement: “Heroism” or some other word or phrase chosen by the user (and approved by a GM).

Hypnotize Charm

School: Sth5

Duration: 5 Minutes

Description: *Hypnotize Charm* allows the user to place one target under the Charm effect. (See *Charm* for details.) The user must abide by the rules for hypnosis (see Chapter 3).

OOG Statement: “Gaze Charm.”

Hypnotize Confuse

School: Sth2

Duration: One Minute

Description: *Hypnotize Confuse* places one target under the Confuse effect. (See *Confuse* for details.) The user must abide by the rules for hypnosis (see Chapter 3).

OOG Statement: “Gaze Confuse.”

Hypnotize Control

School: Sth10

Duration: 10 minutes

Description: *Hypnotize Control* allows the user to place one target under the Control effect as per *Mind Control*. The user must abide by the rules for hypnosis (see Chapter 3).

OOG Statement: “Gaze Control.”

Hypnotize Paralyze

School: Asn9; Sth9

Duration: 5 Minutes

Description: *Hypnotize Paralyze* places one target under the Paralyze effect. (See *Paralyze* for details.) The user must abide by the rules for hypnosis (see Chapter 3).

OOG Statement: “Gaze Paralyze.”

Hypnotize Sleep

School: DrW6; Sth7

Duration: 5 minutes

Description: *Hypnotize Sleep* places one target under the Sleep effect. (See *Sleep* for details.) The user must abide by the rules for hypnosis (see Chapter 3).

OOG Statement: "Gaze Sleep."

Ice Storm

School: Magestry 8

Base: Touch (Enhancement)

Target: One or more Creatures

Duration: Instantaneous

Description: This spell is exactly like *Elemental Storm* except that ice is the only energy option.

Incantation: "Ice Storm: Damage 3, Ice Zero; Damage 3, Ice Zero; etc." Or, (all at once) "Ice Storm, Damage 3, Ice 2."

Identify

School: Mag6

Base: Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Identify* can be used one of two ways. First, it can reveal the nature of one magical or special item (potions and scrolls included, including revealing their expiration dates).

Secondly, it can reveal any and all effects in effect on one willing or helpless creature; it will reveal the Effect Type, Power Level; and remaining duration of each effect. *False Aura* is an exception.

For an item that is not accompanied by an item or effect card, *Identify* must be cast in the presence of a GM. At the time of casting, the caster must be able to see the item and be close enough to touch it. If cast upon a container, *Identify* will reveal how many magic objects it contains, including but not limited to: scrolls, potions, and glyphs. It will not reveal the nature of any of the items except for the glyphs. Other types of items each require their own casting of *Identify* to reveal.

Incantation: "[Spell Prefix] I identify all effects upon you/this."

Identify Potion

School: Misc

Description: This skill is a representation of your character's ability to identify the function (and expiration date) of an alchemical potion or a poison without having to use the substance. The first time you buy *Identify Potion*, your character is able to identify potions and toxins of grade 0 (a potion's or poison's

grade is written on the exposed portion of its OOG effect card); the second time, he can identify grade one substances; the third time, grade 2; and so on until, at the 10th purchase, he is able to identify grade 9 potions and toxins. Grade 10 potions can only be identified by characters with 10 acquisitions of *Identify Potion* and the ability to make at least one grade 10 *Alchemy* recipe, and grade 10 toxins can only be identified by characters with 10 acquisitions of *Identify Potion* and the ability to make at least one grade 10 *Toxicology* recipe.

Identify Spirit

School: Spt0

Base: Gesture

Target: One Spirit

Duration: Instantaneous

Description: *Identify Spirit* will reveal the identity of an undead creature or a spirit as it was in life. This identity might be as simple as "a farmer" or as complex as the thing's life history. *Identify Spirit* does not change the target's attitude.

Incantation: "[Spell Prefix] I identify the spirit before me, Spirit 0."

Improved [Skill Name]

Any skill with a name beginning with *Improved* is either listed alphabetically by the second word in its name, or it is included in the description of the skill it is an improved version of.

Inflict Wounds 1

School: Spt1

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Inflict Wounds 1* deals one point of damage to one target. If cast at an undead creature, *Inflict Wounds 1* will instead repair one Hit Point.

OOG Statement: "Inflict Wounds 1, Spirit 2."

Inflict Wounds 2

School: Nec7(*Specialization*); Spt3

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Inflict Wounds 2* deals 2 points of damage to one target. If cast at an undead creature, *Inflict Wounds 2* will instead repair 2 Hit Points.

OOG Statement: "Inflict Wounds 2, Spirit 2."

Inflict Wounds 4

School: Spt5

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Inflict Wounds 4* deals 4 points of damage to one target. If cast at an undead creature, *Inflict Wounds 4* will instead repair 4 Hit Points.

Incantation: "Inflict Wounds 4, Spirit 2."

Inflict Wounds, Mass

School: Spt9

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Mass Inflict Wounds* is a massive burst of negative energy that deals 2 Hit Points of damage to all living creatures within its range and restores 2 Hit Points to all undead creatures within its range. *Mass Inflict Wounds* may be cast using any of the targeting areas available to area-based effects.

Incantation: "[Targeting Area]: [Spell Prefix] I Inflict Wounds upon you, 2 Hit Points."

Instrument Mastery

School: Mst10(b)

Description: Upon reaching Grade 10, a Maestro can master one instrument of his choice. *Instrument Mastery* grants three benefits to the Maestro, provided he is playing his mastered instrument:

1. Instrument Empowerment: Adds 2 uses to Maestro's Empowerment Pool and allows him to prepare empowerment uses (for later use) by playing his instrument for 3 minutes.

2. The Maestro may use *Countersong* to counter an area-based spell, as long as the incantation of the spell uses the prefix "By the power of." Also, for this purpose, his *Countersong* must be no less than Power Level 3.

3. The Maestro is able to cast spells by the power of music even when silenced, deafened, or blinded. The spell prefix becomes, "Through the power of my instrument/[name instrument type]."

Voice is an acceptable "instrument" option for use with the first ability granted by *Instrument Mastery*, though not for its second or third abilities.

Investigator

School: Sth8(b)

Description: *Investigator* is an ability that allows you to use "Investigation" as a

source when using *Gather Information* between games.

Additionally, *Investigator* adds the skill *Focus* as a Cantrip option for your character. If *Focus* is already a Cantrip option for you, *Investigator* will grant you the ability to activate a second use of *Focus* while you already have one active, gaining you a +2 Spot bonus for 10 minutes or until the duration of the first *Focus* expires.

Iron Will

School: Psi3; Spt4

Base: Touch (Spell Protection or Instant)

Target: One Creature

Duration: Until Used or Instantaneous

Description: *Iron Will* grants its target one Passive Resistance Level against any type of Gaze Effect (of any Effect Type) or any Gesture-Based or Area-Based effect with the Psychic, Spirit, or Sonic Effect Type.

Empowering *Iron Will* to Power Level 2 makes it *Improved Iron Will*, which provides 2 such Passive Resistance Levels. Empowering *Iron Will* to Power Level 3 makes it *Great Iron Will*, providing 3 Passive Resistance Levels.

Passive Resistance Levels can be used all at once or one or two at a time, depending on the Power Levels of the effects that hit the target. Whenever responding to an effect, state, “Iron Will,” “Iron Will 2,” or “Iron Will 3” depending on the number of Resistance Levels used to negate the effect. Power Level Zero effects bypass Passive Resistance Levels from *Iron Will*. However, you may choose to use one Resistance Level from *Iron Will* to negate a Power Level Zero Area-Based effect (but *not* a Power Zero Gesture-Based effect) with the Psychic, Spirit, or Sonic Effect Type. For that one purpose, *Iron Will* can be considered Active Resistance.

Iron Will can also be cast as a Touch-Based (Instant) spell to dispel effects from one target. If *Iron Will* is cast as a Spirit Effect (as from the school of Spiritualism), it will remove all Spirit and Sonic effects that it meets or beats the Power Level of. If cast as a Psychic Effect (as from the school of Psionics), it will remove all Psychic and Sonic effects that it meets or beats the Power Level of. However, *Iron Will* will not dispel any Hit Points, Armor Points, or Passive Resistance Levels, even if they came from Psychic, Spirit, Sonic, or Gaze sources.

Incantation: “[Spell Prefix] I grant you/myself a will of iron.”

Knowledge

School: Misc

Description: Your character has and continues to acquire knowledge about a particular subject. The subjects you can choose from are History, Nature, Languages, Local, Secrets, Future, The Dimensions, and Random. At the start of each event, you will be given a bit of knowledge in the area you have chosen. You may purchase as many uses of *Knowledge* in as many different subjects as you wish, though the game may have a cap on how many you many responses you can get before each game. The cost does not increase with each purchase.

Just as in real life, knowledge gained from this skill may not be factual. For example, secrets may be untruthful rumors, and a vision of the future might never come to pass.

Laughter

School: Psi1

Base: Gesture or Missile

Target: One Creature

Duration: 10 seconds

Description: This spell causes one creature to laugh uncontrollably for 10 seconds. A laughing creature can defend itself but may not attack or cast spells of any type.

Incantation: “[Spell Prefix] I cause you to laugh uncontrollably for 10 seconds.”

Learn

School: Misc

Description: *Learn* represents a natural aptitude for learning and has several uses. Firstly, it allows a character with the skill *Alchemy* or *Toxicology* to dissect a potion or poison to learn its recipe. The recipe can only be learned if the character already has all of the prerequisites for it. Similarly, a character with the skill *Read Magic* can use *Learn* to learn an Add-On skill from a scroll, provided he already has the prerequisites for that skill. Learning from a scroll or a potion destroys the item; it cannot be used for any other purpose.

Additionally, a character with *Learn*, if taught a skill in-game by a character with the skill *Teach*, may consider the lesson to be a *Profound Lesson* (see *Professions & Prestige* for a description of *Profound Lesson*). This may only happen if lesson is legitimate, meaning

the learner must have all the prerequisites for, and has not already been taught, the skill that is being learned. *Learn* can only be used in this way once per event.

Learn also allows a character to learn a skill from a special book of instruction.

Learn may only be purchased once.

Lesser [Skill Name]

Any skill with a name beginning with *Lesser* is listed alphabetically by the second word in its name.

Life Drain 4

School: Nec6

Base: Missile or Weapon

Target: One Creature

Duration: Instantaneous

Description: *Life Drain 4* drains up to 4 Hit Points from the target and gives 4 Hit Points to the caster.

OOG Statement: “Life Drain 4, Spirit 2.” (Weapon-based would be Spirit 1.)

Light

School: None (Cantrip)

Base: Touch (Instant)

Target: One Glow Stick

Duration: One Glow Stick

Description: *Light* activates its component (a glow stick) and creates a magical light.

Light may be cast by the power of any magic school that you have access to. If you have access to no magic schools, it is cast by the power of Magestry.

Incantation: “[Spell Prefix] I create light.”

Light Armor

School: Misc

Description: *Light Armor* allows a character to benefit from the Armor Points of the light armor that is worn by its player. See “Chapter 5: Equipment” for details.

This skill may only be purchased once.

Lightning Bolt

School: Magestry 5

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: A magical bolt of lightning jumps from the caster’s hand, dealing 5 points of damage to its target.

OOG Statement: “(Lightning Bolt,) Damage 5, Lightning 2.”

Literacy

School: Misc

Description: If you do not purchase *Literacy*, your character will not have the ability to read. It is the prerequisite for *Read Magic* and can be purchased only once.

Maelstrom of Disruption

School: SpH9

Base: Touch (Enhancement)

Target: Self-Only

Duration: Instantaneous (all spells must be used within one minute)

Description: *Maelstrom of Disruption* is the result of the caster channeling the positive energy of the Spirit Realm to disrupt the negative ties that undead creatures have to the Void. *Maelstrom of Disruption* grants the caster 12 uses of *Destroy Undead*, either Missile-Based (Power Zero) or Weapon-Based (Power 1, but can be empowered in the same way any Weapon-Based spell is empowered). Any uses of *Destroy Undead* that remain after one minute will vanish.

Maelstrom of Disruption cannot be interrupted once the in-game portion of the incantation is complete, though it can be cancelled by *Dispel Magic* at Power Level 3 or higher.

Incantation: “[Spell Prefix] I channel the Spirit Realm to sever such ties to the Void, Spirit 3.”

Magic Attack

School: Fgt7

Duration: 10 Minutes

Description: *Magic Attack* is a technique that, once activated, allows the user to use the Essence Effect Type on any attacks made with any weapon he wields.

OOG Statement: “Essence”

Magic Armor

School: Mag3

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: This spell grants one creature 2 magical (Magestry) armor points. These armor points are damaged in combat before any other armor points or Hit Points. This spell cannot be stacked with any other that enhances armor points.

Incantation: “[Spell Prefix] I armor you (myself), 2 Armor Points.”

Magic Bonds

School: Mag6

Base: Gesture or Missile

Target: One Creature

Duration: 5 Minutes

Description: Magical bonds appear around a creature’s wrists and ankles so that its arms are bound together at the wrists and its legs are bound together at its ankles.

Objects can still be held in the hands of bound arms, but a creature with bound arms cannot attack or cast spells (except non-missile-based spells by the power of its mind).

The caster can release the bonds on the creature’s arms without removing them on the legs or vice versa, but once the arms or legs are released, they cannot be rebound without casting the spell again.

A creature bound by *Magic Bonds* may still try to move (hopping squirming, etc.) and may feebly attempt to defend itself (remembering that the torso cannot be shielded by an arm). It cannot be dealt a Final Blow if still conscious.

Incantation: “[Spell Prefix] I bind your limbs together with magic bonds.”

Magic Cage

School: Mag8

Base: Touch (Enhancement)

Target: One Area

Duration: 10 Minutes

Description: The very essence of Magestry is drawn into the shape of a cage, which can be as small as one cubic inch or as large as a building. If it is cast outside, it can be no larger than 10’ x 10’ and must be represented by something (we recommend a brightly colored rope). When cast over a building, each of the building’s doors should be marked with an explanatory OOG note.

Nothing except intangible beings, Area effects, and Gaze effects can pass through *Magic Cage* (whether from the inside or the outside – state “No Effect” if any other ability hits it). Creatures inside the cage together can affect each other normally.

Magic Cage can be lowered and raised again at will by the caster (and only the caster) for its duration, but if the cage is lowered it must remain down for at least 10 seconds before it can be raised again. Also, lowering or raising the cage requires that the caster be in contact with it and able to cast spells; it requires the touch-based incantation, “[Spell Prefix] I raise/lower this cage.”

A *Magic Cage* or any spell like *Circle of Protection* may be created inside another *Magic Cage* as long its boundary is represented and is entirely within the outside cage. One *Dispel Magic* will dispel a *Magic Cage* along with any other *Magic Cases* that are inside it (though not circles that are inside it).

Incantation: “[Spell Prefix] I create a magic cage.”

Magic Key

School: Magestry 4 (from *Magic Lock*)

Base: Touch (Enhancement)

Target: One Creature or Object

Duration: Until Sunrise

Description: *Magic Key* bestows upon a creature or object the ability to unlock one magic lock that is equal to or less than the Power Level of the key. Unlocking the lock does not dispel it, and immediately after unlocking it, the *Magic Key* vanishes.

One creature or object may only be under the effect of one *Magic Key* at a time.

Incantation: “[Spell Prefix] I bestow upon you the ability to unlock one magic lock up to Power Level X, Essence X.”

Magic Lock

School: Mag4

Base: Touch (Enhancement)

Target: One Object

Duration: Until Sunrise

Description: *Magic Lock* creates a magical lock on a door, chest, or other lockable object. Once cast, the lock cannot be moved. Upon casting *Magic Lock*, the caster must post a white OOG card on the object being locked. The card must read, “Magic Lock.” It must also reveal the caster’s name, the date it was created, and the Power Level of the lock. (The caster’s name is OOG information, but all other information on the card can be determined in-game.)

The caster of a *Magic Lock* can grant permission to a specific person to bypass that lock (and only that lock) for a stated amount of time. To do so, all he needs to do is specify the lock and the window of time that the person is to be allowed to open it. The caster may also revoke this right after it has been given. If a *Magic Lock* is cast upon the door to your sleeping area, you have automatic permission to pass through that lock, and the caster is unable to revoke that permission.

Magic Lock will only lock a door (or other object that is able to be accessed from more than one side) from the side the lock was cast upon. However, a separate magic lock may be created on the other side. There cannot be more than one magic lock on the same side of any object. If a magic lock is created on an object that already has a magic lock, the lock with the higher Power Level will prevail.

Magic Lock can, instead, be cast as the spell *Magic Key* if the caster chooses (see description of that spell).

Incantation: “[Spell Prefix] I create a magic lock, Essence X.”

Magic Missiles

School: Mag1(b); Nat1(b); Psi1(b); Spt1(b)

Description: You are able to throw a Magic Missile at will (without spending any skill slots), provided you have a spell packet, foam rock, or any other acceptable projectile weapon. All Magic Missiles have a Power Level of 1 (and cannot be empowered), which also means that they can be blocked by shields and weapons in addition to other defensive abilities. Gaining *Magic Missiles* in the school of Magestry allows you to throw magic missiles of the Essence Energy Type. Gaining it in Nature allows any of the 4 Elemental Energy types, Psionics allows for the Psychic Energy Type, and Spiritualism allows for the Spirit Energy Type. When casting a Magic Missile, you must include the words “Magic Missile” in your incantation; they are not optional.
OOG Statement: “Magic Missile, [Energy Type] 1.”

Magic Shield

School: Mag1

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: This spell grants one creature one magical (Magestry) armor point. This armor point is damaged in combat before any other armor points or Hit Points. This spell cannot be stacked with any other that enhances armor points.

Incantation: “[Spell Prefix] I shield you/myself, One Armor Point.”

Magic Shield, Lesser

School: Mag0

Base: Touch (Armor)

Target: One Creature

Duration: 10 Minutes or Until Used

Description: *Lesser Magic Armor* grants its target one Temporary Armor Point. This Armor Point will vanish after 10 minutes if unused.

Incantation: “[Spell Prefix] I shield you/myself for 10 minutes, one Armor Point.”

Mass [Skill Name]

Any skill with a name beginning with *Mass* is listed alphabetically by the second word in its name.

Mechanics, Simple

School: Sth2

Duration: 10 Seconds

Description: This skill is a representation of a character’s knowledge of traps, locks, and some other mechanical things. It allows him to pick a “Simple” quality mechanical lock or set or disarm a “Simple” quality trap. A character cannot attempt to pick a lock or disarm a trap without the use of thieves’ tools, but setting a trap does not require them.

It requires 10 uninterrupted seconds to use any *Mechanics* skill.

Magic locks cannot be picked with this skill.

Upon seeing a Trap Card (OOG white piece of paper), a character with any mechanics skill has 10 seconds to decide if he is going to attempt to disarm the trap. If he decides to try, he must open the card and read its quality and effect. If the trap is of a simple quality, he can use this skill to disarm it (rip up the trap card but do not litter). However, if he does not have a high enough *Mechanics* skill to disarm the trap or simply decides not to disarm it, the trap is sprung and his skill slot is not used. Disarming a trap takes at least 10 seconds to complete. If the disarmer is interrupted during that time, the trap is sprung.

Glyphs cannot be disarmed with this skill.

The quality of the trap a rogue can set is equal to the *Mechanics* skill he chooses to use for it. Traps are generally of one of four qualities: Simple, Common, Complex, and Great. See “Chapter 8: Adventuring” for more information on traps and locks.

OOG Statement: None

Mechanics, Common

School: Sth4

Duration: 10 Seconds

Description: This skill is just like *Simple Mechanics* except it also allows a character to pick a “Common” quality mechanical lock or set or disarm a “Common” quality trap. Unless otherwise indicated, metal bonds such as manacles are assumed to be locked with a common quality lock, meaning *Common Mechanics* (or a higher-grade *Mechanics* skill) is required to pick them.

OOG Statement: None

Mechanics, Complex

School: Sth7

Duration: 10 Seconds

Description: This skill is just like *Common Mechanics* except it also allows a character to pick a “Complex” quality mechanical lock or set or disarm a “Complex” quality trap.

OOG Statement: None

Mechanics, Great

School: Sth9

Duration: 10 Seconds

Description: This skill is just like *Complex Mechanics* except it also allows a character to pick a “Great” quality mechanical lock or set or disarm a “Great” quality trap.

OOG Statement: None

Mending

School: Mag6

Base: Touch (Instant)

Target: One Creature or Object

Duration: Instantaneous

Description: *Mending* instantly repairs one item that has been shattered or otherwise ripped or broken. If used to repair armor, it will repair up to 6 Armor Points worth. If used to repair broken arrows, it can mend up to 12 at once. *Mending* can also be used to repair a crippled, stunned, or injured limb, but not a paralyzed one.

Incantation: “[Spell Prefix] I magically mend this item/limb.”

Mental Empowerment

School: Psi3(b)

Description: *Mental Empowerment*, when gained, either creates or adds to your Empowerment Pool. (See description of *Extra Empowerment* for details.) Up to 4 times each day, *Mental Empowerment* allows you to gain a benefit if you meditate for 3 uninterrupted minutes. Each time you do this, you gain the ability for one of your Power Level 1 skills (from any school) to

be delivered at Power Level 2 without needing to spend a higher skill slot for it. If you use this benefit to empower one of your own Missile-Based spells that is already Power 2, you may cast that spell as a quick-cast spell (assuming it is not already), meaning there is no spell prefix, but that spell must be from the school of Psionics. (For instance, rather than saying the entire incantation for *Fear*, you could just throw your packet and say, "Fear, Spirit 2.")

As another option, instead of using a *Mental Empowerment* benefit to raise a Power Level or quick-cast a spell, you may use it to cast any spell silently and without needing to move. The incantation prefix becomes, "Through the silent power of [name school]." You may only use this ability with a spell that you have access to (even if it is from a bestowment or a scroll).

Alternatively, you may combine 3 of your 3-minute meditations to gain the ability raise the Power Level of one of your skills that is already Power Level 1 or 2 to Power Level 3 without needing to spend a higher-grade skill slot for it.

You may not achieve any of the bonuses from *Mental Focus*, *Mental Healing*, or any other skill that requires meditation in the same 3 minutes that you meditates for *Mental Empowerment*; however, you may meditate further to gain the benefits of other skills. Since they are different, their effects can stack.

Unused empowerments gained from *Mental Empowerment* vanish at sunrise.

Mental Focus

School: Misc

Description: *Mental Focus* is a representation of a character's meditative ability and is the prerequisite to be able to cast magic from the school of Psionics. Four times per day, *Mental Focus* allows you to gain benefits through meditation. If you meditate for 3 uninterrupted minutes, you will gain one Passive Immunity Level (say "No Effect") against the first Psychic or Gaze effect that would otherwise affect you (i.e. you have no *Iron Will* or other protection in the way). Power Level 2 is the maximum that you can take no effect from. Power Level Zero and Power Level 3 and up will bypass *Mental Focus* without spending any of it. You may acquire *Mental Focus* multiple times, gaining you four uses each time. Unused Immunity

Levels gained from *Mental Focus* will vanish at sunrise.

A character cannot achieve any of the bonuses from *Mental Empowerment* or *Mental Healing* in the same 3 minutes that he meditates for *Mental Focus*; however, he can meditate further to gain the benefits of those other skills. Since they are different, the effects can stack.

Mental Healing

School: Psi4(b)

Description: *Mental Healing* allows a character to heal himself through meditation. He may heal one Hit Point of damage for each minute he is able to meditate uninterrupted. He is able to heal up to 8 Hit Points each day in this way.

The user cannot achieve any of the bonuses from *Mental Focus*, *Mental Empowerment*, or any other such skill during the same time that he meditates for this healing; however, he may forfeit one use of either *Mental Focus* or *Mental Empowerment* to instead meditate for an extra minute to heal an extra Hit Point through *Mental Healing*. In this way, it is possible to use *Mental Healing* to heal more than 8 HP per day.

Mind Control

School: Psi8

Base: Gesture

Target: One Creature with a Mind

Duration: 10 minutes

Description: The caster completely controls the actions of one creature, with a mind, for 10 minutes. The commands the caster gives to his target must be made verbally, meaning that other people can hear them, unless the caster uses *Telepathy* to talk to his target.

Mind Control cannot force a creature to give up information or speak or otherwise indicate truth if the creature would not normally be inclined to. The target is able to lie to the caster. However, if the caster orders the target to lead him to something hidden, the target must obey if it knows where it is located.

If the caster goes unconscious or dies while controlling a target, the target will continue to obey his last order until the spell's duration ends.

After this spell has expired, the target remembers everything he did and said.

Incantation: "[Spell Prefix] I control your mind."

Mind Over Body

School: Psi7

Base: Touch (Enhancement)

Target: Self-Only

Duration: 10 Minutes or Until Moving

Description: As long as the caster of *Mind Over Body* remains perfectly [in-game] still (OOG movement such as blinking, sneezing, or coughing is allowed), he is immune ("No Effect") to all effects of Power Level 4 or lower, except for "Own Power" effects. Also exceptions: *Dispel Magic* or *Restore Mind* cast at Power Level 3 or higher will end *Mind Over Body*.

Though virtually invulnerable, the caster of *Mind Over Body* may be moved as easily as one can move an unconscious body, and the spell will not protect any items the caster is holding. (If the caster accidentally moves as a result of being carried, this spell will not end.)

Beginning *Mind Over Body* requires that the caster spend 10 uninterrupted seconds in meditation; though, during this time he may recite the incantation. Remaining in *Mind Over Body* requires ultimate concentration, so the caster cannot speak, move, or cast spells (even psionic) during its duration, but he will be peripherally aware of the things happening around him.

Incantation: "[Spell Prefix] I trace my corde to the Psychic Realm and call down the power to overcome all vulnerability."

Morale

School: Mst7(*Specialization*); Psi7; Spt6

Base: Gesture or Touch (Enhancement)

Target: One Creature

Duration: One Minute or Until Used

Description: *Morale* makes its target immune ("No Effect") to all Fear, Confuse, and Pacify effects of a Power Level equal to or less than the Power Level of *Morale*. It will also dispel all such effects at the time of casting.

Alternatively, *Morale* can be cast as a Gesture-Based (Power Level Zero) version of Improved Health. These HP last until used, and because they are not Touch-Based, they can be stacked atop other Temporary Hit Points, provided the target does not have a combined total of more than 8 Temporary Armor Points and Hit Points.

Incantation: "[Spell Prefix] I make you immune to fear, confuse, and pacify effects for one minute." Or, "[Spell Prefix] I grant you health, 4 Hit Points, Spirit Zero."

Morale, Mass

School: Mst9; War9

Base: Area

Target: All Creatures in Range

Duration: See Description

Description: *Mass Morale* grants all within its targeting area 4 temporary hit points as per *Improved Health*. *Mass Morale* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Area Target]: [Spell Prefix] I grant you *Improved Health*, 4 Hit Points.”

Music Casting

School: Mst9(b)

Description: A Maestro that has reached the ninth grade of ability may cast any Spiritualism spell that he has access to by the power of Music; however, he must play or sing music to do so. *Music Casting* cannot be used when casting from scrolls, items, or bestowments.

Natural Armor

School: Misc; Nat6(b)

Description: *Natural Armor* represents a character’s naturally tough skin and grants him one Natural Armor Point. Natural Armor Points are damaged before Hit Points but after all Temporary Armor Points (from armor such as chainmail or spells such as *Magic Shield*).

Natural Armor Points act in all ways like other Armor Points, but they are healed in the same way as Hit Points (though only after all natural Hit Points have been healed) and can even be regenerated. At sunrise, a creature with *Natural Armor* will have one damaged Natural Armor Point restored in addition to the normal two Hit Points.

Natural Armor, being natural, does not count against a character’s +8 maximum allowable Temporary Armor/Hit Points.

Natural Attunement

School: Nat10(b)

Description: You have become so attuned with nature that you gain three benefits:

1. Once per spell, you can change the spell’s energy type to another elemental energy type. Doing so requires that you touch the item or person under the effect of the spell and cast the spell say the incantation, “By the power of Nature, I convert the energy type of this [Spell Name] spell to fire/ice/acid/lightning.”

The spells this can be used with are *Elemental Weapon*, *Elemental Storm*, and *Elemental Flare*. This cannot be cast if you are silenced or dampened, and doing so does not restart the spell’s duration.

2. All numeric damage spells you cast from the school of Nature are cast at +1 damage (even storms and explosions and spells from nature converted with *Transform Spell*). This does not apply to spells you bestow or scribe to scrolls.

3. *Elemental Missile* becomes a Cantrip option (as a cantrip, the +1 damage does not apply).

Nature’s Refuge

School: Nat10

Base: Touch (Enhancement)

Target: One Area

Duration: 10 Minutes

Description: *Nature’s Refuge* allows the caster to designate an area no bigger than 10 feet in diameter to be a refuge to all creatures. This refuge must be in an outdoor environment and its border must be constructed of natural materials (leaves, sticks, sand, etc.). This border need not be perfect and unbroken; it need only be visible.

Any creature that enters the refuge is automatically and continuously calmed (it cannot act aggressively) and is immune to all aggressive actions while remaining there (say “No Effect”).

Creatures within a *Nature’s Refuge* that have physical bodies will heal one Hit Point or Natural Armor Point every 10 seconds. The caster must remain within the refuge for the duration of the spell; otherwise, it dissipates.

Unlike *Circle of Protection*, creatures can enter and leave this refuge at will (except for the caster). The caster of a *Nature’s Refuge* must inform any player (OOG) that he has entered the area of the spell.

Incantation: “[Spell Prefix] I make this area a natural refuge, Nature 3.”

Neutralize Poison

School: Nat5; Spt6

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Neutralize Poison* removes, from one target, all Poison Effects that it meets or beats the Power Level of. (Drunkenness from alcohol is considered a Power Level 1 Poison effect.)

Neutralize Poison will even end the effects of beneficial alchemical effects that have the Poison Effect Type.

A poison or alchemical effect can only be neutralized if it has a duration longer than Instantaneous. This means that Hit Point damage, death, etc. that has been caused by poison cannot be reversed by *Neutralize Poison*.

The caster may choose, instead, to cast *Neutralize Poison* as *Purify Food and Drink*.

Incantation: “[Spell Prefix] I neutralize all poison in your body (on this).”

Nightmare

School: DrW7

Base: Touch (Enhancement)

Target: One Sleeping Creature

Duration: 5 minutes

Description: *Nightmare* subjects one sleeping target to a nightmare that will continue to haunt him for 5 minutes after he wakes. During this time, he will be afraid of the object of his nightmare as per the Fear effect.

Incantation: “[Spell Prefix] I weave you a nightmare in which [finish sentence]. When you wake, you will have a great fear of [finish sentence], Psychic 2.”

Open or Close Portal

School: Hop7

Base: Touch (Instant)

Target: One Portal

Duration: Instantaneous

Description: The caster can open or close a magic portal or gate that already exists. *Open or Close Portal* does not allow its caster to create or destroy portals unless it is modified by the skill *Create or Destroy Portal* and the caster has GM permission.

Incantation: “[Spell Prefix] I open/close this portal.”

Opportunist

School: Sth5(b)

Description: *Opportunist*, upon being gained the first time, will create for you an Opportunist Pool of 8 backstab attacks to use each day. One of these uses may be spent to turn a non-backstab attack into a backstab attack of a similar type, and doing so will raise the Power Level of the attack by one (though Power Level 4 or higher is not achievable in this way). The skills available for this are *Cripple*, *Crit [Number]*, *Crit Paralyze*, and *Fatal Crit*. So, *Fatal Crit* could be turned into *Fatal Backstab* and *Crit 5* could be turned into *Backstab 5*. If a use granted by *Opportunist* is not used for this purpose, it may instead be used as a Backstab 3.

Additionally, *Opportunist* allows the post-Rest Period uses of *Backstab 2* gained from *Backstab Positioning* to instead be uses of *Backstab 3*.

If you acquire *Opportunist* an additional time after the first, it adds 2 more uses to your Opportunist Pool. Your Opportunist Pool remains separate from your Cantrip Pool, Specialization Pool, or any other type of Pool you might have.

Skills gained from *Opportunist* may not be used to create technique scrolls, potions, or to create or charge magic items.

Pain

School: Mag3; Psi2

Base: Gesture

Target: One Creature

Duration: 10 seconds

Description: You momentarily cause one target great pain. The target must fall to the ground, but it may crawl. It can speak haltingly, but it cannot cast spells. It cannot attack but may defend as best as it can from the ground.

Incantation: “[Spell Prefix] I bring you great pain for 10 seconds.”

Pain, Mass

School: Nec9

Base: Area

Target: All Creatures in Range

Duration: 10 seconds

Description: *Mass Pain* subjects all within its targeting area to the Pain effect (see *Pain*). *Mass Pain* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I bring you great pain.”

Paralyze

School: Asn8; Mag8; Psi8

Base: Gesture

Target: One Creature

Duration: 5 minutes

Description: This spell causes the entire body of one creature to become paralyzed. The creature can still see and hear normally, but it cannot move any part of its body other than its eyes. A creature may not cast spells when paralyzed except non-missile-based spells by the power of the mind, nor is it able to use any active skills except for: *Improved Stabilize*, *Alertness*, *Mental Focus*, *Mental Empowerment*, *Mental Healing*, and any *Hypnotize* skill. It also cannot make any in-game sounds at all, and if the player makes any OOG movement or sound, he must clarify to any that witness it that it was OOG.

A paralyzed creature will fall to the ground if it is damaged to zero (0) Hit Points. Also, it can be dealt a Final Blow even if it has more than zero Hit Points, but if it is killed the paralysis will end as the creature drops to the ground.

Incantation: “[Spell Prefix] I paralyze your entire body.”

Parry

School: Fgt3; SpH7 (as *Improved Parry*)

Duration: Instantaneous

Description: *Parry* provides one Active Resistance Level against any type of Missile-Based or Weapon-Based effect. This Resistance Level is sufficient to negate such an effect of Power Level Zero.

Empowering *Parry* to Power Level 2 makes it *Improved Parry* (call “Parry 2”), which provides 2 such Active Resistance Levels. Empowering *Parry* to Power Level 3 makes it *Great Parry* (call “Parry 3”), providing 3 Active Resistance Levels.

Parry cannot be used to negate an effect already in progress.

Parry may not be used while weaponless unless the user is skilled in unarmed combat, and, no matter what weapon skill he has, he cannot use *Parry* or *Improved Parry* if both of his arms are bound or unusable. *Great Parry*, however, may be used even if the user is not holding a weapon he is proficient with or if both of his arms are bound or unusable.

OOG Statement: “Parry X”

Phantasmal Killer

School: DrW9

Base: Gesture

Target: One Creature

Duration: One Minute

Description: *Phantasmal Killer* gives the target the delusion that his worst fear is haunting him. If this Delusion is not dispelled within one minute, the target will be subject to *Destroy Mind*.

Incantation: “[Spell Prefix] I send your worst fear to haunt you. Destroy Mind in one minute, Psychic 3.”

Poison Absorption

School: Asn8(b)

Description: Anytime you use Passive Resistance Levels from Resist Poison against a poison attack of Power Level 1 or 2, you absorb the poison (say, “Absorb”) and may use it on a future weapon attack. Poison attacks gained from this are considered Touch-Based Enhancements and will vanish at sunrise if unused.

Poison Shield

School: Nat1

Base: Touch (Enhancement)

Target: One Creature

Duration: Until Used

Description: *Poison Shield* grants immunity (say “No Effect”) to one Poison Effect of the user’s choosing that is equal to or less than the Power Level of *Poison Shield*.

Poison Shield cannot ever be stacked.

Incantation: “[Spell Prefix] I grant you/myself immunity to one poison effect up to Power Level 1, Body 1.”

Power Attack

School: War9 (Baggage)

Description: *Power Attack* increases the damage of all of a character’s numerical *Crit* skills by one (i.e. a *Crit 4* becomes a *Crit 5*). It will *not* increase the damage of any backstab attack, any spell, or any regular attack that deals one (1) point of damage.

Power Nap

School: DrW10 (Baggage)

Description: A dream weaver who has reached the peak of his ability can, once per day, place himself into a very restful slumber. As long as he is conscious, he may decide to fall to the ground (or into his bed) and go instantly to sleep. While sleeping, he is invulnerable to all weapons, spells, poison, and disease.

Basically, he is invulnerable to all harm, but his body can still be moved normally. This slumber can last for any amount of time as long as it is no shorter than 10 minutes.

A dream weaver under this effect cannot be awoken except by *Restore Mind* or *Dispel Magic* cast at Power Level 3 or higher. Also, if the player awakens naturally from real, OOG, sleep, the effect will end unless he continues to role-play that his character is asleep. *Power Nap* ends with the passing of the Magestream if not sooner.

Once the dream weaver awakens, he will find that any Hit Point damage he had suffered before going to sleep will have been healed.

Technically, during this sleep, the Dream Weaver is conscious within the Dream Realm. If he is involved in a module which sends him to the Dream Realm, he may activate this ability before entering and find, once inside, that he is benefiting from the Heroic Effect as per the spell *Heroic Dream*.

Profession

School: Misc

Description: Purchasing this skill allows your character to earn a living at a type of profession. The first time purchased, he will be considered an Apprentice and earn 3 silver pieces per event; the second time purchased, he will be considered a Journeyman and earn 10 silver pieces (1 gold crown) per event; the third time, he will be considered a Master and earn 20 silver pieces (2 gold crowns) per event. This money represents your character's business between events and will be received at check-in. You will only receive one event worth of payment for each game played with this character.

Your character is allowed to hold multiple professions, but he must advance through the ranks in each of them separately, and no matter how many he holds, his income will not exceed four gold crowns per event played. When becoming an Apprentice in any profession the cost is 30 skill points, to become a Journeyman the cost is 60 more, and to become a Master the cost is 90 more.

Becoming a Journeyman or a Master in a *Profession* does not require additional teaching, though it is considered good role-playing to be instructed and/or practice often.

In addition to money, most professions provide a discount to purchase Profession-Based Skills. Profession-Based skills are skills that allow characters to, among other things, make and repair in-game items. For a complete list of Profession-Based skills, see the supplement entitled *Professions & Prestige*, available at Magestry.com.

Protection from Elements

School: Nat7

Base: Touch (Shielding)

Target: One or More Creatures

Duration: 10 Minutes or Until Used

Description: *Protection from Elements* provides 8 Active Immunity Levels (say "No Effect") that may be used against any effects of any of the 4 elemental energy types (fire, ice, acid, or lightning); however, it is ineffective against any effect higher than Power Level 2, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity Level.) While *Protection from Elements* lasts, the user also says "No Effect" to all Flare effects that have deal elemental damage (doing so does not spend any Immunity Levels).

Protection from Elements can be empowered to Power Level 3, which will give the user 12 Active Immunity Levels instead of 8, and stopping up to Power Level 3 attacks becomes possible.

At the time of casting *Protection from Elements*, the caster may divvy out the available Active Immunity Levels to any number of people in any combination. For everyone, the Immunity Levels granted are considered Touch-Based (Shielding), and they can only use them against effects up to the Power Level that *Protection from Elements* was cast at.

Alternatively, the caster of *Protection from Elements* could spend one of its Active Immunity Levels to instead grant one target *Dimension Survival* for an hour. This Dimensional Survival is considered Touch-Based (Enhancement).

Incantation: "[Spell Prefix] I grant you/myself X active immunity levels against elemental effects, Body X."

Protection from Magic

School: Dmp8; Hop8; Mag8

Base: Touch (Shielding)

Target: One or More Creatures

Duration: 10 Minutes or Until Used

Description: *Protection from Magic* provides 8 Active Immunity Levels (say

"No Effect") that may be used against any magical effects; however, it is ineffective against any effect higher than Power Level 2, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity Level.) While *Protection from Magic* lasts, the user also says "No Effect" to all Flare effects that deal numeric damage (doing so does not spend any Immunity Levels).

Protection from Magic can be empowered to Power Level 3, which will give the user 12 Active Immunity Levels instead of 8, and stopping up to Power Level 3 attacks becomes possible.

At the time of casting *Protection from Magic*, the caster may divvy out the available Active Immunity Levels to any number of people in any combination. For everyone, the Immunity Levels granted are considered Touch-Based (Shielding), and they can only use them against effects up to the Power Level that *Protection from Magic* was cast at.

Incantation: "[Spell Prefix] I grant you/myself X active immunity levels against magic effects, Essence X."

Protection from Normal Weapons

School: Mag10; Psi10

Base: Touch (Shielding)

Target: One Creature

Duration: 10 Minutes

Description: *Protection from Normal Weapons* provides 8 Active Immunity Levels (say "No Effect") that may be used against any non-magical Weapon-Based or Missile-Based effects; however, it is ineffective against any effect higher than Power Level 3. (Stopping a Power Level Zero effect requires one Immunity Level.) As these Active Immunity Levels are used, they will regenerate at a rate of one every 10 seconds, but no more than 8 may be held at one time.

Incantation: "[Spell Prefix] I grant you/myself 8 regenerating active immunity levels against non-magical effects, Essence 3."

Protection From Undead

School: SpH7

Base: Touch (Shielding)

Target: One or More Creatures

Duration: 10 Minutes or Until Used

Description: *Protection from Undead* provides 8 Active Immunity Levels (say "No Effect to Undead") that may be used against any attacks made by undead creatures; however, it is ineffective

against any effect higher than Power Level 2, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity Level.) While *Protection from Undead* lasts, the user also says “No Effect” to all Flare effects from undead creatures (doing so does not spend any Immunity Levels).

Protection from Undead can be empowered to Power Level 3, which will give the user 12 Active Immunity Levels instead of 8, and stopping up to Power Level 3 attacks becomes possible.

At the time of casting *Protection from Undead*, the caster may divvy out the available Active Immunity Levels to any number of people in any combination. For everyone, the Immunity Levels granted are considered Touch-Based (Shielding), and they can only use them against effects up to the Power Level that *Protection from Undead* was cast at.

Incantation: “[Spell Prefix] I grant you/myself X active immunity levels against attacks from undead, Spirit X.”

Protection from Volition

School: DrW8; Psi8; Spt8

Base: Touch (Shielding)

Target: One or More Creatures

Duration: 10 Minutes or Until Used

Description: *Protection from Volition* provides 8 Active Immunity Levels (say “No Effect”) that may be used against any Psychic, Spirit, Gaze, or Sonic Effects; however, it is ineffective against any effect higher than Power Level 2, and any unused Immunity Levels will vanish after 10 minutes. (Stopping a Power Level Zero effect requires one Immunity Level.) While *Protection from Volition* lasts, the user also says “No Effect” to all Flare effects that deal Confuse, Pain, Pacify, Fear, or Laughter effects (doing so does not spend any Immunity Levels).

Protection from Volition can be empowered to Power Level 3, which will give the user 12 Active Immunity Levels instead of 8, and stopping up to Power Level 3 attacks becomes possible.

At the time of casting *Protection from Volition*, the caster may divvy out the available Active Immunity Levels to any number of people in any combination. For everyone, the Immunity Levels granted are considered Touch-Based (Shielding), and they can only use them against effects up to the Power Level that *Protection from Volition* was cast at.

Incantation: “[Spell Prefix] I grant you/myself X active immunity levels against Psychic, Spirit, Gaze, and Sonic effects, Psychic/Spirit X.”

Psychic Armor

School: Psi4

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: *Psychic Armor* grants one creature 2 temporary (psychic) armor points and occupies his Armor Slot. These armor points are damaged in combat before any other armor points or Hit Points and psychic damage will not bypass them.

Incantation: “[Spell Prefix] I armor you (myself) with psychic armor, 2 Armor Points.”

Psychic Arrow

School: Psi3

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Psychic Arrow* deals 3 points of damage to one target.

Incantation: “(Psychic Arrow,) Damage 3, Psychic 2.”

Psychic Attack

School: Asn8

Duration: 10 Minutes

Description: *Psychic Attack* is a technique that, once activated, allows the user to use the Psychic Effect Type on any attacks made with any weapon he wields.

OOG Statement: “Psychic”

Psychic Bolt

School: Psi5

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Psychic Bolt* deals 5 points of damage to one target.

OOG Statement: “(Psychic Bolt,) Damage 5, Psychic 2.”

Psychic Emulation

School: Psi10

Base: See Description

Target: Target of Emulated Spell

Duration: Duration of Emulated Spell

Description: *Psychic Emulation* can emulate any skill that is Weapon, Missile, Gesture, Gaze, or Touch-Based. To do so, the skill must be grade 9 or lower, Power Level 3 or lower, and from a

scroll, bestowment, or one of his own unused skill slots (*Literacy* is not required to emulate a scroll). The scroll, bestowment, or skill slot of the skill that is emulated is not spent. The emulated skill is used at any Power Level, 0-3, that the caster chooses (but nothing can be turned into a Gesture-Based Power Zero effect that is not already Gesture Zero). The caster has the option of making the incantation of an emulated Gesture-Based or Touch-Based spell silent. He also has the option of converting the skill’s Effect Type to Psychic. A single caster cannot emulate the same skill more than once each day (even if from different sources). He cannot replicate the same skill (using any ability) more than once each day. He cannot emulate a skill that he has replicated, nor can he replicate a skill he has emulated.

Incantation: [Incantation of Emulated Spell]

Psychic Link

School: Psi5(b)

Description: *Psychic Link* is gained about midway in your studies in the school of Magestry. *Psychic Link* grants the following abilities:

1. You gain the Telepathic Link ability, which allows you to include extra targets in a telepathic conversation that you are already participating in. To do so, you must cast an additional *Telepathy* spell for each new participant, and the incantation for each additional spell becomes, “[Spell Prefix] I include you in this telepathic conversation.” Upon including a new creature in a telepathic conversation, the duration of *Telepathy* restarts for everyone involved.

2. You gain the ability to cast *Skill Replication* once per day, which is a touch-based (Bestowment) spell that allows you to spend one of your Psionics skill slots to replicate one skill in the repertoire of a willing or helpless target, as per *Replicate Skill*, and add it to your Bestowment Slot. The target must have at least one use of the skill available and it must be an expendable tower skill of grade 9 or lower, but the target will not lose his use of the skill by your replicating it. You cannot replicate the same skill more than once per day, whether through this ability or through *Replicate Skill*, and you cannot replicate any abilities that are only usable once per day. The replicated spell must be used at

its original Power Level and Effect Type; it cannot be empowered or modified.

3. You may cast one self-only Touch-Based spell on a person you are involved in a telepathic conversation with. The spell must be from the school of Psionics, and it cannot be a spell that is only able to be cast once per day (like *Psychic Projection*). You may also choose to confer one of your prepared *Mental Focus* or *Mental Empowerment* benefits onto someone you are engaged in *Telepathy* with. Only one spell or benefit is permitted per *Telepathy* spell that is cast.

4. You may convert a numeric damage or weapon enchantment spell to shadow energy, but the spell must be from the school of Psionics. You may do this up to 8 times each day.

Psychic Missile

School: Psi1

Base: Missile

Target: One Creature

Duration: Instantaneous

Description: *Psychic Missile* deals 1 point of damage to one target.

OOG Statement: “(Psychic Missile,) Damage 1, Psychic 2.”

Psychic Projection

School: Psi10

Base: Touch (Enhancement), Power Level 5

Target: Self-Only

Duration: One Hour (Once per Day)

Description: You leave your body in a particular location and it, along with items, melds with the earth. At that point, a projection of yourself is created and appears to be holding whatever items you were holding at the time of casting; these items cannot leave your person while you are projecting. At the time of casting *Psychic Projection*, your Hit Points are restored to full and you gain 8 temporary Hit Points. (You cannot benefit from armor even if your projection appears to be wearing it.) While projecting, you have the following properties:

-You are intangible (say “No Effect”) to everything except for Gaze Effects and Psychic Effects.

-You regenerate one Hit Point every 10 seconds

-Weapon-Based Psychic Effects do nothing more than a single point of damage to you (say “No Effect to [effect name]” and take one Hit Point of damage).

-Missile-Based, Gesture-Based, and Area-Based Psychic Effects have their stated effect.

-You cannot attack or cast any spells, but you can defend (including using defensive techniques [e.g. *Parry*, *Dodge*, *Deflect*, *Combat Maneuvers*, etc]) and you may use Gaze Effects.

-You can hear, see, understand, and speak as normal, but you cannot touch any item (even if enchanted with Psychic energy).

-You have unlimited castings of Psychic Weapon.

-You can walk through doors and barriers such as *Magic Cage* and *Circle of Protection*.

-You are not able to ingest anything.

-Any items you are holding are completely immune to any effects, even Psychic Effects (say “No Effect”).

-Any effects in effect on you when you started your projection are left behind with your body. You cannot be under their effect while projecting, but they will return to you when your projection ends unless their duration expired in the meantime.

-If you are dealt a Final Blow while projecting, you return to the place where you originally cast the spell. Your body becomes tangible again, but you are in a trance (with the Destroy Mind effect) from which you cannot be awakened. After one minute, the trance ends and you awaken.

-You may end your projection at any time by returning to the place it was cast and dismissing your spell. If the hour duration expires while you are away from the place of casting, your body rematerializes and you drop into the one-minute trance.

Incantation: “[Spell Prefix] I project myself through the Psychic Realm.”

Psychic Shield

School: Psi1

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: *Psychic Shield* grants one creature one temporary (psychic) armor point and occupies his Armor Slot. This armor point is damaged in combat before any other armor points or Hit Points and psychic damage will not bypass it.

Incantation: “[Spell Prefix] I shield you/myself with a psychic shield, One Armor Point.”

Psychic Weapon

School: Psi5

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: 10 Minutes

Description: *Psychic Weapon* enchants one weapon with psychic energy, allowing any attack made with it to carry the Psychic Effect Type. Psychic energy bypasses Armor Points unless they are Psychic Armor Points (as from *Psychic Armor*).

If a weapon under the effect of *Psychic Weapon* is shattered it will be immediately dispelled.

Incantation: “[Spell Prefix] I enchant this weapon with psychic energy.”

Purify Food and Drink

School: Nat5; Spt6 (from *Neutralize Poison*)

Base: Touch (Instant)

Target: One Object

Duration: Instantaneous

Description: *Purify Food and Drink* instantly removes all poison, disease, and non-magical impurities from one serving of food or drink (not an entire pot of food, bottle of drink, etc.), regardless of the Power Levels of those impurities. At the same time, *Purify Food and Drink* will also remove beneficial alchemical effects that may be in the food or drink, but it will not remove the magical properties of magically brewed drinks (such as *Magestic Wine*) unless the effect card says otherwise. Some rare poisons, diseases, or other effects may not be removed by this spell, but in these cases, the accompanying effect card will be very clear. *Purify Food and Drink* will have no effect on a poison or alchemical substance that has not been mixed into food or drink, nor will it purify anything that is not a food or a drink.

Incantation: “[Spell Prefix] I purify this food/drink.”

Quarry

School: Asn9(b)

Description: *Quarry* allows a character to, once per day, mark one quarry. The quarry must be a person within eyesight. Once marked, the user gains free empowerments against that person, but only against that one person:

1. All Power Level 1 Gesture-Based Effects used against the quarry are instead Power Level 2.

2. One Weapon, Missile, Gesture, or Gaze Effect that is normally Power 1 or 2 may instead be used as Power 3.

3. Also, against the quarry, the user may choose to use any Backstab attack instead as a Crit attack of the same type, but at one Power Level lower.

Rage

School: War6

Base: Gesture

Target: One Creature

Duration: 5 Minutes

Description: *Rage* fills one character with such rage that he attacks the closest creature to him (even if it is a friend) until it lies still on the ground. Once the first creature falls, the enraged character will attack the next closest standing or moving creature. An enraged character will never Final Blow a creature because he will only attack things that are standing or moving. An enraged character does not receive the benefits of the skill *Berserker Rage*.

If you do not have a weapon when under the *Rage* effect, you have 10 seconds to retrieve one that is unattended (using the proper method for taking a weapon from an unconscious person if applicable [see Combat Chapter]). If you cannot acquire a weapon within 10 seconds (an unarmed boffer counts as a weapon for a character that can fight unarmed), you will pass out unconscious as if affected by the skill *Waylay*. You may opt, in place of attacking with a weapon, to attack with a spell, but that spell must be an offensive spell that does not have a prefix (e.g. *Magic Missile*, *Death Word*, *Ice Storm*, etc.). Once you have gone 10 seconds without casting a spell or acquiring a weapon, you will go unconscious. This unconsciousness will last until the rage effect has expired. If you are awakened before the spell has expired, you will continue to be enraged and will pass out again in 10 seconds if you cannot attack. This rule also applies to a character that is kept from combat (*Entangle*, *Paralyze*, etc.), and it applies to a player who cannot participate in combat as denoted by a yellow armband.

Incantation: “[Spell Prefix] I fill you with rage.”

Rage, Mass

School: War10

Base: Area

Target: All Creatures in Range

Duration: 5 Minutes

Description: *Mass Rage* subjects all within its targeting area to the Rage effect (see *Rage*). *Mass Rage* may be cast using any of the targeting areas available to area-based effects.

Incantation: “[Targeting Area]: [Spell Prefix] I fill you with rage.”

Read Magic

School: Misc

Description: *Read Magic* allows your character to understand magical script and cast spells from magic scrolls. Upon purchasing *Read Magic*, you will be given a list of symbols representing Magestry’s unique magical characters and their English equivalents.

Read Magic is the prerequisite to be able to cast from the school of Magestry and it may only be purchased once.

Refresh Cantrips

School: Mag1

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Refresh Cantrips* restores, for one person, 4 Cantrip uses.

Incantation: “[Spell Prefix] I restore to you/myself 4 cantrip uses.”

Refresh Essence

School: Mag6

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Refresh Essence* restores, for one person, up to 6 skill grades worth of used skills from any school(s). (Examples: one grade 5 skill and one grade 1 skill; 6 grade 1 skills; one grade 6 skill; 3 grade 2 skills; etc.). If *Refresh Essence* is empowered to Power Level 3, it will restore up to 9 grades worth of used skills. One caster may not cast *Refresh Essence* on the same person more than once each day (whether as a tower skill or from the *Essence Link* baggage skill).

Incantation: “[Spell Prefix] I restore X grades worth of your/my used skills.”

Regenerate Limb

School: Nat4

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Regenerate Limb* instantly regenerates, for one creature, any number of damaged limbs. Any limb that is crippled, stunned, injured, or frozen

becomes fully usable again. It will not, however, restore use of any limbs if the creature’s entire body is paralyzed.

Incantation: “[Spell Prefix] I regenerate your limbs.”

Regeneration

School: Nat9; Spt10

Base: Touch (Life)

Target: Self-Only

Duration: 10 Minutes

Description: The caster of this spell will regenerate for 10 minutes. During this time, he will heal one Hit Point every 10 seconds. The regenerating caster cannot be subject to a Final Blow, as the regenerative power circumvents it. However, the caster will not regenerate from a Death/Destroy effect or a Final Blow that was dealt by the Shadow Energy Type.

A regenerating creature will not regenerate damage dealt by shadow energy. A Hit Point that is damaged by shadow energy will cease to regenerate; however, if that Hit Point is then healed by a healing spell or *First Aid* ability, it becomes able to resume benefiting from *Regeneration*.

Incantation: “[Spell Prefix] I grant myself regeneration.”

Release

School: Psi4

Base: Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Release* removes one creature from any bondage, Paralyze effect, Snare effect, Bind effect, or *Gust of Wind* that it meets or beats the Power Level of. (Regular tied restraints are considered Power Level 1.)

Release will do nothing to remove the effect of *Whirlwind*, nor will it release a creature from containment as per the spell *Magic Cage* or simply being locked in a prison cell; it only works against personal effects.

Incantation: “[Spell Prefix] I release you/myself from all bondage and paralysis.”

Remove Curse

School: Nat9; Spt7

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: This spell removes one (and only one) curse affecting one creature if its Casting Level is equal to or

greater than the level the curse was cast at. This spell does nothing for magic, poison, diseases, or mind effects (unless they are the result of a curse).

Incantation: “[Spell Prefix] I remove this curse upon you.”

Remove Disease

School: Nat5; Spt4

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: *Remove Disease* removes, from one target, all Disease Effects that it meets or beats the Power Level of. (It will not remove any effect with a duration of instantaneous.)

Incantation: “[Spell Prefix] I remove all disease from your body (from this).”

Replicate Skill

School: Psi10

Base: Touch (Bestowment)

Target: One willing or helpless Creature

Duration: Instantaneous

Description: *Replicate Skill* allows the caster to enter the mind of a willing or helpless creature and search for an expendable tower skill to replicate (a specific skill, not a generic skill slot). If the creature has access to a certain skill, the caster may replicate it and copy it into his own memory as a touch-based (Bestowment) that occupies his Bestowment Slot. Once the caster replicates the skill, he may use it only once.

Only one skill may be replicated at one time, and any unused replicated skill vanishes at sunrise. If the caster of *Replicate Skill* leaves the target's memory without replicating anything, it has “No Effect.” (If one skill is not available, the caster may choose another.)

The target does not lose the skill when it is replicated; however, if he has already used all the slots in a particular grade for the day, skills from that grade cannot be replicated.

Replicate Skill cannot replicate any Heroic Effect or any effect that is only usable once per day. Also, it can only replicate an expendable (tower) skill.

A skill of any Power Level other than Zero or 4, when replicated with *Replicate Skill*, is used at Power Level 3. (This is not true, however, for the Skill Replication from *Psychic Link*, the grade 5 Psionics baggage skill.). Replicate Skill cannot replicate the same skill more than once per day, nor can it replicate the

same skill that the same caster replicated with Skill Replication (from *Psychic Link*), and vice versa. Also, neither replication ability can replicate any skill higher than grade 9.

Incantation: “[Spell Prefix] I enter your memory and replicate one of your skills: [name an available skill].”

Resist Disease

School: Misc; Spt4(b)

Description: *Resist Disease* provides one Passive Resistance Level against the first Disease Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Disease Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Disease* to stop any type of Gesture-Based Effect of Power Level Zero.

Using *Resist Disease* does not immunize your character against the disease it stops; if you come into contact with it again, you will be affected by it unless you have another way to stop it.

Resist Disease can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Essence Effect

School: Misc

Description: *Resist Essence Effect* provides one Passive Resistance Level against the first Essence Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Essence Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Essence Effect* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Essence Effect can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Fear

School: Fgt6(b); Misc

Description: *Resist Fear* provides one Passive Resistance Level against the first Fear Effect (including *Nightmare*, *Phantasmal Killer*, and any *Delusion* that would make your character fearful) that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Fear Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Fear* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Fear can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Gaze Effect

School: Misc; Psi2(b), Sth6(b)

Description: *Resist Gaze Effect* provides one Passive Resistance Level against the first Gaze Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Gaze Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Gaze Effect* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Gaze Effect can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Magic

School: Mage6(b); Misc

Description: *Resist Magic* provides one Passive Resistance Level against the first magical Gesture or Area-Based Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Area Effect, but only if the bearer chooses to use it for that purpose. (i.e. For Power Level Zero Area Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use this to stop any type of Power Level Zero Gesture-Based Effect.

OOG Statement: “Resist”

Resist Poison

School: Misc; Nat4(b); Sth3(b)

Description: *Resist Poison* provides one Passive Resistance Level against the first Poison Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Poison Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Poison* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Poison can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Psychic Effect

School: Misc; Psi6(b)

Description: *Resist Psychic Effect* provides one Passive Resistance Level against the first Psychic Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Psychic Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Psychic Effect* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Psychic Effect can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Resist Spirit Effect

School: Misc; Spt6(b)

Description: *Resist Spirit Effect* provides one Passive Resistance Level against the first Spirit Effect that would otherwise make it through your defenses and affect you each day. One Resistance Level will negate a Power Level Zero Spirit Effect, but only if you choose to use it for that purpose. (i.e. For Power Level Zero Effects, this Resistance Level is considered Active instead of Passive.) However, you may *not* choose to use *Resist Spirit Effect* to stop any type of Gesture-Based Effect of Power Level Zero.

Resist Spirit Effect can be acquired multiple times, allowing a character to gain one additional Passive Resistance Level each time.

OOG Statement: “Resist”

Restful Slumber

School: DrW8

Base: Touch (Enhancement)

Target: One Creature

Duration: 3 Minutes

Description: *Restful Slumber* puts a creature to sleep as per the spell *Sleep*, but if the creature sleeps for 3 uninterrupted minutes, when it awakens it will benefit from the spells *Heal* and *Restoration*.

Incantation: “[Spell Prefix] I send you into a restful slumber.”

Restoration

School: Mag9; Spt8

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: *Restoration* removes all effects on a single creature that are not restraints or bodily injuries. However, *Restoration* will only remove effects that it meets or beats the Power Levels of. It will not remove Instantaneous or Touch-Based effects. It will reverse the effects of a Forget effect provided it meets or beats the Power Level of the *Forget* effect and it is cast on the same day that the Forget effect took hold (before sunrise).

Incantation: “[Spell Prefix] I restore you to normal.”

Restore Mind

School: Psi9

Base: Gesture or Touch (Instant)

Target: One Creature with a Mind

Duration: Instantaneous

Description: *Restore Mind* negates any and all Psychic Effects (even beneficial ones) with durations longer than instantaneous that are affecting one target, and it restores any skills that have been drained from that creature. *Restore Mind* will reverse *Destroy Mind* even though its duration is instantaneous. It does not, however, return skill slots that the subject has already used that day, nor will it allow a character to remember knowledge that was taken away upon visiting Death.

Incantation: “[Spell Prefix] I dispel all psychic effects upon you up to Power 3, Psychic Zero.”

Resurrection

School: Spt9

Base: Missile or Touch (Instant)

Target: One Creature

Duration: Instantaneous

Description: Once a character has been dead for 15 minutes, his spirit is forced to leave its body. If *Resurrection* is cast before his spirit leaves, the character will return to life with one Hit Point.

Resurrection is only possible if more than half of the dead character’s body is present (the condition of the body does not matter). Any spirit can resist *Resurrection* if it does not wish to return to life (say “No Effect”).

Resurrection can also be used as a missile-based spell to destroy one undead creature or end a *Spirit Walk* spell in effect on another creature, but it cannot be used in its missile-based form to resurrect an unmoving corpse.

Incantation: “[Spell Prefix] I resurrect the body before me.”

Riposte

School: Fgt10

Duration: Instantaneous, then the Duration of the Returned Effect

Description: *Riposte* combines an *Improved Parry* with a quick counterstrike. With it, you can counter one Weapon-Based effect of Power Level 2 or lower and then use that same effect once against any target as long as you use it within one minute. No matter what the effect was or what the Power Level was when it was parried (obviously the Power Level was 2 or lower), it will be Power Level 3 when you use it, and it will be a “Crit” version of the effect, even if it wasn’t when it was used against you. The Effect Type of the skill, when you use it, will be your choice of Body, the Effect Type of your weapon enchantment (if any), or the Effect Type of the effect when it was used against you. Examples: *Riposte* can parry a “Backstab 4, Psychic 2” and allow you to then swing a “Crit 4, Body 3”; or, it can take a wood troll’s “Snare, Acid 1” and turn it into a “Crit Snare, Fire 3” (if you are using a fire weapon).

After you use *Riposte* to block the initial effect, if you cannot effectively use the effect on another target within one minute, you lose the opportunity to do so, but your skill slot for *Riposte* is spent.

OOG Statement: “Parry 2; [OOG statement of returned technique].”

School Mastery

School: Misc

Description: The effect of *School Mastery* will be determined by the staff (from input from the player) depending on the character and the school. The skill may only usable once per event; however, based on what your skill does and how long it last, the staff may allow you to have an extra grade 10 skill use on the days of the event that you do not use your special effect. *School Mastery* is also available for prestige classes, *Alchemy*, and *Toxicology*, but, for prestige classes, it will have a more specialized use than it will for the more general schools of study.

Scribe Spell Scroll

School: Mag4(b); Misc

Description: *Scribe Spell Scroll* allows a spell-caster to create magic scrolls. To create one scroll, he must have half of a full sheet of parchment and one vial of *Magic Ink X*, where X is equal to or greater than the grade of the spell he is scribing. He must use the *Magic Ink* to inscribe a spell's description, duration, incantation (prefix becomes "By the power of these words, I"), Power Level, OOG expiration date (one year from the day of scribing), and OOG player name onto the parchment. Only one spell can be stored on one half-sheet of parchment (scroll), and one entire vial of *Magic Ink* is required per scroll.

Upon the first acquisition of *Scribe Spell Scroll*, a caster is able to use a vial of *Magic Ink 1* (or greater) to scribe any grade one (1) spell he has access to; upon the second acquisition, he is able to use *Magic Ink 2* (or greater) to scribe any of his grade 2 spells; upon the third, grade 3; and so on until, at the tenth acquisition of *Scribe Spell Scroll*, he is able to scribe one of his grade 10 spells into a scroll using *Magic Ink 10*.

Upon scribing a spell into a scroll, the caster loses that spell slot for the day.

OOG: Once the scroll is finished, it must be rolled up and the name of the spell must be written on the outside in the language of magic. Once a scroll is read aloud, the spell is cast and the entire scroll vanishes. (OOG: Rip it up, but DON'T LITTER!)

Scribe Technique Scroll

School: Misc

Description: *Scribe Technique Scroll* works identically to *Scribe Spell Scroll*, except that the resulting scroll is a technique scroll and not a spell scroll. The character that scribes the scroll must put his technique (such as *Fatal Crit* or *Waylay*) into it, thus spending it for the day. Using a technique scroll is slightly different than using a spell scroll. To do so, the reader must also have the skill *Read Magic* and read the scroll aloud, but instead of the effect being cast and happening at that moment, the technique vanishes from the scroll and is bestowed upon the reader for later use. The technique occupies the reader's bestowment slot until it is used.

See Spirit

School: Spt2(b)

Description: *See Spirit* allows a character to clearly see what a spirit looks like; however, it does not change the attitude of that spirit.

OOG: If the person playing the spirit is wearing a spirit hood, he must lift it for at least 10 seconds or otherwise clarify what or whom he looks like.

OOG Statement: "See Spirit"

Sense Poison

School: Sth1

Duration: Instantaneous

Description: *Sense Poison* works exactly like *Detect Poison* except it is used as a technique rather than a spell, and it does not have a Gesture-Based option; it can only be used Touch-Based.

OOG Statement: "Sense Poison"

Shadow Blade

School: Asn10(b)

Description: *Shadow Blade* allows a character, when in darkness, to use the skill *Psychic Attack* without spending a skill slot. If a skill slot is used for *Psychic Attack* while in darkness, it will instead become *Shadow Attack* (meaning the user would have both *Psychic* and *Shadow* as Effect Type options for weapon attacks).

Shatter

School: Fgt7; War7

Duration: Instantaneous

Description: *Shatter* breaks a weapon or shield into pieces, rendering it useless until it is repaired. The wielder must drop the shattered item immediately and cannot pick it up again until he is no longer engaged in combat.

If a permanently-enchanted item has special conditions under which it can be shattered, those conditions will be stated on its item card for the wielder's knowledge.

Repairing a weapon, for a character without the proper *Repair Weapon* skill, requires 10 resting minutes, or it can be repaired instantly by a *Mending* spell.

Shatter may instead be used as a *Cripple* of the same Power Level if the user desires.

OOG Statement: "Shatter, Body 2"

Shining Armor

School: SpH7; War7

Base: Touch (Armor)

Target: One Creature

Duration: Until Used

Description: A shroud of positive energy is stretched over one creature, granting it 6 temporary armor points. These armor points are damaged in combat before any other armor points or Hit Points.

The armor points granted by *Shining Armor* cannot be stacked with temporary armor points from any other touch-based spells.

Incantation: "[Spell Prefix] I armor you (myself), 6 Armor Points."

Silence

School: Mag5; Psi4; Spt5

Base: Gesture

Target: One Creature

Duration: 5 Minutes

Description: The caster imposes a magical silence on a target. The silenced player cannot speak in-game for the duration of the spell, but out-of-game phrases (like "Disarm" and "Backstab 2") can still be spoken.

A character cannot cast spells when silenced except weapon-based spells or spells cast with the power of the mind.

Incantation: "[Spell Prefix] I silence you."

Silent Death

School: Asn10

Base: Gesture

Target: One Creature with a Mind

Duration: Instantaneous

Description: This spell instantly kills an affected creature. It brings it to zero (0) Hit Points and deals it a Final Blow without damaging armor.

Incantation: "[Spell Prefix] I bring you death."

Skill Focus

School: Misc

Description: You have focused on your training in the use of a specific skill so carefully that using the skill comes more easily to you than it does to others. For you, the chosen skill is treated as if it were an option for the grade below the grade it is listed on the chart. (e.g. If you focus on the skill *Mind Over Body*, which is normally grade 7 in Psionics, it will become a grade 6 option for you.)

If you empower a focused skill by spending a higher grade slot on it, you must still spend a skill slot of the proper grade unless you have at least 4 skill slots in that normal grade; if you do, then you may spend a skill slot that is one grade lower. (Example: After you acquire four Grade 3 Psionics skill slots, you may purchase *Skill Focus* for the spell *Iron Will*, which will then become a Grade 2 option for you; however, if you wish to empower one of your *Iron Will* spells to *Improved Iron Will* [Power Level 2], you must spend a Grade 6 Psionics skill slot for it like normal. Once you acquire four Grade 6 Psionics skill slots, you may cast *Improved Iron Will* by spending a Grade 5 Psionics slot. Once you acquire four Grade 9 Psionics skill slots, you may cast *Great Iron Will* [Power Level 3] by spending a Grade 8 Psionics slot. Buying *Skill Focus* for *Iron Will* does not also allow you to use *Deflect* at a lower skill grade; they are considered separate skills, so you would need to focus in *Deflect* separately.)

Skill Focus also gives you another benefit: you may lower a focused skill's usage by an additional grade by reducing its Power Level by one. However, this cannot be done with Touch-Based skills, and Power Level Zero cannot be achieved or reduced in such a way. (Example: If you acquire four Grade 9 Spiritualism skill slots, you may buy *Skill Focus* for *Death Word*, thus, *Death Word* at Power Level 3 becomes a grade 8 skill for you. You may choose to cast *Death Word* as a grade 7 slot, but its Power Level would drop to 2. You may choose to cast *Death Word* as a grade 6 slot by dropping its Power Level to 1.)

You may buy *Skill Focus* again to focus another skill, but no skill may be focused more than once. Cantrips may not be focused, but a Grade one skill may be focused, turning it into a Cantrip. Add-on skills and skills from Alchemy, Toxicology, and prestige classes may not be focused.

Skill Specialization

School: Asn7(b); Dmp7(b); DrW7(b); Fgt9(b); Hop7(b); Mag9(b); Misc; Mst7(b); Nat9(b); Nec7(b),8(b); Psi9(b); SpH7(b); Spt9(b); Sth9(b); War7(b)

Description: *Skill Specialization*, when gained, either creates or adds to your Specialization Pool. Upon gaining *Skill Specialization* for the first time, you gain a Specialization Pool of 8 uses per day. Each of those 8 uses must be uses of the specified skill. If you gained *Skill Specialization* from Grade 9 in one of the six basic schools (Fighting, Stealth, Magestry, Nature, Psionics, or Spiritualism), the skill you are able to use with your Specialization Pool must be a skill that is Grade 3 or lower in that school; you choose it at the time you acquire *Skill Specialization* and it can never be changed unless a GM allows you to. (Skills that are grade 3 as a result of *Skill Focus* may not be chosen.) When purchasing *Skill Specialization* from the Miscellaneous Chart, the skill you choose may be from any of the six basic schools in which you have gained enough skill grades to satisfy the prerequisite, and it also must be a skill that has a natural grade of 3 or lower. (Example: When Scindo the Specialist purchases his first Grade 3 Fighting skill, he has met the prerequisite for this skill and can purchase it to get *Skill Specialization* (Parry), which gives him 8 uses of Parry each day that do not require a skill slot to use.)

Every time after the first that you gain *Skill Specialization*, 2 more uses are added to your Specialization Pool and you gain another skill that you are able to use with your Pool uses.

No matter where *Skill Specialization* is gained from, skills used with your Specialization Pool are either Power Level 1 or Zero: Missile-Based skills are used at Power Level 0, and all other types of skills are used at Power Level 1 (unless they only exist as Power Level Zero skills, such as *Sunbeam*). If you wish to use one of your Specialization Pool skills at a higher Power Level, you may, instead of spending a Specialization Pool use, spend an appropriate skill slot (either 6 or 9) in the school that you gained the *Skill Specialization* in. This will not take away any of your Specialization Pool uses. Gesture and Area-Based skills of Power Level Zero cannot be empowered.

Skills gained from *Skill Specialization* may not be used to create scrolls, potions, or to create or charge magic items.

Every time, after the first, that you buy *Skill Specialization* from the Miscellaneous Chart, you must meet the prerequisite of an additional 9 skill grades in the school you are specializing from. The cost of *Skill Specialization* will increase even if you are buying it for a skill in a different school. However, *Skill Specialization* that you gain as a baggage skill does not require or occupy any of the skill grades that are prerequisites for buying *Skill Specialization* from the Miscellaneous Chart.

If a particular skill has the ability to be used as something else (such as *Cure/Inflict Wounds*, *Elemental Weapon* used as *Chill Weapon*, etc), you must choose only one for your specialization.

Sleep

School: DrW7(*Specialization*); Mst6; Psi6; Spt7

Base: Gesture

Target: One Creature with a Mind

Duration: 5 minutes

Description: *Sleep* will make one creature sleep for 5 minutes. A creature will wake from a *Sleep* effect if it suffers a *Pain* effect or at least one Hit Point of damage (not armor point). Other effects can wake a creature depending on how the sleep effect was delivered, though *Awaken* always works unless the *Sleep* effect specifically indicates that it doesn't.

Incantation: "[Spell Prefix] I put you to sleep."

Sleep Control

School: DrW8

Base: Gesture

Target: One Sleeping Creature

Duration: 10 minutes

Description: The caster of this spell is in complete control of the sleeping creature's actions for 10 minutes as per the spell *Mind Control*. Though the creature is sleeping, it is able to open its eyes, speak, and act in all ways as if it were awake. The target of *Sleep Control* cannot be awakened by Hit Point damage or the *Awaken* spell while *Sleep Control* is in effect. Unlike *Mind Control*, the target will not remember anything after *Sleep Control* ends.

Incantation: "[Spell Prefix] I control you in your sleep, which you cannot be woken from."

Sleep Immunity

School: DrW9 (Baggag)

Description: *Sleep Immunity* allows you to say “No Effect” to any Sleep effects of Power Level Zero (0), 1, or 2. It will not protect any Resistance Levels you might be wearing.

A character with *Sleep Immunity* can still fall unconscious from Hit Point damage or *Waylay*.

Sleep Resistance

School: DrW6(b)

Description: You can use any Resistance Levels you have, from any type of resistance, against any type of Sleep effect (including Sleeping Sickness from any source).

Sleeping Disease

School: DrW10

Base: Gesture or Missile

Target: One Creature or One Sleeping Creature

Duration: Until Sunrise

Description: The caster inflicts one victim with the Sleeping Sickness disease. See “Chapter 8: Adventuring” for description of this disease.

In addition to normal methods of resisting magic, the skill *Resist Disease* may be used to nullify this spell.

If *Sleeping Disease* is cast upon an already-sleeping creature, it will be immediately sent to the final stage of the disease.

Incantation: “[Spell Prefix] I disease you with sleeping sickness, Disease 3.” or “[Spell Prefix] I bring you to the unwakable final stage of sleeping sickness, Disease 3.”

Sleepwalk

School: DrW6

Base: Gesture

Target: One Sleeping Creature

Duration: Completion of One Task or 10 Minutes

Description: One sleeping creature must walk to a location designated by the caster. Included in this control, the caster is also able to assign the sleepwalker one simple task to perform. Once the walking creature finishes its task, it awakens with no knowledge of its time asleep. The sleepwalker may be awakened by the same things that awaken a subject from the *Sleep* spell, and if awakened, *Sleepwalk* will end.

If a player is actually sleeping and has not taken himself out-of-game to do so, the caster must wake him up and give him his sleepwalking instructions. The player must then role-play that he is asleep as if affected by the *Sleep* spell. If the target somehow resists *Sleepwalk*, he must role-play that he is asleep for at least 3 minutes unless something happens in that time that would legitimately wake the his character. After that, he is free to role-play that he is awake.

A sleepwalking creature moves normally, at its normal speed, and with its eyes open. To the onlooker, the target will not appear to be asleep, but if spoken to, the sleepwalker will not reply.

The caster can only command the sleepwalker to attack (or kill) one person, not multiple. That command will result in the target continuing to attack (or trying to kill) the stated person until he is awakened or the duration of *Sleepwalk* ends. Even if the person is on the ground unmoving, the sleepwalker will continue to attack him in any way he deems appropriate to the command. Like other control effects, *Sleepwalk* does not force the target to use his skills, but he may if he wishes.

Incantation: “[Spell Prefix] I control your actions while you sleep, Psychic 2.” [State destination and task.]

Slow Poison

School: Sth6

Duration: One Minute

Description: *Slow Poison* allows you to delay, for one minute, the effects of one Poison effect of Power Level 2 or lower. During that minute, you must move slowly and your speech is soft and labored; you may defend yourself, but you cannot attack or cast any spells other than Touch-Based spells, and you suffer a Weakness effect (minus the ability to use a Weapon-Based skill).

If you are subject to *Neutralize Poison* before the minute elapses, you will not suffer the effect of the poison. If the poison is not neutralized before the minute elapses, you suffer the effect of the poison immediately at the end of that minute.

If the poison being slowed has a duration longer than instantaneous but equal to or less than one minute, *Slow Poison* instantly negates it. *Slow Poison* cannot be used as another one is ending. You cannot use *Slow Poison* again until at least 5 minutes have passed.

You may empower *Slow Poison* to Power Level 3 to slow poison of Power Level 3 or lower.

OOG Statement: “Slow Poison 2(3)”

Slumber Party

School: DrW9

Base: Touch (Enhancement)

Target: One or more Creatures

Duration: 5 Minutes (all packets must be thrown within one minute)

Description: The caster conjures a handful of soporific dust that may be distributed (in the form of 8 spell packets) amongst a number of targets. The packets may be thrown one at a time, each at Power Level Zero, or they may be thrown all at once at Power Level 2. Anyone hit by one or more of the packets is affected by the spell *Sleep*.

Slumber Party cannot be interrupted once the in-game portion of the incantation is complete. The spell ends one minute after saying the initial incantation whether all the packets have been thrown or not.

After a caster starts throwing packets, the remainder of his *Slumber Party* can be cancelled by *Dispel Magic* or a dampening effect, though not by being silenced.

Incantation: “[Spell Prefix] I draw the essence of the Dream Realm into my hands. Sleep, Psychic 0; Sleep, Psychic 0; etc.” (If all at once: “Sleep, Psychic 2”)

Smokeburst

School: Asn10

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Smokeburst* is exactly like *Sunburst* except it is a smoky Poison Effect instead of a sunlit Fire Effect. As such, it will not damage undead creatures or the like, but it may have unexpected effects on other types of creatures.

Incantation: “To all within the sound of my voice: Smokeburst, Poison 4, blindness 10 seconds!”

Song of Awakening

School: Mst8(b)

Description: Upon reaching the 8th grade, a Maestro can awaken sleeping or unconscious creatures with his music. The spell *Awaken* no longer costs him a skill slot to cast as long as he plays or sings music for one minute before casting each spell.

Song of Healing

School: Mst7

Base: Gesture

Target: One Creature (Other-Only)

Duration: 10 Minutes

Description: With this song, the player can play or sing a tune that will soothe the wounds of one target creature. While this song is being played or sung, the creature will heal one Hit Point every 10 seconds. The target creature must be able to hear the song for the healing to continue to work, so if it is deafened, goes unconscious, gets too far away, or the noise level rises to the point that it can no longer hear the maestro, the healing will stop until it can hear the song again. Casting *Dispel Magic* on the target of *Song of Healing* will not dispel the song; it must be cast on the maestro.

Song of Healing cannot last more than 10 minutes, and it will have no effect on its caster or on non-living creatures.

Incantation: “[Spell Prefix] I cure you of one Hit Point for every 10 seconds that you hear my song.”

Song of Healing, Improved

School: Mst10

Base: Area

Target: All Creatures in Range

Duration: Instantaneous (after 3 min prep)

Description: If a Maestro first plays music for 3 uninterrupted minutes, he may cast Improved Song of Healing, which is effectively a Mass Heal spell. Combat happening in range of the spell will interrupt the song (the player of the maestro character is the judge of whether or not his song was interrupted).

Incantation: “To all within the sound of my voice, [Spell Prefix] I heal your entire body.”

Song of Shielding

School: Mst8

Base: Touch (Enhancement)

Target: Self-Only

Duration: 10 Minutes or Until Moving

Description: As long as the caster of *Song of Shielding* plays or sings music and keeps his feet planted in place, he is immune (“No Effect”) to all effects of Power Level 4 or lower, except for “Own Power” effects. Also exceptions: *Dispel Magic*, *Silence*, or *Countersong* cast at Power Level 3 or higher will end *Song of Shielding*.

Though virtually invulnerable, the caster of *Song of Shielding* may be

moved as easily as one can move an unconscious body, and the spell will not protect any items the caster is holding. (If the caster accidentally moves as a result of being carried, this spell will not end.)

Beginning *Song of Shielding* requires that the caster spend 10 uninterrupted seconds playing/singing music while not being attacked or moving his feet; though, during this time he may recite the incantation. If there is a break in his song for any [in-game] reason, the spell will end. The Maestro may not attack, defend, or cast spells during *Song of Shielding*.

Incantation: “[Spell Prefix] I meld my song with the rhythms of Magesta and draw from the earth and the winds the power to overcome all vulnerability.”

Sonic Assault 4

School: Mst8

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: *Sonic Assault* deals 4 points of damage to one target. The words “Sonic Assault” must be included in the incantation (and should be shouted); they are not optional.

Incantation: “Sonic Assault, Damage 4, Sonic Zero.”

Speak with Dead

School: Spt4

Base: Gesture

Target: One Spirit or Undead Creature

Duration: 10 Minutes

Description: *Speak with Dead* grants its target the ability to speak and understand the common language (English) for 10 minutes, though target may choose not to speak. *Speak with Dead* will also not change the creature’s attitude.

After a creature is killed and before its spirit leaves its body, *Speak with Dead* can be used to speak with its spirit. If cast on a corpse, it will allow the spirit of that creature to hear what is happening around it (though not see) and speak in a whispered voice.

Incantation: To a spirit or undead creature: “[Spell Prefix] I grant you to speech and understanding of the words of the living.”

To a corpse: “[Spell Prefix], I make clear to you the sounds of the world of the living and grant you a whispered speech for 10 minutes.”

Spell Resistance

School: Dmp6 (as *Improved Spell Resistance*); Mag3; Nat4

Base: Touch (Spell Protection)

Target: One Creature

Duration: Until Used

Description: *Spell Resistance* grants its target one Passive Resistance Level against any type of Gesture-Based or Area-Based effect.

Empowering *Spell Resistance* to Power Level 2 makes it *Improved Spell Resistance*, which provides 2 such Passive Resistance Levels. Empowering *Spell Resistance* to Power Level 3 makes it *Great Spell Resistance*, providing 3 Passive Resistance Levels.

Passive Resistance Levels can be used all at once or one or two at a time, depending on the Power Levels of the effects that hit the target. Whenever responding to an effect, state, “Spell Resistance,” “Spell Resistance 2,” or “Spell Resistance 3” depending on the number of Resistance Levels used to negate the effect. Power Level Zero effects bypass Passive Resistance Levels from *Spell Resistance*. However, you may choose to use one Resistance Level from *Spell Resistance* to negate a Power Level Zero Area-Based effect (but *not* a Power Zero Gesture-Based effect). For that one purpose, *Spell Resistance* can be considered Active Resistance.

Spell Resistance cannot be used to negate an effect already in progress.

Incantation: “[Spell Prefix] I grant you/myself immunity to the next spell cast upon you/me.”

Spell Turn

School: Mag8; Psi8 (from *Spell Turning*)

Base: Touch (Spell Protection)

Target: Self-Only

Duration: Until Used

Description: *Spell Turn* functions and is used just like the *Spell Resistance* or *Iron Will* that it was converted from, except that, in addition to resisting an incoming effect, it turns the effect back upon the caster/user (say “Spell Turn” or “Skill Turn”). (Example: If you are under the effect of a *Spell Turn* that gives you 2 Passive Resistance Levels, and a Gesture-Based effect of Power 2 is the first thing to hit those Resistance Levels, that Gesture-Based effect is turned back on the caster. If a Gesture-Based effect of Power 1 is the first thing to hit those Resistance Levels, that Gesture effect is turned back on the caster and one *Spell*

Turn level will remain, allowing the same thing to happen again.)

An Area-Based effect cannot be turned, but the Resistance Levels can allow their wearer to resist it.

Effectively, a turned spell acts as if the turner was the original caster; however, spells that give positive or negative abilities to their caster (such as *Life Drain*, Absorbing effects, etc.) will do nothing to the spell turner. If the spell turner hears "No Effect" in response to his *Spell Turn*, his *Spell Turn* was not spent.

Incantation: "[Spell Prefix] I turn the next spell cast upon me."

Spell Turning

School: Mag8(b); Psi8(b)

Description: *Spell Turning* allows a caster to modify a casting of *Spell Resistance* or *Iron Will*, turning it into a *Spell Turn* of the same Power Level. To do so, he must cast his *Spell Resistance* or *Iron Will* by spending a skill slot that is one grade higher than normal. (Example: A Psionics caster may cast *Improved Spell Turn* [which grants himself 2 Passive Resistance Levels] by spending a grade 7 skill slot.)

Spirit Walk

School: Spt10

Base: Touch (Enhancement), Power Level 5

Target: Self-Only

Duration: Until Sunrise, One Hour (Once per Day)

Description: If cast ahead of time, you will walk as a spirit upon death. When you die, your body, along with items, melds with the earth. At that point, a projection of yourself is created and appears to be holding whatever items you were holding at the time of casting; these items cannot leave your person while you are projecting. At the time of casting, your Hit Points are restored to full and you gain 8 Temporary Hit Points. (You cannot benefit from armor even if your projection appears to be wearing it.) While projecting, you have the following properties:

- You are intangible (say "No Effect") to everything except for Gaze Effects and Spirit Effects.

- You regenerate one Hit Point every 10 seconds

- Weapon-Based Spirit Effects do nothing more than a single point of damage to

you (say "No Effect to [effect name]") and take one Hit Point of damage).

- Missile-Based, Gesture-Based, and Area-Based Spirit Effects have their stated effect.

- You cannot attack or cast any spells, but you can defend (including using defensive techniques [e.g. Parry, Dodge, Deflect, Combat Maneuvers, etc]) and you may use Gaze Effects.

- You can hear, see, understand, and speak as normal, but you cannot touch any item (even if enchanted with Spirit energy).

- You have unlimited castings of Spiritual Weapon.

- You can walk through doors and barriers such as Magic Cage and Circle of Protection.

- You are not able to ingest anything.

- Any items you are holding are completely immune to any effects, even Spirit Effects (say "No Effect").

- Any effects in effect on you when you died are left behind with your body. You cannot be under their effect while projecting, but they will return to your body when your projection ends unless their duration expired in the meantime.

- You are not an undead creature, so *Control Undead*, *Turn Undead*, *Destroy Undead*, and other effects that specifically target undead creatures will have No Effect. However, effects that specifically target spirits can affect you.

- If you are dealt a Final Blow while projecting, you return to the place where you originally died. Your body will rematerialize and you will lie dead. Your 30-minute fade time begins then.

- You may end your *Spirit Walk* at any time by returning to the place it began and dismissing your spell or being subject to *Resurrection*. If you dismiss your spell, you will drop to the ground, your body will rematerialize, and you will lie dead. Your 30-minute fade time will begin then.

- If the hour duration expires while you are away from the place you began Spirit Walk, you drop to the ground and your dead body rematerializes right where you are.

Incantation: "[Spell Prefix] I will walk upon death."

Spiritual Empathy

School: Spiritualism 5 (Baggage)

Description: Spiritual Empathy grants the following abilities:

1. *Remove Spiritual Effect:* You may spend one use of a Cantrip to cast

Remove Despair or *Remove Calm Emotions* as a Touch-Based spell at Power Level 4. Also, you can convert your own casting of *Fear* to *Remove Fear*, your own casting of *Snare* (from *Detain Spirit*) to *Release Snare*, and your own casting of *Charm* to *Remove Charm*. Any of those are cast as Touch-Based spells of Power Level 2. You cast any of these spells on another person in conjunction with that person's *Spiritual Sympathy*.

2. Any excess healing you are given from the power of someone's spirit (even your own) you are able to give to someone else if used within 10 minutes. (Example: You are at 4 of 5 HP and are given a *Cure Wounds* 3. You then have a *Cure Wounds* 2 to give out.)

3. You may spend your own *Spiritual Sympathy* to cast a spell on someone else (not yourself). This spell can only be one of the ones listed under the *Spiritual Sympathy* description and can only be cast as a touch-based spell (meaning the target must be either willing or helpless).

4. You may spend a Spiritualism Cantrip slot to cast *Spiritual Message*, which allows you to speak one sentence that anything with a spirit will hear, whether living, dead, or undead. Incantation: "[Spell Prefix] I speak the following message to the dead: [speak your sentence]."

Spiritual Sympathy

School: Misc

Description: *Spiritual Sympathy* is a representation of your character's spirituality. Once per day, a caster of Spiritualism magic (other than yourself) can draw upon your spirituality to cast one spell on you (even if you're unconscious or helpless) without expending one of his own skill slots. The spell granted must be one that the caster is able to cast by the power of his spirit, but he need not have any skill slots available to do so.

The only spells that are compatible with *Spiritual Sympathy* are: *Heal*, *Remove Disease*, *Neutralize Poison*, *Restoration*, and any *Health* or *Cure Wounds* spell (not *Healing Hands* or *Resurrection*). A spell cast in this way must be Touch-Based. The caster's spell prefix for the spell becomes, "By the power of your own spirituality, I..." Because it is your character's own spirituality, you may automatically resist its casting if you wish to (say "No

Effect”), even if you are unconscious or helpless. If you do chose to resist it, then you have not spent your use of *Spiritual Sympathy*.

This skill is the prerequisite to be able to cast from the school of Spiritualism, and its cost increases by itself each additional time it is purchased.

Spiritual Weapon

School: SpH7(*Specialization*); Spt5

Base: Touch (Weapon)

Target: One Weapon or Object

Duration: 10 Minutes

Description: *Spiritual Weapon* enchants one weapon with Spirit energy, allowing any attack made with it to carry the Spirit Effect Type. Spirit energy bypasses Armor Points.

If a weapon under the effect of *Spiritual Weapon* is shattered it will be immediately dispelled.

Incantation: “[Spell Prefix] I enchant this weapon with Spiritual energy.”

Spot

School: Misc; Sth1(b),3(b),5(b),7(b),9(b)

Description: *Spot* is a representation of a character’s ability to spot traps and other hidden things. In-game, a yellow card represents something that is hidden from the view of the average person. The outside of a spot card will read Spot X (X will be a number representing the *Spot* level required) and if a character’s *Spot* level is equal to or greater than the number on the outside of the card, he can open the card and read the description of what he spots. Players without *Spot* or with a *Spot* level lower than the difficulty of the card must ignore that card altogether. A character’s *Spot* level is equal to the number of times he has acquired *Spot*, though there may be other skills (such as *Focus*) that can temporarily raise a character’s *Spot* level.

Spot may also be useful when searching a body for loot. For details, see “Searching a Body” in “Chapter 8: Adventuring.”

Stabilize

School: Fgt3(b); Misc

Description: Once a creature has lain unconscious with zero Hit Points for 15 minutes, it will die. *Stabilize* is an attribute that stops a fallen character from bleeding and allows him to awaken (with one Hit Point) without medical or magical assistance at any time after 3 minutes but before 15.

Stabilize cannot be used if the character was dealt a Final Blow. For each time a character has acquired *Stabilize*, it may be used once per day. Its cost increases by itself each additional time purchased.

Stabilize, Improved

School: Fgt9

Duration: 3 Minutes

Description: *Improved Stabilize* can be used any time within 3 minutes of being dealt a Final Blow to restore you to life with 4 Hit Points. If you remain dead for more than 3 minutes without using *Improved Stabilize*, you have missed your opportunity to use it.

Improved Stabilize cannot be used if you were dealt a Final Blow by any Death/Destroy effect, or if you chose to die while under some effect that allows it (such as *Destroy Mind* or *Flesh to Stone*.) Similarly, you may not use this skill if, after you are dealt a Final Blow, you are subject to another effect that precludes the use of *Improved Stabilize*.

If you are still alive but are unconscious from Hit Point damage, *Improved Stabilize* may be used to restore you to consciousness with 4 Hit Points. You may use it in this way at any time during your 15-minute bleed-out.

If you use *Improved Stabilize*, you will remember hearing the things that happened around you while you were unconscious or dead. If you do not use it, you will be unaware of those things as normal.

Also, even though *Stabilize* cannot be used if you are suffering from the Bleed effect, using *Improved Stabilize* will end the effect.

OOG Statement: None

Stack Potions

School: Misc

Description: This skill is like *Stack Spells*, except it allows a character to benefit from either two potions or one spell and one potion simultaneously, even if they are of the same category and have durations longer than Instantaneous. This will not allow the stacking of three similar effects (whether 2 potions and a spell or 2 spells and a potion), even by a character that has both *Stack Potions* and *Stack Spells*.

OOG Statement: None

Stack Spells

School: Mag7(b); Nat7(b); Psi7(b); Spt7(b)

Description: There are eight separate categories of touch-based spells: Armor, Bestowment, Enhancement, Instant, Life, Shielding, Spell Protection, and Weapon. Normally, a character is only allowed to benefit from the effects of one touch-based spell of a certain category at one time. (Example: Either *Magic Shield* or *Psychic Shield*, but not both at once since they are both in the Armor category.)

Stack Spells allows a caster to be under the effects of two spells of the same category at once, but no more than two, and they can only be stacked upon their caster. The order in which spells of similar categories cover the caster is determined by the order of casting. The spell cast first lies underneath the one cast second. (Example: Delancey the Unquenchable wants a *Spell Turn* to lie atop his *Spell Resistance*, so he casts *Spell Resistance* before *Spell Turn*; then, when a spell hits him, it will hit his *Spell Turn* before the *Spell Resistance*.)

Stack Spells only allows spells from Touch (Life), Touch (Armor), and Touch (Spell Protection) to be stacked unless the spell description of a different touch-based spell indicates otherwise.

A caster who can cast spells from multiple schools cannot stack a spell from a school in which he hasn’t yet gained *Stack Spells*, but if the caster is already wearing a touch-based spell from any source, he may stack one of his own spells from the same category atop it as long as the spell being stacked on top is from a school in which the caster has gained *Stack Spells*.

See the “Spell Stacking” section in “Chapter 10: Magic” for more information on stacking spells.

Stalking

School: Misc

Description: This skill allows a player to trace the movements of one character (PC or NPC) during the time between events. The player of the stalking character should tell the staff the number of days he wishes to follow his target for.

To stalk someone, log in to the Magestry Database, select your character’s name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Stalk a Target button and fill in the appropriate fields. Submit a full description of the character you wish to follow. (If we can’t figure out whom you

mean to follow, you will get the response from us that the person eluded your character.) This statement must be received at least one week before an event. Be aware that we can better control the relevance of information you receive if you follow an NPC. If you follow a PC, the information you acquire depends on the information submitted by that player about his between-game activity.

If you do not wish to stalk a character, this skill can also be used to sneak into someplace and gather information as per the skill *Gather Information*, provided that place is reachable in the out-of-game time between events. This skill can only be purchased once.

Stamina

School: Fgt4

Duration: 10 Minutes or Until Used

Description: A character using this skill gains 4 temporary Hit Points that will remain for ten minutes or until they are damaged. These Hit Points are the first to be lost in combat and cannot be healed or regenerated. If any of these points remain after ten minutes has elapsed, they vanish.

The temporary Hit Points granted by his skill cannot be stacked with temporary Hit Points from any other source. If *Stamina* is used while any temporary Hit Points from another *Stamina* still remain, the new *Stamina* will completely replace the old.

OOG Statement: “Stamina”

Stamina, Lesser

School: Fgt0

Duration: 10 Minutes or Until Used

Description: *Lesser Stamina* works just like *Stamina* except that it only grants a single Temporary Hit Point.

OOG Statement: “Lesser Stamina”

Stamina, Improved

School: Fgt9

Description: *Improved Stamina* grants its user 4 Temporary Hit Points that regenerate at a rate of one every 10 seconds. This regeneration lasts for 10 minutes, and during this time, any other Temporary Hit Points gained are incorporated into the regeneration (even if, at one point, all of the Hit Points were damaged). *Improved Stamina* will not stop any kind of Final Blow. As usual, Temporary Hit Points damaged with shadow damage will not regenerate, but

any Temporary Hit Points that are gained after that damage happened will regenerate as normal.

Stealth Focus

School: Sth10(b)

Description: *Stealth Focus* allows a rogue to choose a stealth specialty. He can choose to focus on escape, hypnosis, or mechanics.

Escape Focus: Gives the baggage skills *Avoid Glyph* and *Anti-Magic Escape*.

Hypnosis Focus: Grants the skill *Gaze Empowerment*.

Mechanics Focus: Grants the *Anti-Magic Mechanics* baggage skill and the ability to pick locks and disarm traps without thieves’ tools. However, if a character with *Mechanics Focus* does use thieves’ tools, he can open a lock or disarm or set a trap that is one step better than is normally allowed by the *Mechanics* skill he is using. (Example: He can use *Complex Mechanics* to pick a Great quality lock).

Stoneskin

School: Nat5

Base: Touch (Life or Armor)

Target: One Creature

Duration: Until Used

Description: *Stoneskin* grants magically rock hard skin that is represented by either 4 Temporary Hit Points or 4 Temporary Armor Points (caster’s choice). Each of these Points can also be used as one Passive Resistance Level against a Waylay attack. Waylay attacks of Power Level Zero or Power Level 3 or higher cannot be stopped by *Stoneskin*.

Incantation: “[Spell Prefix] I grant you/myself skin of stone, 4 Hit/Armor Points.”

Strength

School: Mag4; Nat3; Spt3

Base: Touch (Enhancement) or (Instant)

Target: One Creature

Duration: See description

Description: *Strength* may be cast in one of two ways:

1. As a touch-based enhancement, *Strength* will grant one person two uses of *Feat of Strength*. Up to 8 uses of *Feat of Strength* may be held by one person at one time. Unused magical enhancements vanish at sunrise.

2. *Strength* may be cast as an Instantaneous spell to negate a Weakness effect; however, to cancel the Weakness

effect, it must meet or beat the Power Level. If cast for this purpose, it will have no other effect.

Incantation: 1. “[Spell Prefix] I empower you/myself with two feats of strength. 2. “[Spell Prefix] I dispel the weakness affecting you.”

Stun

School: Fgt2

Duration: One Minute

Description: *Stun* is an attack that gives one target’s arm or leg the Injured Limb effect for one minute. To be effective, the weapon strike carrying *Stun* must hit an arm or a leg.

Stunned arms cannot hold onto weapons, nor can they be used to attack or defend. Shields can still be held but must hang limply at the side (away from the torso!) and cannot be moved to defend. Stunned legs can still support a creature but cannot be used to walk.

Stun can be ended early by *Regenerate Limb* or a healing spell that grants at least one Hit Points of healing.

OOG Statement: “Crit Stun”

Sturdiness

School: Fgt10(b)

Description: *Sturdiness* is an attribute that makes you forever immune (say, “No Effect”) to any Trip or Withhold effect that is Power Level 1 or Zero.

Summoning

School: Hop10(b)

Description: *Summoning* is the representation of a hopper’s ability to draw energy or creatures out of other dimensions and into his own. This skill can be used in one of three ways, but only one of these abilities can be chosen each day and the type is chosen at the time of use:

Summon Monster: This allows the hopper to summon one or more extra-dimensional creatures to do his bidding for one hour. He must cast this spell at Plot Central and the number and power-level of the creatures will be decided by a GM. It is possible that no NPCs will be available at the time the hopper comes looking.

Contingency Banishment: With this ability, the hopper’s Form remains somewhat conscious even if he is unconscious due to sleep or injury. This consciousness does not allow him to be aware of what is happening around him; all it allows him to do is banish himself

to another place if he is about to be dealt a Final Blow by either a creature or environmental conditions. This ability requires that he uses the spell *Banishment*, so it cannot be used if he is no longer has one of the appropriate skill slots available, nor can it be used if he is under a dampening effect. Also, this ability cannot be used if the hopper is dealt an instant Final Blow as from a Death/Destroy effect.

Astral Armor: This ability allows any armor the hopper wears, even temporary armor points, to assume an astral quality. This quality prevents numeric damage from any energy type from bypassing his armor points. This ability allows his armor points to protect him from Astral, Psychic, Spiritual, or any other energy that normally bypasses armor points. This does not, however, prevent drain effects (like *Life Drain* and *Level Drain*) from working. This astral armor effect will remain until sunrise.

Sunbeam

School: Mag2; Nat2; Spt2

Base: Gesture

Target: One Creature

Duration: Instantaneous

Description: A magical beam of sunlight shines from the caster's hand toward a target. This spell may damage certain creatures (esp. undead) and may have other practical uses.

Incantation: "[Spell Prefix] I shine sunlight upon you, Fire Zero."

Sunburst

School: Nat10

Base: Area

Target: All Creatures in Range

Duration: Instantaneous

Description: *Sunburst* is a Power Level 4 burst of sunlight that automatically blinds all creatures within range for 10 seconds. This Blindness effect cannot be resisted even if a person closes or covers his eyes or is in an entirely different room from the caster with no door or other opening in between, it automatically works.

The only Area Target available to the caster of *Sunburst* is, "To all within the sound of my voice."

Sunburst may physically damage certain creatures (particularly undead) and it may have other practical uses.

Incantation: "To all within the sound of my voice: Sunburst, Fire 4, blindness 10 seconds!"

Survival Flight

School: Sth7

Duration: One Minute

Description: If an attack brings you to Zero Hit Points but does not kill you or restrain you, you have up to 3 seconds to activate *Survival Flight*, which allows you to get up and run for one minute while also granting you immunity to *Stun* and *Bind*, *Snare*, and *Paralyze* effects of Power Level 1 or Zero (say "No Effect"). You may run and use *Dodge* and *Escape* skills even if your legs are Injured or Crippled. You may talk, but if you attempt to attack or cast any spell during this minute, you will instantly fall unconscious and begin bleeding out as normal. If you suffer 4 more Hit Points of damage or are, in any way, kept from running for more than 10 seconds, you will fall unconscious (you may use the "I'm Running" rule). You may activate one *Survival Flight* as another one is ending, whether from duration or damage.

OOG Statement: "Survival Flight"

Teach

School: Misc

Description: Attaining a skill often requires teaching. *Teach* allows a character to pass his knowledge of a particular skill, potion recipe, or grade of skills onto another character (meaning that the teacher must, himself, have already acquired the thing that he is teaching).

A student can only be taught a skill if he has already acquired (purchased or gained as baggage) all of that skill's prerequisites. This means that he must already be able to use a grade 7 Fighting skill before he can learn grade 8. The *Teach* skill does not allow a character to instruct anyone in any grade 10 skills without GM permission.

Teaching must occur in-game, and the lesson must be reported by the teacher at check-out. Between events, the student can purchase the skill(s) he has learned as long as he is able to pay the skill point cost(s).

Teach can only be purchased once, but there is no limit to the lessons a teacher may give each game.

Telepathy

School: Hop7(*Specialization*); Psi3

Base: Gesture

Target: One Creature (of greater than animal intelligence)

Duration: 10 minutes

Description: *Telepathy* allows the caster to engage in a telepathic conversation with one target [of greater than animal intelligence]. To speak telepathically, a player must place the tips of his fingers against his temples while speaking to the other player. (If you are not conversing softly, be sure that all other players within hearing range can see that you're doing this.) Also, it may be helpful to occasionally begin a telepathic sentence with the out-of-game phrase, "out-of-game silently" to further ensure that other players near you understand that their characters cannot hear your words.

Telepathy does not affect the target's attitude, but language is no barrier.

Incantation: "[Spell Prefix] I converse with you telepathically."

Terrorize

School: Fgt6

Duration: One Minute

Description: *Terrorize* is a Gaze-Based Fear effect. The user makes a threatening gesture toward his target while shouting "Gaze Fear, Spirit 2!" If the target is affected, *Terrorize* has the same effect as if the user had cast the spell *Fear* on the target. Please see the description of *Fear* for details.

Unlike weapon-based fighting skills, *Terrorize* cannot be countered by another use of *Terrorize*.

OOG Statement: "Gaze Fear, Spirit 2!"

Thickness

School: Misc

Duration: Until the first *Waylay* attempt

Description: *Thickness* allows a character to resist the first *Waylay* attempt made against him that day, provided that attack is Power Level 3 or lower. If *Thickness* is acquired more than once, the second use of it must apply to the second *Waylay* attempt made that day; the third must be used against the third; and so on.

OOG Statement: "Resist"

Toughness

School: Fgt2(b),4(b),6(b),8(b); Misc; SpH8(b); War7(b),9(b)

Description: *Toughness* adds one Hit Point to your character's natural Hit Point total. Its cost increases by itself each additional time purchased.

Toughskin

School: Nat0

Base: Touch (Armor)

Target: One Creature

Duration: 10 Minutes or Until Used

Description: Toughskin grants one target one Temporary Hit Point that will vanish after 10 minutes if unused.

Incantation: “[Spell Prefix] I toughen your/my skin for 10 minutes, one Hit Point.”

Toxicology

School: Misc (Alchemy)

Description: The character learns how to make a variety of poisons, potions, oils, and other substances from gathered components. When this skill is purchased, four Grade 0 (zero) poison recipes are learned.

A character with this skill may learn how to make more advanced toxins for 5 points per skill grade of the recipe (the recipe for a grade 3 poison costs 15 skill points to learn). Much like tower skills, a character must learn four recipes in a lower grade before learning any higher-grade recipes.

See “Chapter 11: Alchemy and Toxicology” for much more information about *Toxicology*.

Transform Spell

School: Misc

Description: This skill allows a caster to change the magical energy type of one of his spells. The transformed spell must be a weapon enchantment spell (e.g. *Essence Weapon*) or a spell that deals numerical damage (e.g. *Lightning Bolt*).

At the time of casting, the user of *Transform Spell* must choose one energy type to convert his spell to, thus forfeiting the original type – *not* adding to it. His choices are fire, ice, lightning, acid, essence (Magestry), psychic, spiritual, astral, or shadow. If spiritual energy is chosen for a missile-based or area-based spell, the result is “spirit” damage (e.g. “Spirit Ball, Damage 7”). It does not give either *Inflict Wounds* nor *Cure Wounds*.

Only one spell may be transformed per day for each time this skill is purchased. (Example: Rakesh the Unbreakable only has access to spells from the school of Magestry when a ghost floats into town. Rakesh can use *Transform Spell* to transform his *Essence Weapon* spell into a *Spiritual Weapon*.)

The cost increases by itself each additional time this skill is taken.

To understand what OOG statement can be used when transforming a

particular spell, know the following: a Missile deals one (1) damage, a Flash deals 2 damage, an Arrow deals 3, a Spear deals 4, a Bolt deals 5, a Burst deals 6, a Ball deals 7, a Hammer deals 8, and anything higher than 8 is called a Blast.

Translate

School: Hop7(*Specialization*); Nat2

Base: Gesture

Target: One Creature (of greater than animal intelligence)

Duration: 10 minutes

Description: *Translate* grants one target [that has more than animal intelligence] the ability to speak and understand the common language spoken by the Player Characters. *Translate* does nothing to affect the creature’s attitude.

Incantation: “[Spell Prefix] I grant you speech and understanding of the common tongue, Essence Zero.”

Trap-Setting

School: Sth4(b)

Description: *Trap-Setting* allows a character to set any trap by spending a *Mechanics* skill that is one step lower in quality than the quality level of the trap. *Complex Mechanics* can be used to set a Great Trap, *Common Mechanics* sets a Complex Trap, *Simple Mechanics* sets a Common Trap, and Simple Traps can be set without spending any skill slot. The appropriate materials to make the traps must still be bought, found, or otherwise acquired in-game.

While disarming a simple trap still requires an expenditure of *Simple Mechanics*, a rogue with *Trap-Setting* no longer requires thieves’ tools to disarm simple traps.

Trip

School: Fgt1

Duration: Instantaneous

Description: With a skilled sweep of his weapon, a character can trip his opponent to the ground. This skill causes a creature to trip to its hands and knees (or appendages resembling hands and knees). The creature may stand up as soon as both hands and knees have touched the ground. (Be Careful!)

Trip deals no numeric damage to its target.

OOG Statement: “Trip”

Turn Undead

School: Spt2

Base: Area (only targeting option: “To all undead before me within 30 feet...”)

Target: All Undead Creatures in Range

Duration: One Minute

Description: *Turn Undead* forces all undead creatures in front of the caster, within 30 feet, to avoid the caster as per the Repel effect for one minute. During this time, the creatures will remain at least 30 feet from the caster.

If the creatures are attacked before one minute elapses, *Turn Undead* will be immediately dispelled.

Incantation: “To all undead before me within 30 feet, [Spell Prefix], I repel you, Spirit Zero.”

Uncontrollable Dance

School: Mst7

Base: Gesture

Target: One Creature

Duration: 5 minutes

Description: The caster plays a magical song that causes one character to dance involuntarily. This dance will match the beat and duration of the song that is played or sung by the caster (to a maximum of 5 minutes). A dancing character has no control over its body and may not attack or defend. If the player wishes, he may fall of exhaustion and assume the Flatten effect (still may not attack or defend). He may also get up again after being Flattened and continue dancing, but, as long as the music plays (maximum of 5 minutes), the only two options he has are to dance uncontrollably or lie Flattened.

A break in the song for any reason will end *Uncontrollable Dance*.

Incantation: “[Spell Prefix] I control you do nothing but dance while you can hear my song, Sonic X.”

Undead Construct

School: Nec9(b)

Description: At the ninth grade of ability, the Necromancer can construct a customized undead creature that he will be able to control for one hour per day. This construction must occur between events, and each necromancer may only have one construct at a time.

Since a necromancer must sacrifice some of his own power when creating a construct, he gains a kind of spiritual connection with the thing. Because of this, if his construct is destroyed, he will be instantly (as soon as the player learns of the construct’s destruction) drained of all but one Hit Point and his natural Hit

Point total cannot exceed one HP for the rest of the day.

To begin his hour of fun, the necromancer must come to Plot Central and request the use of his construct, but it is possible that there will be no NPC available to play it.

If the necromancer does not get a visit from his construct for one day, it is considered that the thing is dormant and the necromancer can benefit from the energy his construct is not using. This energy is represented by the necromancer gaining 8 Temporary Hit Points at sunrise of the next day. Once damaged, these points cannot be regained, and they cannot stack with any other temporary Hit or Armor Points. These points will not be available to the necromancer on the first day of an event.

The necromancer will not gain these Hit Points if his undead construct was destroyed and he has not yet created a new one.

Undead Resistance

School: SpH9(b)

Description: Upon reaching the ninth grade of ability, a Spirit Hunter has learned to toughen himself against the attacks of undead creatures, becoming immune to all weapon-based spells from undead creatures. When struck with a weapon-based spell that contacts one of his Hit Points (temporary or natural), he should use the OOG statement "Undead No Effect" to inform his opponent that he has this protection from the undead creature type but is still taking a point of damage from the attack. If the attack struck an armor point, the OOG statement is "Armor" and the armor point will be damaged and spent as normal.

After the "Undead No Effect" statement is said to a particular enemy, giving the player of that enemy a chance to clarify if the ability is not functioning against his particular creature, the OOG statement can become simply "No Effect" or, if everyone involved in the combat is aware of the ability, nothing at all.

OOG Statement: "Undead No Effect"

Untangle

School: Nat2 (from *Entangle*)

Base: Touch (Instant)

Target: One Snared Creature

Duration: Instantaneous

Description: *Untangle* will remove any Snare effect from one target.

Incantation: "[Spell Prefix] I release you/myself from snare, Essence 4."

Untangle, Mass

School: Nat10 (from *Mass Entangle*)

Base: Area

Target: All Snared Creatures

Duration: Instantaneous

Description: *Mass Untangle* remove all Snare effects from all targets in range. *Mass Untangle* may be cast using any of the targeting areas available to area-based effects.

Incantation: "[Targeting Area]: [Spell Prefix] I release you from snares."

Untangling

School: Nat2(b)

Description: *Untangling* allows a Nature caster to reverse one of his own castings of *Entangle* to instead cast *Untangle*. Additionally, *Untangling* allows *Mass Entangle* to instead be cast as *Mass Untangle*.

Vampiric Hands

School: Nec8

Base: Touch (Enhancement)

Target: Self-Only

Duration: One Hour or Until Used

Description: *Vampiric Hands* surrounds the caster's hands with a negative energy, granting him the ability to cast a number of *Life Drain* spells. Each of these *Life Drain* spells may drain up to 8 points of damage from one target, and they may be used weapon-based (at Power Level 1), missile-based (at Power Level Zero), or a combination of the two. The caster may deal out the *Life Drain* spells in any amount amongst several creatures, but no more than 16 total points of damage may be drained with one casting of *Vampiric Hands* (at Power Level 2). If cast at Power Level 3, up to 24 points of damage may be drained.

Vampiric Hands will end after an hour whether all of the *Life Drains* have been used or not. While *Vampiric Hands* is considered Touch-Based Enhancement for the caster, the individual *Life Drain* spells that are distributed are considered either Missile-Based or Weapon-Based.

Incantation: "[Spell Prefix] I grant myself a vampiric touch."

Vengeful Spirit

School: Spt10

Base: Touch (Enhancement)

Target: Self-Only

Duration: 10 Minutes

Description: *Vengeful Spirit* is a spell that is cast by a dead spirit hunter's spirit, allowing him to return to life for 10 minutes to seek vengeance. During these 10 minutes, he will benefit from the Heroic Effect (see *Heroism*). At the end of 10 minutes he will fall dead again, no matter what happened in the meantime.

Vengeful Spirit can be initiated one minute after the user dies from *Death Word*, *Finger of Death*, or a Final Blow. It cannot be used if he dies from any other Death/Destroy effect (such as *Backstab Death*, *Destroy Mind*, *Flesh to Stone*, *Absorb Life Force*, etc). If he does not initiate it within one minute, he has lost his opportunity. However, no matter how he died, he may initiate *Vengeful Spirit* instantly if he is subject to an Animate Dead effect (say "Absorb" and then the incantation for *Vengeful Spirit*).

Vengeful Spirit may still be cast if the caster is dampened or silenced, though *Dispel Magic* at Power Level 4 will end the effect. Once *Vengeful Spirit* ends, the caster restarts his fade count.

Vengeful Spirit may only be used once per day.

Incantation: "[Spell Prefix] I return to life seeking vengeance, Spirit 4."

Vile Resurrection

School: Nec10

Base: Touch (Enhancement)

Target: One Dead Creature

Duration: One Hour

Description: Negative spiritual energy enters the dead body of one creature and animates it as an undead creature. Unlike *Animate Dead*, the caster will not have control of the creature, but the creature will be amicable toward the caster and will not take any aggressive actions toward him unless controlled by another person and ordered to do so. The creature will behave in all ways like himself except that he will have a hunger for living flesh and, while he does not need to make that his only motivation, it is very likely that he would attack a friend to satisfy that hunger (role-playing decision). The target of *Vile Resurrection* becomes completely in agreement with the Incarnation of Evil (even if he does not admit it) and will do things that he perceives to be pleasing to her.

An undead creature created by *Vile Resurrection* is unlike any other allowed by the regular *Animate Dead* spell; it will assume the form that the creature had while living. The creature will be able to

speak and move normally and will have access to whatever skills it has not already spent for the day. In addition, this undead creature's Hit Points will be restored and it will gain 8 temporary Hit Points; it can choose to make any of its melee attacks deal Life Drain 2 (which heals any damage it has suffered up to its natural Hit Point total plus 8); it becomes immune to hypnosis and all spells cast by the power of the mind (*Detect Mind* reveals that no mind is present); it becomes immune to fear, pain, poison, disease, paralysis, waylay, death effects, and all types of control except those specifically designed for undead; all weapon-based techniques except for ones that deal increased numeric damage will do a point of damage instead of their normal effects ("Minimal Effect"); it is damaged by cure spells and healed by inflict spells; and *Sunbeam* and *Sunburst* deal it 2 points of damage. As an undead creature, it can be affected by any spell designed to affect undead. *Control Undead* is the only Control effect that can affect the creature.

Vile Resurrection will end after one hour or once the creature is killed (again). Like *Animate Dead*, a creature that has been subject to *Vile Resurrection* is no longer able to be brought back from that death by *Resurrection* unless it is in an area under the effect of *Consecration*.

Vile Resurrection cannot be cast during the day (any time when the sun is above the horizon), nor can the target remain an undead creature during the day, unless it is in an underground location where absolutely no sunlight can get in.

Vile Resurrection can only be cast once per day. *Dispel Magic* has no effect on it.

Incantation: "[Spell Prefix] I resurrect this corpse for my vile mistress."

War's Blessing

School: War10(b)

Description: A devoted Agent of War will eventually gain the blessing of Armego himself. This ability grants him complete immunity to *Terrorize* and *Fear* from any source. In addition, a Warlord with War's Blessing will benefit from any temporary benefit spell he casts on another by the power of War as long as both the target and the caster actively engage in combat (with anyone, not necessarily with each other, but sparring does not count) within one minute after

the spell is cast (if both do not engage in combat, the benefits will end for the caster as he has let Armego down). Spells that can be used with this are *Morale*, *Improved Health*, *Shining Armor*, *Mass Morale*, and *Heroic War Cry*. Temporary HP and AP gained in this way are stackable for the Warlord, up to the maximum of +8 of any combination.

No matter how many times the Warlord casts *Heroic War Cry*, he may only benefit from one Heroic Effect in a single day.

Waylay

School: Sth3

Duration: 5 Minutes

Description: Waylay knocks its victim unconscious with one precise blow to the back of its head. To use *Waylay*, the attacker must have proper backstab positioning and must state, "Backstab Waylay" while hitting the victim between the shoulder blades with his weapon [pommel]. The victim will then fall unconscious as per the Sleep effect for 5 minutes.

Healing and *First Aid* will not wake a creature from Waylay (or any Sleep effect), though *Awaken* will, as will a Pain effect or suffering at least one Hit Point of damage (not Armor Point). Someone who is unconscious from *Waylay*, is a valid target for spells that only affect "sleeping" creatures. Wearing Heavy Armor on the head will make a person immune ("No Effect") to *Waylay* attacks of Power Level 1 or 2; not Zero and not 3 or higher.

Waylay cannot be used on a creature that is running or actively engaged in combat. *Waylay* cannot be used with missile weapons.

OOG Statement: "Backstab Waylay"

Weakness

School: Psi3

Base: Gesture

Target: One Creature

Duration: 5 minutes

Description: The caster subjects one target to the Weakness effect.

Incantation: "[Spell Prefix] I make you weak."

Weapon Readiness

School: Misc

Description: *Weapon Readiness* allows a character to spend 3 minutes preparing his weapon for his next battle (it must be a weapon he has the appropriate weapon

skill for); sharpening his blade, securing the grip on the weapon, making sure it is properly balanced, etc. After 3 minutes of uninterrupted preparation, he will gain a damage bonus to the next attack he makes with that weapon. If the weapon is one-handed (or a throwing weapon), it will receive a +1 bonus its next attack. If the weapon is a bow, crossbow, or is wielded with 2 hands using the appropriate *Two-Handed* weapon skill, the bonus will be +2.

A character can use *Weapon Readiness* up to 8 times per day, though the bonuses cannot be stacked with themselves. If he wishes, he may prepare multiple weapons or arrows ahead of time, but doing so still requires 3 minutes per item. If a bonus is not used, it will remain through the Magestream. Only the character that prepared the weapon may gain the benefit from it.

Weapons Master

School: Fgt7(b)

Description: *Weapons Master* is the representation of a character being proficient in the use of every weapon (not Shields or Florentine). He gains all the skills on the Weapon Skills Chart without having to pay the Skill Point cost for them.

Upon gaining *Weapons Master*, a character will not be refunded Skill Points from the weapon skills he has already purchased.

Weave Dream

School: DrW6

Base: None

Target: One Sleeping Creature

Duration: Instantaneous

Description: The caster can plant one dream in the mind of a sleeping creature. The creature may be sleeping naturally or magically or can even be unconscious due to combat or waylay. This spell has no effect on the creature except that it will remember the dream when it awakens. NOTE: If the player is sleeping naturally (OOG), the caster must inscribe the dream on a card and leave it nearby so that it can be easily discovered when the sleeper awakens. This spell can be used as a message spell over almost any distance, possibly even across dimensions. If used in this way the dream must be submitted to a GM.

In the OOG time after an event that a player attends as a character with this spell, he is allowed to send a single

dream to one other character on Magesta. To do this, log in to the Magestry Database, select your character's name from the dropdown menu, and click the View Character button. Then, go to the Information Gathering area near the bottom of the page. Click the Weave Dream button and fill in the appropriate fields.

Incantation: "[Spell Prefix] I weave you this dream. (Explain dream.)"

Wild Empathy

School: Nat5(b)

Description: *Wild Empathy* is acquired about midway through your study of the school of Nature, gaining you the following abilities:

1. You can create your own treespeak or stonespeak (must be hand-written, not computer generated) by casting *Awaken* on a tree or stone, respectively (by the power of Nature only).

2. You may benefit from one (but only one) "Wild Empathy Bestowment" each day. Wild Empathy Bestowments are usually special treespeaks or stonespeaks that clearly state "Wild Empathy"; they represent the tree or rock bestowing the indicated ability on you as per the spell *Bestow Magic*. You may choose if you want to accept the bestowment or not.

Until you find and accept your daily Wild Empathy Bestowment into your Bestowment Slot, your natural Hit Point total will be increased by one when you are in the "wilderness."

3. *Untangle* becomes a Cantrip option for you and you become able to cast *Entangle* as a weapon-based spell. (It has no verbal incant. Instead, you use the OOG statement "Snare, Acid 1.")

4. You gain +2 to your *Spot* ability while in the forest or underground.

For *Wild Empathy* effects that require you to be in the forest, underground, or other "wilderness," it is up to you to define what "wilderness" is, but being inside or within 30 feet of a building can never satisfy these conditions.

Wilderness Survival

School: Misc

Description: Some characters, being skilled in the ways of the wild, survive comfortably in the backcountry. A character with *Wilderness Survival* can, between games, travel by foot for no daily cost or by horse for one silver piece less than normal each day.

Wilderness Survival does not allow a character to forgo the minimum travel cost of 5 copper bits per journey.

Whirlwind

School: Nat7

Base: Area (within 30 feet only)

Target: All Creatures within 30 feet

Duration: One Minute

Description: *Whirlwind* is an area-based Repel effect that affects every creature within 30 feet of the caster as per *Gust of Wind*. The caster is unaffected by these winds except that he cannot move from his position without ending the spell. The caster should repeat the incantation a few times during the one-minute duration, especially if someone approaches whom is unaware of the spell. Once the duration ends, the caster needs to declare, "end of *Whirlwind*."

Incantation: "To all within 30 feet, Whirlwind, Repel, Lightning 4."

Withhold

School: Fgt1

Base: Weapon or Missile

Target: One Held Weapon

Duration: 10 seconds

Description: *Withhold* takes away a person's ability to attack with the affected weapon, though he may still defend with it (as per the Withhold effect). Obviously, Withhold has no effect on shields (say "No Effect").

OOG Statement: "Withhold"

Chapter 14: Rewards

At Magestry, we try our best to reward everyone fairly and consistently for his efforts both in and out-of-game. For simplicity's sake, we use a standard reward system consisting of three kinds of points. This chapter explains how these different points are earned and spent.

Skill Points (SP)

Skill points are the basic points that your character acquires when you play him as a player character (PC). Playing your player character means that you have paid for the event, and you will receive any earned skill points once that event is complete.

Our system of skill points enables every character to gain new abilities after each event played, rather than having to play many events without advancement and then gain a huge amount of new abilities upon achieving a new level.

Earning Skill Points

Here is the breakdown of how skill points (SP) are awarded at the end of a typical weekend event:

Blanket: 25 SP. This is the base award that is given to every player character that plays the event.

Costume: 0-5 SP. Since we like to reward the players who enhance Magestry's atmosphere, your costume is taken note of during the game. If the staff is impressed, your costume may earn you up to five bonus Skill Points. An average effort earns you 2 Skill Points.

Good Role-Playing Bonus: 0-15 SP. We also like to reward players who make their characters believable. NPCs will be on the lookout for both good and bad role-playing and we will keep a record of it at plot central. Every player character will be awarded zero (0) to 15 bonus skill points at the end of the event depending on how well he role-plays. If the staff hears nothing positive or negative about a player, he will earn 3 skill points for the role-playing that we assume he did. As a player receives more positive reports, his role-playing bonus rises to reflect them. Reports telling us that a player went out of character, made out-of-game references or conversation, cheated, or displayed poor behavior will deduct from his role-playing bonus.

Note that a score of 15 is a perfect game and is very difficult to achieve; most of the best role-players will never earn more than 12, and even that reflects a very effortful performance.

Player Experience Points (XP)

Skill Points are a reward for the character that earns them and not for the player of that character. In other words, you may not earn skill points with one of your characters and then use them to purchase skills for another of your characters. However, there is a kind of point that is awarded to a player himself: the Player Experience Point (XP).

For every skill point that you earn at Magestry, as either a PC or NPC, you will also earn one XP. XP are considered to be spent on the character that earned them. Once that character dies or is permanently retired, those XP become unspent and can be spent to determine the starting skill points of the player's next character. See Magestry.com for explanation of that system.

Brownie Points (BP)

Brownie Points (BP) are a representation of rewards given to a player for any extra help that he gives to the Magestry staff. Brownie Points are awarded for the following reasons (among others):

- Donations (money, costuming, props, supplies, etc.)
- Submitting written plots that are accepted
(Please don't write plots for your own character.)
- Helping set-up or take-down (one hour = ~10BP)
- Writing newsletter articles
- Making/Donating Costume Pieces

Brownie points can be spent on various things. The chart below lists the BP costs for the most common rewards and gives the maximum number of BP that can be traded in for *each* type of reward each event played as a PC. The last column shows the maximum number of BPs that can be traded in by a new Player Character for each type of reward.

BP	Reward	Redeemable Per Event	Redeemable for a New Character
5	1 Skill Point	75	250
10	1 Silver Piece	400	1,000
25	1 Day Free Horse, Boat, or Ship Travel	No Limit	No Limit
50	1 Gather Information	100	100
100	Random Potion or Scroll	200	200
300	"Get Out of Death Free" Card	300	300
500	1 Free Event	500	500

To spend Brownie Points, log in to the Magestry Database, select your character's name from the dropdown menu, and click the "View Character" button. Then, click the "Convert BPs" button located at the bottom of the page. On the page that appears, set the dropdown menu to the number of Brownie Points you want to convert, click the radio button that corresponds to the reward you want to purchase, and then click the Convert BPs button. Only rewards that you have enough BPs to claim will be selectable.

Glossary

Aggressive action: Some spells are negated by, or don't allow a creature to make, "aggressive actions." An aggressive action is simply anything that you can do to hurt, control, or negatively influence another creature. This does not include only physical and magical attacks, but also verbal and emotional attacks.

Alchemical components: These are ingredients (like "Eye of Newt") that are needed to create alchemical and poisonous substances. In-game, they are represented by plastic plants, plastic animals, colored stones, or Popsicle sticks.

Armor Points (AP): These are the first layer of defensive points that a character has (before his Hit Points are damaged). They are usually granted by some type of armor, but some spells grant temporary Armor Points.

Baggage Skills: The skills that a character acquires for free upon gaining a skill slot in a particular grade of a particular school. They are called "baggage" because they come along with other skills.

Bard-in-the-box: What we call a small CD or tape-player for the purpose of playing Medieval or Renaissance music. Players may not play any music that does not fit the period of the atmosphere that we try to create, and bard-in-the-boxes should be kept out of sight.

Boffer weapon: A safe weapon, constructed from PVC pipe, pipe insulation foam, open celled foam, and duct tape, that is used in Magestry's touch combat system.

Brownie Points (BP): Points that are awarded to players for their service to Magestry. Brownie points can be traded in for various in-game and out-of-game rewards.

Call: A call is a verbal description of what the skill you are using does to its target. A call is in-game and/or out-of-game. See "OOG Statement" for more information.

Call-out: When a character attacks another whose player is not in a location where combat is acceptable. The called-out player must step to a safe location with the attacking player before responding to his attack.

Casting Level: The Power Level that a spell is cast at.

Character card: The out-of-game paper that contains all of a character's information. Each player must carry this paper at all times and should have a pencil to mark off used skills and spells.

Creature: A term that refers to any character in the game: it even includes player characters; not just monsters.

Crit: Short for "Critical Attack." A *Crit* is an attack that does more damage or has a different effect than a normal attack that simply deals one point of damage.

Damage bonus: An addition to the strength of a character's physical attack. This bonus is represented by an extra point(s) of damage.

Damage, points of: The representation of a character getting hurt. A character can have his Hit Points, Armor Points, temporary Hit Points, or temporary Armor Points damaged.

Downcasting: When a higher-grade skill slot is used to perform a lower-grade skill in the same school.

Experience Points (XP): See "Player Experience Points" (PXP).

Final Blow: A strike that is intended to "finish off" (kill) a helpless creature.

Game Master (GM): A member of the cast who is both well versed in the rules and in charge of maintaining Magestry's policies.

Heroic Effect: The effect that allows a creature to gain the benefits described under the skill *Heroism*.

Hit Points (HP): Points that represent a character's health and stamina in combat. Hit Points are damaged after Armor Points have been damaged or bypassed.

Incarnation: The personification of a common worldly phenomenon (like Death, Time, or Nature).

In-game (IG): A term describing anything that is part of the game and is not distinctly part of the real world. Characters, Magesta's currency, and magic spells are all examples of things that are in-game.

Machine-gunning: Rapidly landing blows on an opponent during combat. This is illegal, and players do not have to count an attack that follows another from the same weapon by less than one second.

Magesta: The imaginary world that this game is played on.

Magestic: Can be a term to describe something of, in, or in the style of The World of Magesta. It is also the name of a coin that has a 10 gold crown value.

Magestite: A valuable red metal that is used, among many things, as currency: 1 Magestic = 10 Gold crown. Magestite weapons are permanently enchanted with magic and all four of the elemental energy types.

Magestream, The: The magical wave that circles Magesta once every twenty-four hours, restoring used skills, damaged Hit Points and Natural Armor Points, and all unusable limbs.

Magestry: Aside from being the name of the game, Magestry is the name of the living magic force that cloaks The World of Magesta. There is a school of magic, also called "Magestry," that draws its energy from this living magic force.

Melee: A combat that is fought hand-to-hand with hand-held weapons like swords or axes.

Metagaming: Using out-of-game knowledge for an in-game purpose. Metagaming is against the rules. An example of metagaming would be if you (not your character) heard about the location of a hidden treasure while out-of-game and then went (as your character) in-game to retrieve it. That is against the rules because your character did not (in-game) discover the location of the treasure.

Modern: Anything unique to today's culture (cars, sneakers, cell phones) and/or doesn't belong in a medieval or renaissance setting.

Module: An area (usually a building) that is made to look like a dungeon, distant land, or other dimension. The adventure is transported to this alternate place for the characters within it. Modules are out-of-game areas to everyone outside of them.

Monster: A generic term for a non-player character that happens to be of a race that typically terrorizes player characters.

Mundane: For in-game purposes, this term refers to an item that is not magical and has no special properties. (A silver sword is an example of an item that is not magical yet has a special property and is therefore not considered mundane.) For out-of-game purposes, the word mundane is often used to mean “modern,” as in “that item doesn’t belong in the World of Magesta.”

Non-player Character (NPC): (noun) The in-game personality assumed by a cast member or the cast member himself. **(verb)** NPCing is a term that describes the action of someone being part of the cast for an event.

NPCHQ: The out-of-game area that serves as the headquarters for the cast. Also called Plot Central or Ops (Operations).

Out-of-game (OOG): Any item, event, information, or area that is not relevant to the fantastical setting of the game. Examples of out-of-game things are cell phones, cars, conversations about life outside of Magestry, Plot Central, and the area under your bed.

OOG Statement: An out-of-game description of what effect your skill is having. Most spells have verbal in-game incantations that are followed by OOG Statements that further clarify their effect. Some skills (such as Fighting and Stealth techniques) are described entirely by OOG Statements and have no in-game verbal call.

Player Character (PC): (noun): The in-game personality assumed by a (paying) player or the player himself. **(verb)** PCing is a term that describes the action of someone paying to play one of his or her player characters for an event.

Player experience points (XP): Points that are awarded to the player rather than the character. XP can be earned in many ways, including being a member of the cast, and they can be transferred to skill points for a particular player character.

Plot: The term for a particular piece of the story/adventure at Magestry. Some plots seem to have no connection to anything else, and some are obvious continuations of others.

Plot Central: The out-of-game area that serves as the headquarters for the cast. Also called NPCHQ or Ops (Operations).

Plot director: The person in charge of overseeing the plot of the game and supervising the cast members. Unless there is an emergency, there will always be a Plot Director at Plot Central.

Potable: This describes a spell that can be cast into an Essence of Magestry to create a magic potion.

Prestige Class: A specialized school of learning that is available to a character once he has gained the appropriate experience and training.

Professions & Prestige: A supplement to this rulebook that contains details on profession-based skills and additional prestige classes. It can be found at Magestry.com.

Shield-bashing: Using your shield to attack rather than defend. Shield bashing is illegal and will result in suspension from Magestry.

Sparring: Mock combat for the purpose of practice. Though weapons may strike characters, no damage is dealt during sparring.

Spell components: Items used to cast spells; also an in-game name for spell packets.

Spell packet: A small bag of birdseed that is thrown at a target to represent casting a (missile-based) spell.

Spirit cloth or Spirit hood: Cheesecloth that a player wears over his head while assuming the form of a spirit.

Stacking: Adding the effects of two spells or skills of the same type (e.g. the spells *Magic Shield* and *Magic Armor*). In most cases, stacking is not allowed.

Temporary Armor Points (temp AP): Armor points usually gained through magical means and are damaged in combat before armor points granted by physical armor.

Temporary Hit Points (temp HP): Hit Points that are gained through skills or special items and are not part of your character’s natural Hit Point total. Temp HP are damaged in combat before natural HP but after all Armor Points are damaged.

Plot Director Samwise says, “Orc or go to bed!”