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An Introduction to the Ancient World

This guide was created to aid those new to the ancient lands known as Lyonesse, Read it carefully for within its pages lie many methods of surviving and even adapting to these lands. Whether you arrived here by your own choice or have been forced unwillingly here against your will, this tome was written to allow my knowledge to be passed on and let travellers learn something of these lands.

The Land itself is an ancient place, once the home to great civilisations that spread not only across these lands but also to many others. This race however vanished millennia ago, with no trace as to what happened to their empires, although the remains of their cities and the devices they used to traverse and open the dimensional portals can still be found today.

In recent centuries the lands have been repopulated by species from many other lands, each feeling a call to the ruins as yet unknown. Troubles and dangers led to many of these peoples to form communities and form together for protection for the beasts which roam the lands and ruin as well as from each other.

In the centuries following the first arrivals of these races a society of sorts has been established amongst the ruins of the ancient civilisations, a society comprising of a number of villages and fortifications guarding the gates and portals, through which the wise and powerful may pass to other, stranger worlds. In this society no law holds truer than the strength of ones mind or fist, or the power of ones allies. Those with little or no protection find themselves driven from more civilised lands out into the wilderness that surrounds the cities, an area teeming with beasts, hostile to any and all intruders. From this society a powerful force appeared and began to increase in power, the Lords, Each with the power and influence sufficient enough to hold and control access to a portal. As the number of portals is limited so is the number of lords.

Occasionally a new portal is discovered or a dead gate brought back to life, then the fighting often starts again in earnest, both between the existing lords all attempting to expand their own power bases and between other highly placed individuals who aspire to the ultimate rank.

Of course there is tension and strife between below the rank of the Lords. As one would expect in a world where the gods bless their worshippers beyond those of normal men, where mages tap into the fluxes of power which run between the worlds and the skills and techniques of a dozen worlds have refined the fighting skills of many a warrior and a great number of rogues.

This state of tension is not aided by the fact that whatever power called us to this land has not been in any way choosy in the morals of those it has called. The forces of darkness are as well represented as those of light and while many of the dark forces lack organisation, they make up for this in vindictiveness and violence. This is not to say the forces of light are overly willing to aid those outside their own orders or that they eschew the arts of war.

Given this together with ancient racial troubles and the hoards of beasts which wander the lands, one may ask why not use the portals and just leave? Unfortunately my friend life within the ancient world is not as easy as that, while many (but far from all) may pass through the gates into whatever lands lie on the other side, many find that after dwelling away from the lands too long the pull which brought them to the ancient lands starts again drawing them home. Although more often one finds the gates blocked with no way reason indicating why. It appears that whatever us or our ancestors here has some purpose in mind and until it is fulfilled we are all hostages to its fortune.

More recent events has led to great changes throughout the lands, where once a great plague ruled forcing all to fear their lives, the actions of several adventurers have brought celebration and happiness to the lands. Although this was at great cost to many and proved to be the lands changing factor.

In summary those who recently find themselves within this land should be quick to find allies and to avoid making powerful enemies, before attempting to carve out themselves a place in society. Beyond this I can give little advice, avoid the cults and bandits, which are too numerous to imagine. Always honour the Lords and their allies and to avoid the gates. This should allow you a long and unadventurous life amid the ruins. Unfortunately many pay little heed to this advice and travel in search of treasure, although I cannot see any reason why...

Thales the Historian

The Heartlands of Lyonesse

The game of Lyonesse is set within the Ancient World, a land of wilderness and desolation, littered with the ruins of an ancient civilisation. In ages past this culture spread not only throughout this world but it's believed many others as similar ruins of have been discovered on many of the worlds linked here by a variety of portals. Around the ruins and newer cities throughout the land is where most of the games action will take place. Within recent centuries many species came to the lands and have tried to create a new civilisation with no great success.

The character assumed by a player of the game will normally be from the fledgling society or from one or those people drawn here through one of the worlds many portals.

In the game, each character is partially defined by the skills which they possess, the class they are and the race they belong to. (The rest of the character is defined by the player's choice of character personality, history and attitude. Of course these can't be covered in any rulebook). In the game there are six primary classes, amongst which the skills are split as appropriate. A character may progress through any of these classes as they gain experience and as they progress they may learn newer skills to aid them in their day to day and adventuring lives. There are also a number of races from which a character can come from, each granting the character with different abilities and possibly some drawbacks, as well as helping to shape certain aspects of their character.

Game Mechanics

Games Master

The word of the games GM (game master) is final and can effectively override anything stated within this rulebook within reason, the only exception to this is if two or more of the Lyonesse Ref intervene. Unless otherwise stated follow the rules as stated here in the rulebook or in the relevant Lyonesse supplement.

Falling

If you fall from a height of more than 10' without the skill "Relaxed fall" you will take damage, all of which ignore armour. 10'-19' = 1 hit to the torso, 20' to 30' 1 hit to all locations and every 10' segment over that adds +1 to the damage dealt to each of the characters locations.

Weapons use

The Lyonesse game system doesn't include any weapon use skills or proficiency's. This is because the combat system is as close based upon real life, anyone can pick up a weapon and swing it but it takes lots of practice and training to master their usage, in the same way your character can try to use any weapon you come across although without picking up some ability with it OOC you will be hard pressed to match a warrior who's battled with their blade for many months. You must however buy or discover a weapon before you can use it in game. Also please ask the person you taking a weapon off before prying it from their dying corpse.

Money

The monetary system in Lyonesse is defined as ounces of silver. Silver is counted as the most precious metal in Lyonesse and one of the reason why it's used as their currency. You can represent this money in any way, we find that glass or plastic beads work best. However your character must keep any money they have on them at all times, unless you have already deposited it somewhere.

At current an initial pay of 300 ounces of silver is given to every character that joins the reformed mercenaries to cover weapon costs and other expenditures. Choose carefully what you spend this on for it will be all you have on the field.

Grappling

To successfully hold a person still 3 people need to be touching the 'victim'. They should not fully grab them without permission as this can cause discomfort. When held in such a way characters cannot struggle or move without certain skills or abilities.

Out of Character (OOC)

If you or a monster is out of character then they will indicate so by placing a finger in the air. If a person is OOC then they should be ignored by anyone IC (in character). Also some areas of game rules may be classed as OOC areas or situations and should be treated as such.

Game Calls

Man down

Possibly the most important rule in the game, this call indicates a real injury or accident has occurred. If this is called all gaming must stop. This enables the situation to be assessed and any necessary first aid to be applied. You should remain in place until told to do so by game organisers. If it is a large battle or game you may be asked to sit down, this allows the first aid people to see who's been injured.

Time Freeze

This call tells you that something that takes no time at all has happened, for example someone teleporting into the area. It requires that all who hear the call should stand motionless with their eyes closed and humming to themselves until TIME IN is called. Once this is called you should start play again as if nothing happened except of course react to any change which happened, the monster which just appeared for example.

Time In/Out

This indicates that the game has been started or suspended. When time is 'out' you may rest, sit down or chat OOC. If it is only a brief suspension of play you should remain in place however. Once time in is called play resumes as if nothing had happened. This call occurs often when dog walkers are spotted to allow them to pass without exciting their pets.

Pull those (BEEP) blows

While not an official call, it's included here as a guide. If a person is not pulling their blows correctly explain it to them politely, if this doesn't help inform a ref or GM, do not take matters into your own hands.

Damage Calls

Magic

This is a fairly basic damage call, in many situations it doesn't even need to be called. In effect an item with this property is highly resilient to shatter and similar spells and is capable of harming creatures that exist incorporeally like ghosts.

Crush

A crush attack will either destroy any physical armour on that location (repairable only by the mage spell mend) or it will reduce an exposed location to zero, regardless of any type of body development or natural armour, in addition normal healing is not enough to heal a crushed location. If this attack is used against someone protected by magical protection which provides armour then the first attack will destroy the spells effect completely.

Fatal

This attack strikes as a normal attack if it connects with armour of any kind, however if a 'Fatal' Attack strikes any part of the body it drops your head and chest locations both to zero. The character is then dying and on their two minute death count.

If parried or dodged in any way the attack does no effect, the victim of a 'fatal' wound may be healed just like any other mortally wounded character.

Paralyze

This attack leaves you paralyzed completely for between 10-30 seconds, both physical and natural armour not protecting in anyway. If dealt by a weapon you also take one point of through damage.

This attack may be parried or dodged as normal.

Strength

A Monster/NPC/Character calling strength cannot be grappled/obstructed in anyway or by any number of people. They are also able to bodily throw people and large objects about without any apparent effort. If a Monster/NPC/Character calls strength as they hit you then you are knocked 10' backwards, role-playing the effect as best you can. You still take the damage as normal, this effect must be parried as normal but you must role-play the strength of the hit (having your weapon knocked away if necessary).

Through

This results in the hit striking directly to the location struck, regardless of any armour worn. You may parry the effect as normal.

Resisting effects

In order to resist an effect of a hit or a spell effect you must call the resisting effect within 5 seconds. There are a variety of skills and abilities which do this. Some magical items might be resistant to certain effects and some even provide resistant to the wielder, the call must be given still however.

Card ripping

Certain skills require skill cards to use, as does all magic. When one of these abilities is used the use is represented by either folding or ripping the relevant skill card. This must be done when using the skill or casting the spell, unless it is impossible to do so (being grappled for example) in which case the card must be ripped as soon as you are able. These cards exist as a game mechanic only, they may not be transferred, sold or stolen by other characters, and hold no actual value.

Skill cards are not always in use, often personal memory is enough. In such cases try to play fair and avoid cheating, if you believe your likely to have trouble inform a Ref and skill cards will be provided.

Physical Representation

A number of skills available to characters require physical representation to use, Camouflage, Heal, Craft and Lockpick to name but a few. In order to use these skills if your character has them you must bring along something to represent it. Heal for example can be used simply by bringing along a few strips of bandage to wrap around injured locations, while for craft (armour) a blunt needle and thread is all that's needed to repair leather armour in game.

Any skill which requires a physical representative will be noted in its description.

Along the same line of effect any potions you character collects must be represented by small glass or plastic vials. Empty aromatherapy bottle are perfect for this. Simply fill them with a drink of your choice and its ready.

Hit points

Every character starts with one hit per location. The locations are: Head, Torso, Each arm and each leg, to a total of six locations in total. Once a limb is reduced to zero the location is no longer usable, causing the character to either drop what their holding or fall to the ground as necessary. If your head or torso is reduced to zero then you must start your death count. The number of hits per location can be modified by taking the skill body development.

Death count

Once your head and/or chest are reduced to zero (by any means) then begin what's called a death count. When on a death count you must count to 2 minutes (120 seconds), if you are not healed in this time, your character is dead. You may stop counting as soon as someone starts healing you.

Coup de grace

This is only possible once someone's head and/or chest have been reduced to zero, then by striking one of these locations with ten consecutive hits to utterly destroy that location. Players should be careful when striking near a prone persons head. You should strike a balance between representing a full swing and actually hitting them. If a coup de grace is interrupted the character is considered mortally wounded and can be healed as normal. Alternately the corporeal spell sanctuary will be effective if cast before the tenth blow is struck, as will the preist spell death ward.

Experience points

All characters start at level zero and can go up through the levels depending on how many games you take part in. If you had an existing character in Lyoness who died or retired fully, then you do not start at level zero. Instead you begin at half you old characters level, rounded down. To level up you must gain an amount of EXP to equal the level directly above the level you are already, i.e. the level you will become. For example: I am level 3, I need 4 EXP to level up to level 4. The exception to this is the levels beyond level 5, you need only 5 EXP to obtain level 6 or higher. Once you level up the EXP used to gain the level will be removed from your total. EXP is rewarded at a rate of 1 point a game if you played or ½ a point if you monstered, this represents training your character took part in the meantime.

Character generation

One of the first things a player wants to do is create a character for themselves. This requires some forethought. What is the character like? Where are they from? What goals do they have and how do they plan to succeed in them? Do they have any allies or family? And most importantly why have they become an adventurer?

These questions may form the basis of what skills your character should take. It will also help you select a race and class.

The races

The first choice for players to decide is from which racial stock their character is from. There are several species within Lyonesse. Some are included below as a guide to help you decide. Many other races exist however.

Human

Humans, by far, are the most common of all the races. They are well renowned for being great generalists, being equally capable in many asks. As a species humans have a relatively high birth rate and often have a generally aggressive attitude. They are a culturally diverse race, with many different social settings and groups. This seems to keep the species on edge and ready to face almost any new challenge. So far their overall scattered approach has worked well for the humans, but only time will tell.

Elves

Elves are a subtle and reclusive race, relatively few in number, but long-lived and capable of great power. Many elves originate from the forests and although possessing a great tradition of warriors, their homelands often lead them to take up the role of rogue. Elves are also well known for their involvement in magic and many are overly intrigued by such forces. Unlike humans, elves have generally few cultural groups, many of the groups that have been known have often led a life away from the mainstream often causing permanent splits between the species. One could imagine this leading to a great flexibility in the race but this is not the case as many off splits of elven society harbour a deep hatred towards the mainstream race. A prime example of this is between Drow and Elf, a cultural (and now virtually racial) split which has only increased over time.

Orc

Orcs are the species which is closest in population to the humans although they are rarely found close to civilised areas, preferring the wild lands of Lyonesse. This is considered surprising considering the species common traits of aggressive attitudes towards everyone, including their own kind. The average orc relies primarily on brute force to survive, this leads them to be considered fierce warriors and cunning scouts. Orcs tend to have little if any culture, with the exception being their array of clans. This does result in almost every orc group being more or less similar to every other group.

Goblin

Once believed to be a split off form of orc kin, the goblin has since proven to seem quite different. Not as common as the Orcs, goblins are still a high population species. As a species goblins seem more of a scavenger group than any thing else, possessing a great sense of smell while being quite cowardly in attitude. Goblins rarely have the patience to learn any form of magic but when one does he quickly gets respect from the others of his kind. Goblins haven't any real culture but do have clans groups similar to the Orcs which led to the belief by many of the two species being closely related.

Beastmen

While the Orcs are more common, the beastmen are considered a lot more fiercesome as a species. While not as purely aggressive as orc kind, the beastmen have great potential for aggression. Beastmen often seem more organised than their primitive look would indicate, almost every beastman comes from within their close knit tribal society.

Classes

Once a species is chosen the next thing a character usually decides is a class. While picking a class to represent your characters way of life is not necessary, you may find the selection of feats available to your generalist character limited.

Warrior

Warriors represent the potential master of the arts of combat. This involves not only skill with weapons but also bodily strength and resistance. The strength of a Warrior has saved many a life when attacked by enemies or threatened by other dangers, as even when an attack comes from a more mental or spiritual source one often finds comfort in a strong sword arm.

Rogue

Rogues are almost always masters of stealth, including the traditional woodlands skills like tracking and camouflage as well as skills more suited towards an urban environment. Rogues are often highly adaptable people. While many lives have been safely guarded by the word of many a scout, Rogues do suffer a bad reputation with some groups as more than a few Rogues often lead less trustworthy and more dangerous paths.

Mage

Mages specialise in mastering the elemental arts. Each Mage is bound to the seven elements which make up the world, from which a mage draws his power. Many Mages hold great power but can rarely affect living beings directly. Some however do use their power to cause harm and pain to others, although magic of this kind is high powered and draining. Most Mages hold an array of varied and flexible spells, so even a poor mage can often find himself with a use, whilst a clever Mage is near indispensable.

Corporeal

Corporeal magic is linked directly to the life flow and the body of living creatures. Their power comes from the life flow, a powerful source linking all life. A master of the Corporeal holds some control over the life flow and as such holds the power to both give and take away a living creature's life source to a limited degree, allowing them to heal and harm.

Shaman

A shaman deals in a form of magic which affects the mind and spirit of people. In this case spirit may mean a number of things, of which the most common of that being found with all sentient living beings, often called the soul. They do hold some power over other spirits as well, including incorporeal ones like ghosts.

Priest

A Priest obtains his power directly from the gods which they have bound themselves to. Priests are often a highly varied group depending on which religion they follow. Some are highly compassionate while others are highly cruel and dangerous. Many of their powers link directly between celestial powers and undead spirits, often depending on the nature of a Priest's religion.

Alignment

The alignment of a character determines the way they act and how they feel about certain situations. You must choose from one of the following:

Chaotic Good	Neutral Good	Lawful Good
Chaotic Neutral	True Neutral	Lawful Neutral
Chaotic Evil	Neutral Evil	Lawful Evil

Your characters alignment should fit how you imagine your character to act. A character's alignment can be changed through discussion with one of the Ref's or Games Masters.

An alignment is comprised of two parts, the first indicating how your character feels in regard to laws and rules, the second how they interact with people. A more detailed description is described below. Along with a quick description of an actual character which fits the noted description.

Lawful Good characters are often strong forces of righteousness and believers in what is just and good. They work to aid orders and governments which help people while fighting against those which follow disorder and/or suffering of people.

As Yet no Lawful Good characters have made themselves noted within Lyoness, will you be the first and find your characters name in print in a future rulebook update?

Neutral Good characters believe in the power of good ness above all else, many of them are healers or protectors working to make the world a better place and will usually do whatever is necessary to bring this about even if this means going against what is considered the norm of society.

The Human 'Vectreal' makes a living as a crafter of weapons and armour which he sells to those he considers to uphold the aspects of good while at the same time he sides along with Yarr'q's pirate crew of evil villainous scum but stands up against his Captain whenever situation deem it necessary.

Chaotic Good characters are highly independent forces of good. They have little use or care for governments and other forces of order, often doing there own thing in disregard to such groups.

The Human warrior 'Ugg' held to the alignment of Chaotic Good, a pirate who battled against the law to protect and help those he deemed in need of protecting.

Lawful Neutral characters believe in the triumph of law and order above all else. Fore many of them the fact that their master is good or evil matters little as long as order is maintained and the law is obeyed.

Former knight 'Siven' followed the late Lord Taiz't Korrd, obeying his commands without concern for those he opposed. His loyalty continued even after his master joined the evil ranks of the Undead and ordered Sivenius to kill those who oppose him.

True Neutral characters come in two types, the more common are the slightly selfish ones who don't care for any side and stay out of things without caring. The second kind is a lot rarer, people who believe in the power of a world balance between good and evil, often changing sides to help maintain this balance.

Renowned Dragon tamer 'Aradwen' follows the first of the true neutral arch-types, although she declared herself allied with the old merc's guild she doesn't follow any real orders, siding only with them for her own protection.

Chaotic Neutral characters are often considered slightly unstable, possibly even insane. They believe in disorder and trouble. This leaves them to act by doing whatever they think is novel of fun at the time.

The alas now deceased Mage 'Zak' is believed to have lost track of his sanity many years before he encountered the people of Lyoness, he adventured for amusement and never provides aid to people without joking around for awhile first.

Lawful Evil characters believe that organisations and laws exist for them to hold power over others, often using such laws to advance their own position.

The Pirate Captain 'Yarr'q' gained his position by faking loyalty to the late Captain Birdseye while all along keeping his eyes on Captainship. Yarr'q has since become powerful figure within the guilds but its obvious he only does this to maintain his command over others.

Neutral Evil characters believe in 'number one'. Their own personal gain taking president over all else, they often work with any agency which will lead to this goal.

While under servitude of his Matron, the Drow 'Killian' works continually for her gain. He cares nothing for other people who he might meet. He often sides with any group which will help him at the time but never holds loyalty to anyone.

Chaotic Evil characters are considered highly dangerous people, they are always willing to do whatever it takes to get ahead in life, not caring for anything else. They see no value in organisations and believe that only they have the power to sort out the world.

After arising from the dead as a Vampire, the former Drow Lord 'Taiz't Korrd' held little care for anything. Considering his word Law he acted as judge and jury against anyone who he encountered, more than once becoming executioner as well by taking matters into his hands... and his fangs.

Skill points and how to use them

A starting level zero character has 20 skill points. When they level up they gain a bonus number of skill points at each level equal to the level obtained, with the exception of level 6 and above, each such level rewarding only 5 skill points.

Each skill costs an amount noted in the skill lists below, if you haven't enough skill points to obtain a skill you can't select it. Skill points can be saved for later level ups.

Class levels cost skills points as well, they provide an array of skills and give sometimes give access to extra skill lists.

Everyone may select a skill from the generalist list, but in order to select a skill from one of the three class based lists (warrior, rogue and spell-caster) you need at least level one in that class.

Some skills are repeated in the specialist lists at a cheaper cost, you may buy the skills at the cheapest cost as long as you can select abilities from the specialist list the cheaper cost is on.

At current class levels range from first level through to third level. But you can only pay a cost in the first two. The third level is available only to those the Game Masters see fit. (We may accept bribes in excess of £100).

In addition a character who achieves character level 10 will be awarded a class level three in a single class of their choice (which they possess the first two levels in) as well as the normal five skill points gained for levelling up.

Ranked skills

Several of the skills are ranked between ranks 1 and rank 3, sometimes 4. To gain a higher ranked skill you must first possess the ranks below it. Ranked skills represent progression and advancement. This means you cannot gain two ranks in something at the same time, a minimum of one game must be played between gaining each rank. This does not apply to ranked classes. Bonus skills from classes do not apply in regard to this.

Automatic Racial Skills

Every character can speak Common (the human tongue) and all non humans can also speak their own language. Each race also gains a special bonus ability as below. You may choose not to select this skill, you may also decide not to speak either Common or your home tongue.

Race	Automatic Skill
Human	Numeracy
Elves/Dark Elves	Dodge 1/day
Orc	Fearless 1/day
Goblin	Sniff
Beastmen	Roar

Class lists

Class and Rank	Cost
Warrior 1	8
Warrior 2 ‡	9
Rogue 1	8
Rogue 2 ‡	9
Mage 1	8
Mage 2 ‡	9
Corporealists 1	8
Corporealists 2 ‡	9
Shaman 1	8
Shaman 2 ‡	9
Priest 1	8
Priest 2 ‡	9

Key: ‡ Needs rank 1 of the class.



Generalist Skills List

Skill	Cost	Skill	Cost
Body Development	8	Heal 1	2
Numeracy	2	Heal 2 *	4
Literacy	2	Heal 3 *	6
Speak Language	2	Teach 1	1
Pick Pocket 1	3	Teach 2 *	2
Pick Pocket 2 *	4	Teach 3 *	3
Jump 10'	3	Teach 4 *	4
Climb	4	Craft 1	1
Relaxed Fall	4	Craft 2 *	2
Evaluate	1	Craft 3 *	3
Read/Make Map	1	Craft 4 *	4
Recognise Forgery	2	Lore 1	1
Taunt	3	Lore 2 *	2
Resist Spell 1/day	2	Lore 3 *	3
Slow Poison	2	Lore 4 *	4
Alchemy Rank 1	2		

* ~ providing you already have the skills leading up to the chosen skill

Descriptions

Body Development

This skill provides there character with an additional hit per location.

This skill cannot be taken more than once every 5 levels (1, 5, 10). Even if gained through a bonus skill from class levels it won't take effect until you reach the required character level for it to work.

Numeracy

This represents your characters ability to understand maths and money. Without this skill you can count to ten by using your fingers and are unable to do any multiplication or division.

Literacy

This allows your character to read and write any language she can speak.

Speak Language

Orcish, Elvish, Common, Draconic etc. A variety of languages exist in Lyonesse.

The use of languages in game is done by the use of hands. To represent speaking in another language you should hold one of your hands in the air held as a fist and state the language before speaking.

If someone is speaking a language your character doesn't understand then you must act as such.

Pick Pocket

This allows your character to steal items from others, to unobtrusively take items lying around and to plant other items on someone.

To do such a thing you must approach the character you're planning to steal from and maintain close contact with your hand against one of their pockets for a designated period of time. Once this is done either explain to the player what you have done or explain it to a ref.

We do advise discretion with regards to pick pocketing, both in and out of character.

The time need to pickpocket someone is determined by the level of skill they have. Rank 1 requires 30 seconds contact while rank 2 requires 20 seconds.

Jump 10'

This skill allows a character to jump 10' horizontally and/or 5' vertically. A character may not attack anyone while leaping or for 3 seconds after landing. A character cannot be attacked while jumping, this represents your character twisting in the air and your opponent's surprise.

Some large creature may prove impossible to jump over, this will be pointed out by a Ref or Games Master.

Climb

This skill allows the character to climb all but sheer surfaces and remain on them for almost any desired period unless physically removed. Characters climb at a rate of 1 foot every second and descend at twice that rate. Anything faster counts as falling.

Combined with the skill jump a character can jump vertically a distance half that of their jump skill and then land that distance up a wall or tree. You may jump down the same distance.

Without this skill a character jumping into a tree or up a wall couldn't get enough grip to jump down without falling!

Relaxed Fall

This allows a character to fall any distance without taking damage. It can be used when every your character is falling as long as you are in light armour or less and within 10' of a wall or other surface.

Evaluate

By using this skill you can discover the monetary value of a non-magical item.

Read/Make Map

Any map found in game will be considered useless without this skill. Also it may be found useful for drawing out on paper where your character has been to avoid being lost.

Recognise Forgery

You can tell if an item is forged, this skill covers the forging of documents as well.

Taunt

When this skill is used, the character must role-play taunting the enemy before calling 'taunt' this will cause the taunted creature to become enraged and to attack the taunting character. This skill may seem dangerous but is useful for distracting opponents as well as laying ambushes.

This skill is usable only once per encounter.

Heal

The heal skill allows you to provide medical healing to characters/NPC's/Monsters.

Each point healed requires 30 seconds of work and a character is limited to a number of hit points they are able to heal after every skirmish, optionally you can turn lethal damage into non-lethal damage at the same rate as curing damage (instead of curing not as well).

Heal Rank 1 provides 1 hits worth of healing a skirmish, Heal Rank 2 provides 4 points per skirmish and Heal Rank 3 provides 8 per skirmish.

In addition Heal Rank 3 can restore severed limbs to having a single hit remaining, if done within 5 minutes although 2 minutes of work is required to do so, this counts as the equivalent of 4 points of healing.

Heal 3 is obtainable only by example of a master surgeon or another character with Heal 3, this may cost your character payment for the service.

This skill requires physical representation as described in the main rules section

Resist Spell 1/day

This skill allows a character to resist any rank 2 or lower ability directed at him once a day. You must declare how you resist the spell (such as 'by the power of my will I resist that spell') within 5 seconds of the spell being cast, you must rip you skill card while doing so.

This skill can be selected several times.

Slow Poison

This skill gives limited protection against most poisons, after being struck by a poisonous effect you may resist the poisons effect, delaying the effect for up to ten seconds. In this time you can attempt escape, call a warning to people, cry for help or get revenge. After the ten seconds the poison takes effect as normal.

Alchemy Rank 1

Alchemy Rank 1 provides enough skill to act as an apprentice to a spell casting alchemist.

The skill has two uses, firstly you can identify any potions you come across and secondly you can assist in the creation of potions as described in the “Steel and Smoke” supplement.

Teach

The teach skill allows your character to pass on skills to another character, without that character having to spend the skill points to gain it...

Teach Rank	What can be taught
Teach 1	Just Teach 1
Teach 2	Any Rank 1 skill
Teach 3	Any Rank 2 skill
Teach 4	Any Rank 3 skill

When attempting to teach skills to another character, your teach rank indicates what level of ability you are able to teach. The table to the left explains what each rank in teach allows you to pass on to others. In regard to teaching skills which do not have a rank use the following guideline. If a skill hasn't a rank it counts as a rank 2 ability when looking at the opposite table, If

the skill in question is not selectable to the character being taught because its class restricted etc. it may still be taught but counts as a rank 3 ability. For ranked skills which are class restricted each selection of it counts as rank 3 unless the character being taught has the class in question.

For example: The skill listen 1 can be taught to anyone with rogue 1 as a rank 1 ability, meaning the teacher needs only teach 2 to teach it. But if the learner does not possess rogue 1 then listen 1 counts as a rank 3 skill for teaching purposes, so the teacher needs teach 4.

To use the teach skill you must have access to a Training Hall (See “Steel and Smoke” book). You must also pay an extra cost to cover training tools, manuals etc. You may wish to charge the person learning the skill to help cover this fee. Using teach 1 costs a fee of 50o/z silver, teach 2 costs 150 o/z silver, teach 3 300 o/z silver and teach 4 costs 500 o/z silver. Use the description above to work out what teach rank you used when teaching each skill. Just because you have teach 4 doesn't mean you have to spend 500 o/z to teach a rank 1 ability, you can just spend 150 o/z, unless the skill being taught is restricted to the learner in which case it will cost 500 o/z as you must use teach 4 to teach it.

You can't teach someone a high ranked skill without them first having the lower ranks, whether selected themselves or taught previously. You also cannot teach someone something with a level restriction unless they are that level.

Also any skill which normally cannot be taken for six points or less by both teacher and pupil can't be taught in any way possible. For example, Body Development cannot be taught unless both Tutor and pupil possess Warrior class level 1 at least. Finally, any skill which is limited to a number of times a day can only be taught by a specific person to a specific person once!

Craft

Unlike every other skill apart from Lore, the craft skill encompasses many sub skills and can be selected many times, each time taking a different sub skill. A sub skill can be anything which can be physically crafted. Weapon smith, Armour smith, Shipwright, Carpenter and Stonemason are all possibilities to name but a few. If you can think of something which could be crafted ask a ref, it is quite likely you can take craft ranks to do so. Each rank allows the ability to create certain items. Crafting is done in between games, during 'down-time'.

Rank 1 provides enough skill to act as an apprentice, you'll have the ability to repair the items covered by your craft sub-skill to a degree. Anything complex or difficult linked to that skill are still beyond your skill to repair. For example: rank 1 in craft armour smith allows you to repair simple armour such as leather or even studded leather but anything like chain or plate are out of your ability.

Rank 2 grants the ability to repair any such item covered by your craft sub-skill, with the simple exception of highly unique versions of the item/s.

Rank 3 allows the character to build their own items as covered by their craft sub-skill. Please refer to the "Steel and Smoke" Book which covers the creation of items and potions. Rank 3 in craft also allows the ability to repair any item covered by the craft sub-skill.

Rank 4 factors your character out as one of the greatest at their profession. It grants the character the ability to create master work items as covered in the "Steel and Smoke" book.

Lore

In the same way as the craft skill, Lore covers a wide selection of sub-skills, each being a type of knowledge your character might specialise in. Although the world is as wide and varied as Lyoness the list of sub-skills is near endless, a short list of possibilities are provided to give you ideas. The list is as follows:

Undead, Dragons, Portals, Seamanship, Mythology or Hierarchy. As with craft your character's rank in the sub-skill determines what your character knows.

Remember these are only ideas, almost anything can be covered by the Lore skill.

Rank 1 grants working knowledge of the subject, such as the fact that Lycanthropes can change at will or that there are nine known portals in Lyoness.

Rank 2 grants the knowledge equal to that of a professional, things like, what food Dragons eat, what symbols repel a Vampire and which port has the cheapest dock permit.

Rank 3 places your character in a position equal to that of a recognised specialist in that area.

Knowledge along the lines of which Dragons have which powers and which Orc tribe worships what divine being.

Rank 4 provides almost unique expertise on a subject. This will also grant your character a grand reputation amongst those who care about such things. You will be considered by everyone as a recognised expert. Facts including how to out-sail a whirlpool, what mannerisms to show when meeting a Dragon which will show it respect and the true name of a Vampire Lord.



Warrior Skills List

Automatic skills

Rank 1: Iron Will 2/day

Track Rank 1 & Rank 2
Taunt
Subdue

Rank 2: Craft 1

Body Development
Fearless 1/day
Disarm 1/day

Rank 3: Crush 2/day

Blade Storm 2/day
Rank 3 skill of choice

Skill	Cost	Skill	Cost
Body Development	6	Cut Throat	8
Unavoidable Strike 1/day	2	Double Damage	8
Knockdown 1/day	3	Strength	9
Blind Fighting	4	Disarm 1/day	3
Roar	4	Fearless 1/day	2
Dramatic Entrance	5	Iron Will 1/day	2
Blade Storm	6	Track 3 *	2

* ~ providing you already have the skills leading up to the chosen skill

Descriptions

Iron Will 1/day

This skill allows you to resist a single mind affecting spell or skill. It must be declared immediately after the effect is called. You must then rip your card at the same time. This skill can be taken more than once.

Track

This skill allows you to find and follow tracks left by people, it can also be used to determine information about a target being tracked.

Rank 1 lets your character discover tracks left by other creatures.

Rank 2 will allow you to follow tracks found and determine the species being tracked.

Rank 3 allows you to determine the number of creatures you are tracking and other details about them.

Subdue

This skill allows characters to deal non-lethal or sub-lethal damage with their attacks instead of fatal wounds. To use the skill call Subdue when striking an opponent. The damage is counted as normal but will not force a character to begin his death count if taken out by such an attack. This skill deals no damage whatsoever to undead creatures or golems.

All non-lethal damage heals after two minutes of taking no actions.

Fearless 1/day

This skill allows a character to call 'resist fear' when affected by a fear, terror or roar effect. The call must be declared immediately after the effect is called. You must then rip your card at the same time. This skill can be taken more than once. Unlike Iron Will this skill remains in effect for 30 seconds after use.

Disarm 1/day

This skill is usable when you strike someone's weapon, on the lower half of their weapon near their hands. When striking as such you may declare 'Disarm' and rip your skill card. Unless your opponent declares disarm in response and rips a card of their own then he must throw his weapon aside. Try not to drop the weapon straight down at your feet in case it gets stepped on. This skill can be taken more than once.

This skill can't be used while unarmed or with daggers or pole arms.

Unavoidable Strike 1/day

This skill represents your characters specialised training against Roguish characters, once per day per use of the skill you can declare this skill before making a swing. If the attack hits the opponent, they can't use the Dodge skill to negate the hit. This skill can be taken more than once.

Knockdown 1/day

This skill allows your character to land blows capable of knocking a character off his feet. This skill must be declared upon hitting an opponent, unless the attack is dodged they must role-play falling to the floor. Characters knocked down by this skill must remain prone for a count of three seconds, although they can defend themselves and fight as normal. This skill can be taken more than once.

Blind Fighting

This skill allows your character to fight by using smell and sound just as much sight, In any situation a ref or Games master declares your character blinded and unable to fight you can declare Blind Fighting, and keep fighting perfect alright.

To represent this in game you may keep yours eyes open and fight as you would.

Some forms of magical darkness and silence barriers will disable your characters from using this skill but being magically blinded will not.

Roar

This skill will demoralise opponents who hear the roar for a period of 10 seconds or until struck by a weapon. While demoralised opponents cannot advance or attack but may defend themselves.

The roaring player must role-play the roar to their best ability to get the greatest effect. It has no effect on otherworldly or mindless creatures, such as demons and undead (although it does effect lesser Vampires).

This skill can be used once per encounter.

Dramatic Entrance

A character with this skill can emerge from hiding into general view in an impressive manner, such an impressive manner in fact that all who view his appearance must stop for five seconds and applause, whether they want to or not. In order to keep the applause going the character must spend the entire time accepting the adulation and may not make any other actions. As with the roar skill people may be warned about the event and may avert their attention. Also this skill has no effect on other worldly or mindless creatures, who wouldn't appreciate the spectacle anyhow.

This skill requires physical representation as described in the main rules section, in this case it's an impressive or noticeable costume design.

Blade Storm *(restricted to level 3)*

This skill is one of the most tiring a character could use, as such its useable only once a day no matter what level you are unless you possess warrior rank three, when your limited to three uses a day if you have taken the skill separately, two times per day if you haven't.

By declaring the skill your character becomes able to move and act at a greater pace than other characters. To represent this all other characters not similarly sped up must act and fight at half speed, while any boosted characters may act as normal for a duration of five minutes. This ability has a down side however. Use of this skill exhausts a character to such a degree that after the skill ends they must drop to half normal speed for a full 15minutes. After the 15 minutes they are free to act as normal with no down effect from the skill. This skill cannot be stacked with a potion of speed.

Double Damage *(restricted to level 5)*

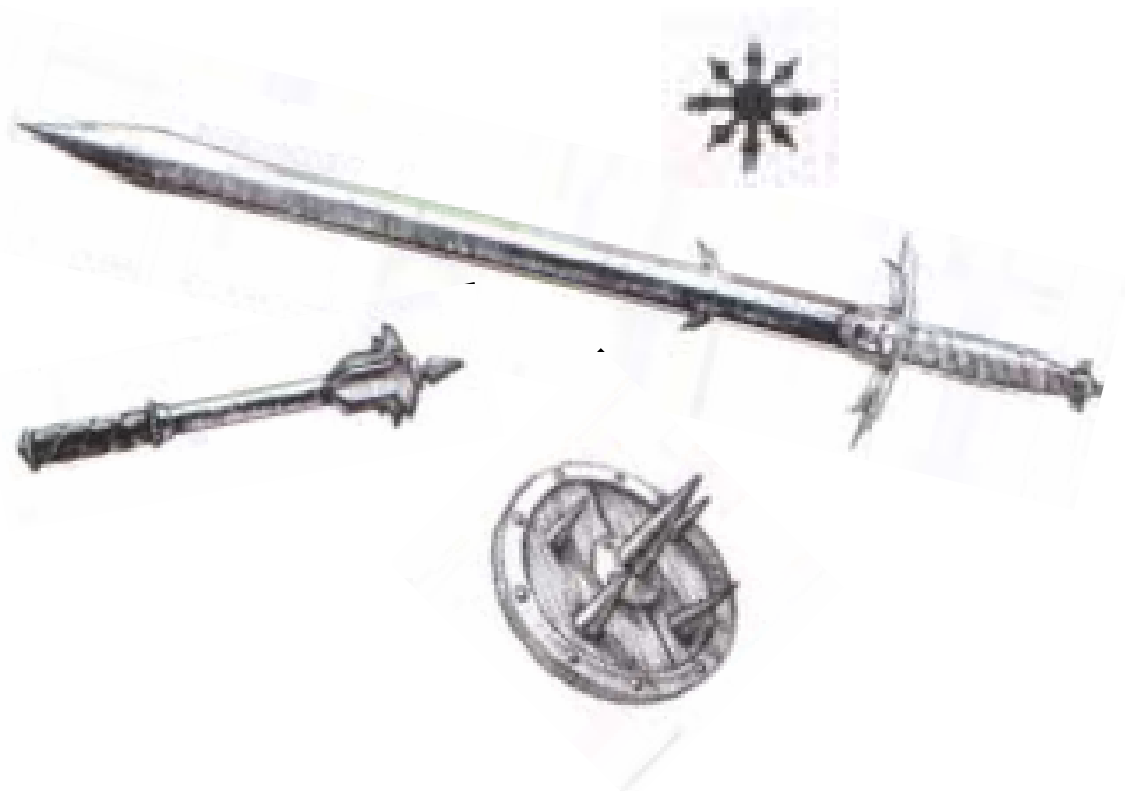
When selecting this skill you must declare a weapon type for which this skill applies for, from now on when using such a weapon you may call double damage upon striking someone to deal an attack with which counts double. This skill can be taken more than once applying to a different weapon each time. The selectable weapon sets are as follows, Single handed weapons, two handed weapons or pole arms. This skill cannot be applied with daggers or bows.

Cut Throat *(restricted to level 5)*

To use this skill you need to successfully sneak up behind a victim, unnoticed and draw a dagger or small blade from one side of their neck to the other while calling 'Cut throat'. Once this is done the victim character falls to the ground and begins their two minute death count.

Strength *(restricted to level 5)*

A character calling strength cannot be grappled/obstructed in anyway or by any number of people. They are also able to bodily throw people/large objects about without any apparent effort. If a character calls strength as they hit you then you are knocked 10' backwards, role-playing the effect as best you can. You still take the damage as normal, this effect must be parried as normal but you must role-play the strength of the hit (having your weapon knocked away if necessary). Characters with Strength are not immune to Strength themselves, if the skill is used against them by a third party.



Rogue Skills List

Automatic skills

Rank 1: Conceal Items 1
Pickpocket 1
Camouflage 1
Track 1

Rank 2: Detect Traps
Body Development
Dodge 2/day

Rank 3: Through Damage
Escape Bonds
Sense Traps 20' radius
Rank 3 skill of choice

Skill	Cost	Skill	Cost
Conceal 2	3	Jump 10'	2
Conceal 3 *	5	Jump 20' *	4
Pickpocket 2	3	Dramatic Entrance	5
Pickpocket 3 *	5	Listen 1	2
Camouflage 2	3	Listen 2 *	3
Camouflage 3 *	5	Listen 3 *	5
Track 2	2	Detect Traps	3
Track 3 *	4	Dodge 1/day	1
Sniff	3	Discern Lies 1/day	4
Climb	3	Cut Throat	6
Lock Pick	2		

* ~ providing you already have the skills leading up to the chosen skill

Descriptions

Conceal

This skill enables your character to conceal items either on yourself or around you. The size of the item concealable is determined by your skill rank.

Rank 1 enables you to conceal items up to the size of your fist.

Rank 2 allows you to conceal items up to 3' in length.

Rank 3 enables you to conceal items up to a maximum size of yourself.

Concealing an item on someone else's person is possible for characters with Conceal Rank 2 or better but the maximum size of the concealed item is worked out as if your Conceal rank was one lower. It is possible to discover a concealed item, but in order to do so your Conceal Rank must be at least one higher than the concealing character. You must role-play a full search to find the items in such a case.

Pick Pocket

This allows your character to steal items from others, to unobtrusively take items lying around and to plant other items on someone.

To do such a thing you must approach the character you're planning to steal from and maintain close contact with your hand against one of their pockets for a designated period of time. Once this is done either explain to the player what you have done or explain it to a ref.

We do advise discretion with regards to pick pocketing, both in and out of character.

The time need to pickpocket someone is determined by the level of skill they have. Rank 1 requires 30 seconds contact while rank 2 requires 20 seconds. Rank 3 in this skill shortens this period to only 10 seconds, planting an item on someone is done in the same manner.

Concealed items cannot be pick pocketed even if you possess a conceal skill rank high enough to find the item, as a full complete search is required to do so, unless you saw the item get concealed.

Camouflage

This skill lets a character to use aspects of their local environment to stay out of sight of others. This aspect can be one of many things, be they shadows, undergrowth or large trees. Either way there must be enough of the so described aspect to conceal the character.

When hiding a character should take their position and raise one finger to indicate that they cannot be seen.

To use rank 1 of this skill a character must, having found a suitable place to hide himself so no other character can discover him without the use of a skill specifically designed to do such a thing, such a sniff or detect spirits. It should also be noted that if anyone sees a character enter hiding they will be able to tell where the character is.

Rank 2 enables a character once they have successfully hidden, to move without being seen (they can still be heard) as long as they remain within some cover. As with rank 1 use of this skill you can still be detected by certain skills and anyone who saw you enter hiding will be able to follow your movements. Rank 3 in this skill has two uses, firstly it allows you to hide other characters as Rank 1 as long as they don't move or use any skills. It takes 30 seconds to conceal another character.

The second use of the third rank enables the character to as long as they remain immobile in hiding to become undetectable meaning no skill, spells (such as the priest spell True Sight) or miracle can locate them, with the exception of highly powerful creatures such as deities. If they start moving they become detectable again and must stop and remain still for 5 seconds before becoming undetectable again.

This skill requires physical representation as described in the main rules section, in this case it's a correctly coloured/camouflaged cloak or costume.

Sniff

This skill enables a character to locate the smell of any living (and several undead) creatures within a 5' radius. In most cases this skill provides enough information to tell where anybody is in that area, even if they are hidden. It also enables a character to determine what species each creature discovered is if the sniffing character has been in contact with it before. If the sniffing character is familiar with a character being sniffed the character will instantly realise who he has detected.

Some creatures including rotten undead and elementals have such a strong odour that they block out all other smells within 10' of themselves. Areas long occupied by these creatures may also be so strong with their odour that sniff is unusable.

Lockpick

This skill enables your character to be able to unlock any non magical, un-enhanced lock. Using this skill requires you to notify a games master and requires a variably time dependant of the lock type.

This skill requires physical representation as described in the main rules section.

Jump

This skill allows a character to jump horizontally a distance specified by their level of skill, they may also jump vertically half the distance they can horizontally. A character may not attack anyone while leaping or for 3 seconds after landing. A character cannot be attacked while jumping, this represents your character twisting in the air and your opponent's surprise.

Some large creature may prove impossible to jump over, this will be pointed out by a Ref or Games Master.

Listen

This skill enables your character to hear conversations said at a distance. To use this skill you must inform a Games Master what you are doing. They will then listen in on the conversation before coming back and telling you what you may have heard.

Rank 1 lets your character make out small fragments and the general gist of a conversation.

Rank 2 provides approximately half of a conversation while rank 3 lets you hear an entire conversation.

Detects Traps

This skill allows your character to discover a trap on something or in an area she spends time searching. To use this skill you must inform a Games Master. If a trap is complex or magical this skill may allow you to know a trap is there but not what the trap does or how it is set off.

Rogue rank 3 comes with an enhanced version of this skill which you must declare to a Games Master at the start of a game, you will be able to discover a trap from a distance of 20' without actively searching.

Using both skills together by actively searching lets you detect and understand any trap.

Dodge 1/day

This skill enables you to dodge a single attack targeted at you once a day, ripping your skill card while doing so. This does extend to magical spells targeted at you physically but not area effect spells or spells which affect the mind directly. You must call dodge within 5 seconds of the attack being made and role-play the effect. This skill can only be used against an attack you are expecting and therefore cannot be used against cutthroat or surprise attacks.

This skill can be taken more than once.

Discern Lies 1/day

This skill enables your character to automatically notice any trickery coming from someone who you're talking with. By declaring Discern Lies against someone that person must immediately answer whether anything they have said in the previous conversation (up to five minutes previous) was a lie and how strong a lie it was, whether it was a slight alteration such as they are only going to pay you half what they said or if it's a direct lie such as they aren't paying you at all or if what they said is a complete fabrication covering something up such as hiring someone into a trap.

The skill does not tell you what is being covered up or what the truth is, it just lets you determine a lie and how severe the lie was.

This skill is usable only once a day, but may be taken more than once.



Spell Casters Skills List

Automatic skills

Rank 1: Literacy

Scrolls 1
Learn 4 rank 1 spells.

Rank 2: Iron Will 1/day

Learn 2 rank 1 spells
Learn 4 rank 2 spells.
+2 Mana/Karma

Rank 3: Know all rank 1 spells

Know all rank 2 spells
Learn 4 rank 3 spells
+2 Mana/Karma

Skill	Cost	Skill	Cost
Alchemy 1	1	Evaluate Magic Item	3
Alchemy 2 *	2	Combat Casting	4
Alchemy 3 *	3	Learn 1 rank 1 spell	1
Alchemy 4 *	4	Learn 1 rank 2 spell	2
Scrolls 2	2	Learn 1 rank 3 spell	4
Scrolls 3 *	3	+1 Mana/Karma	1
Scrolls 4 *	4	Iron Will 1/day	1

* ~ Providing you already have the skills leading up to the chosen skill

Descriptions

Alchemy

Alchemy covers the creation of magical potions, the different ranks in alchemy not only cover the number of potions you can create but also the level of potion. The potion creation rules are given fully in the “Steel and Smoke” supplement, the information below provides base knowledge enough to allow you to decide if you like the skill. A character with alchemy will also be able to research other potion ideas.

Crafting is done in between games, during ‘down-time’.

Rank 1 provides enough skill to act as an apprentice, you will be able to help another alchemist with the creation of potions and will be able to identify what potions are and do.

Rank 2 grants the ability to craft potions of base level magic, including the lowest rank cure potions and poisons.

Rank 3 allows the character to create the second level of potions as well as some newer potions such as strength and contact venoms.

Rank 4 provides your character the ability to craft potions of any level as well as other potions including Speed potions and Animus.

Any potion you make carried by yourself requires physical representation as described in the main rules section, even if you are only meaning to sell them in game. In the games after the one they brought the potion the buyer must represent their own potion vials.

Scrolls

Scrolls covers the ability to write magical scrolls holding spells, the different ranks in scroll not only cover the number of scrolls you can create but also the level of spell in the scrolls. The scroll creation rules are given fully in “Steel and Smoke”. The information below provides base knowledge enough to allow you to decide if you like the skill. Creation is done in between games, during ‘down-time’.

Rank 1 provides enough skill to read magical scrolls.

Rank 2 provides the ability to identify magical scrolls.

Rank 3 grants the ability to scribe scrolls of rank 1 magic.

Rank 4 grants the ability to scribe scrolls of rank 2 magic.

Evaluate Magic Items

Like the non-magical version of this skill 'Evaluate' this skill lets your character discover the value of an item. It also provides some knowledge of the items properties. A games master will inform you of what is discovered. You cannot use this skill unless you have cast the fundamental spell detect magic first.

Combat Casting (restricted to level 3)

This skill provides a character the ability to cast spells while distracted, this includes running, in combat or using another skill such as climb or hide. Being struck by a damaging attack or effect will still stop you from casting a spell.

Learn Spell

There are three variants of this skill each covering a different level of spell.

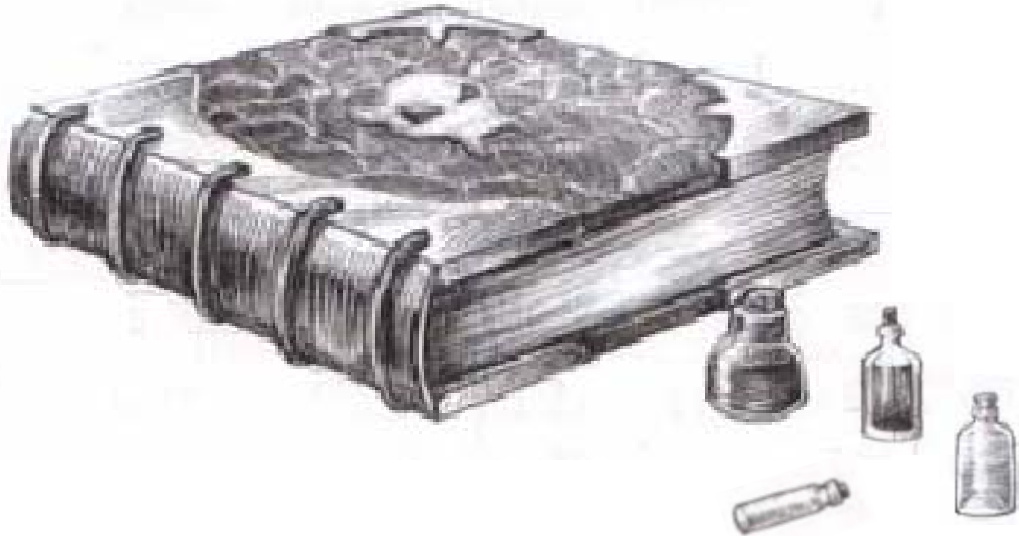
You may only learn a spell from a rank and school that you already know. With the exception of initial character creation this skill can only be taken once a month and takes up your characters down time.

Meaning you can't craft an item or create a scroll or potion while doing so.

+1 Mana/Karma

This skills provides a character with an additional mana OR karma point.

This skill may be taken more than once.



Spell Casting

Magic in the Lyonesse system is cast able by anyone with class ranks in one of the four spell casting classes. Casting a spell costs a number of Mana or Karma points equal to a spells level unless indicated in the spells description. When casting a spell you must shout the spells wordings LOUD AND CLEAR so everyone can understand the spell you are using. It is useful in some situations to call the targets name as to avoid confusion over who is targeted.

If a spell has a long description you may have to state the spell again later to make sure people knows what is going on.

When casting a spell you must rip the number of Mana/Karma cards the spell costs in the same way as skill cards are ripped. Vocals can be varied from those stated in the description so long as they are drawn out enough and state the spells description.

If someone does not understand a spell effect they should say so, in such a case explain to them what happens and the spells duration. This is important.

Without the use of the skill 'Combat Casting' you may not cast a spell while running or using any other skill your character has or while being attacked.

Mana and Karma

Each character capable of casting magic has a base number of Mana or Karma dependant on their character level. Additional Mana or Karma may be brought from the spell casters skill list.

If your character has two classes which both require different power (one needing Mana and the other Karma) your base number will be split in half and rounded down! Additional Mana or Karma must be indicated when taken.

Mage and Corporealists spells require Mana while Priest and Shaman spells need Karma.

Character Level	Mana/Karma
Level 0	6
Level 1	7
Level 2	7
Level 3	7
Level 4	8
Level 5	8
Level 6	8
Level 7	9
Level 8	9
Level 9	9
Level 10	10

Spells Lists

Rank 1 Spells

Fundamental	Mage	Corporeal	Shaman	Priest
Counter Magic	Mage Armour	Cure Poison	Befriend	Doom
Detect Magic	Magnetise	Diagnosis	Command	Death Ward
	Mend	Enhancement	Detect Spirits	Gentle Repose
	Open	Fumble	Distract	True Sight
	Reform	Lesser Healing	Enthral	Lesser Commune
	Repel	Mute	Fear	Ring of Concealment
	Shatter	Restore Speech	Forget	Precognition
	Strike down	Retribution	Spirit Sight	Halt/Attract Evil*
		Sanctuary		

Rank 2 Spells

Fundamental	Mage	Corporeal	Shaman	Priest
	Aura of Defence	Blindness	Discern Nature of Spirit	Life Drain
	Dispel	Cure Blindness	Dissolution	Circle Heal
	Flare	Cure Disease	Steel Mind	Ailment Immunity
	Heat Weapon	Paralysis	Possession	Ring of Protection
	Magic Missile	Cure Paralysis	Resist Fear	Greater Commune
	Magic Weapon	Unbinding	Sleep	Holy/Unholy Aura*
	Telekinesis	Discern Nature of Undead	Speak with Dead	Summon Celestial Spirit
	Transmutation	Greater Healing		Animate Dead
		Wounding		

Rank 3 Spells

Fundamental	Mage	Corporeal	Shaman	Priest
Analysis	Disintegrate	Restoration	Curse	Avatar
Extension	Earth Shock	Inflict Disease	Enslavement	Divine Shield
Reflection	Element Storm	Regrow	Insanity	Worldly Vigor
	Wind Blast	Death Touch	Spirit Wrack	Miracle
	Invisibility	Withering	Spirit Walk	Death Pact
	Teleport			Martyrdom
	Thunderbolt			

* Represents two separate spells available to priests of either Light or Darkness

Fundamental Magic

Unlike class based spells, Fundamental magic is cast able by anyone with ranks in a spell casting class. The fundamental spells 'Counter' and 'Detect Magic' are granted to a magic casting character in addition to what ever spells they can take otherwise. Both such spells cost 1 Mana/Karma to cast.

Counterspell

Verbal: I Draw upon my own magic's to counter that spell!

Range: 30'

Duration: Instantaneous

Effect: This spell can be cast anytime during or immediately after another spell caster casts a spell, it negates the effect of said spell. It has the ability to counter any Rank 1 spell. If you have Rank 2 in any spell casting class this spell can also counter level 2 spells. You cannot counter a counter spell.

Detect Magic

Verbal: I draw upon my own magic's to reveal magical auras to my eye.

Range: Self only

Duration: 30 seconds

Effect: This spell allows the caster to tell if an item is magical if it is with 10' of him and he can see it. By concentrating on an item for 5 seconds you will be able to determine which school of magick is linked to if any.



Mage Spells

Rank 1 Spells

Mage Armour

Verbal: By my power and the elements of fire and steel I imbue this person with magical armour!

Range: Touch

Duration: A single encounter or until lost

Effect: Once this spells verbal have been finished and the spell cast the creature touched instantly gains an extra hit to every location, this counts as a form of armour for all purposes. It stacks with any armour the character is wearing at the time. The armour lasts for 5 minutes or until that location is hit which ever comes first. Armour provided by this spell does apply against damaging spells unless stating it that spells description.

Magnetise

Verbal: By my power and the element of earth I magnetise that <name object here> to the ground!

Range: 30'

Duration: 30 seconds

Effect: The named object becomes magnetised and drawn to the ground for the spells duration, it applies only to metal objects. If an item is securely tied to a character or is worn by them (such as armour), the character must fall to the ground for the duration, an item not securely tied to a character may just be allowed to drop to the ground. If an item cannot be removed easily but wouldn't be able to fall to the ground, count the item as falling to the ground. It cannot be used until the spell has worn off and someone has role-played going to get it, this may be anyone not just you!

Mend

Verbal: By my power and the elements of air and earth I mend this <name object here>.

Range: Touch

Duration: Instantaneous

Effect: This spells causes an item touched to become instantly repaired. This spell can repair an object shattered or damaged by many means but cannot repair an Item that has been completely disintegrated or otherwise vaporised or annihilated. It cannot reform melted metal into a previous shape. Magical enchanted items that have been damaged are repaired at an equal rate to the amount of damage suffered (one mend per shatter effect used against it).

Open

Verbal: By my power and the elements of air and earth I open that <name item here>.

Range: 30'

Duration: Instantaneous

Effect: This spell causes a lock of any complexity to unlock as long as it isn't locked by magical means. The spell will set off any traps linked with the lock. The spell only unlocks items it does not open them.

Reform

Verbal: By my power and the element of air I reform <name object here> into a <name object here>

Range: 30'

Duration: 30 seconds

Effect: This spell causes an item to reform and change shape into something else of similar mass and approximate dimensions. It does not change the material the item is made of however, a wooden stick will turn into a wooden sword not a metal one.

Repel

Verbal: By my power and the elements of air and fire I strike and repel thee!

Range: 30'

Duration: Instantaneous

Effect: This spell generates a burst of directed elemental power which rapidly forces a single target away from the caster in a straight line for 10ft. This is unless it is particularly massive or anchored in some substantial or magical fashion, or it is an extremely large target (20' tall+). If the target is a creature and it hits a large secured object while being knocked back it takes a single point of damage to its chest location.

Shatter

Verbal: By my power and the elements of earth and fire I shatter that <Name item here>.

Range: 30'

Duration: Instantaneous

Effect: This spell will magically shatter a single inanimate object into several pieces. To represent this you must drop the item or ignore its protective effects in the case of armour. Once an item has been shattered it may not be used until magically repaired using the mage spell mend or at a later date by mundane means (reforming etc). It will work on all items although masterwork items have a limited protection from shatter spells and require two separate casting to break, magical enhanced items require a minimum of 10 shatter effects to destroy them but require a casting of mend per shatter cast against it. The shatter spell will effect a single whole item or location for armour (including pole arms & shields), up to and including man-sized.

Strike Down

Verbal: By my power and the elements of air and earth I strike thee down to the ground.

Range: 30'

Duration: 3 seconds

Effect: The indicated target is struck by a mighty non-damaging blow so that they are knocked off of their feet. Once the target falls to the ground they cannot stand back up for a count of three seconds. They may still defend themselves and attack if possible.

Rank 2 Spells**Aura of Defence**

Verbal: By my power and the element of air and earth I surround myself in an Aura of Defence.

Range: Caster

Duration: 30 seconds

Effect: While under the effect of this spell the caster cannot be injured or affected by any attack, status effect etc, in addition they also cannot be repelled or thrown aside via strength or knocked/struck down. The caster loses all protection and the spell is broken as soon as they take any form of hostile action (E.G.: attacking someone) Simply pointing a bow does not stop the spell, nor does casting benevolent spells such as mage armour or magic weapon or informative spells such as detect magic or detect spirits. But status attacks such as flare and other spells such as Shatter & Strike Down will end the spell.

This spell cannot be cast on people other than the caster.

For the duration of this spell whenever you are hit, you must shout "Aura of Defence" to inform their attackers why they are not dealing damage. This call is an OOC game mechanic.

This spell has no effect against level 3 magic, it can be dispelled by the Mage spell "Dispel".

Dispel

Verbal: By my power and all the elements I drive the spell <name spell here> from thee, Dispel!

Range: 30'

Duration: Instantaneous

Effect: This spell may be used to instantly remove effects of a single named Rank 1 or 2 spell. This spell can be cast at any time unlike the fundamental spell Counter which must be cast directly after the initial spells casting.

Flare

Verbal: By my power and the elements of air and fire I summon a flare to blind you all!

Range: 10' from caster

Duration: 5 seconds

Effect: This spell produces an instant burst of bright light that affects nearby creatures (including allies) causing them to be temporarily blinded. The characters must close their eye for the spells duration.

Heat Metal

Verbal: By my power and the elements of earth and fire to heat the metal in that <name item here>

Range: 30'

Duration: 1 minute

Effect: A single inanimate, non-magical metal object is heated to white hot, rendering it completely useless until it cools down. In the case of armour or a hand held weapon this will inflict 1 points of damage to the relevant location, ignoring both physical and natural armour (including the spell Mage Armour) unless dropped within 10 seconds and will continue dealing damage every 10 seconds until removed or dropped.

Magic Missile

Verbal: By my power and the elements of air, fire and earth I strike thee with a magic missile!

Range: 30'

Duration: Instantaneous

Effect: The indicated target takes one hit to each location and is knocked off their feet. The damage from this spell will affect armour as normal, but will still knock the target over.

Magic Weapon

Verbal: By my power and the elements of earth and fire I form magic into this <name item here>.

Range: Touch

Duration: A single encounter

Effect: A single weapon is rendered 'magical' for the purpose of the type of damage it may inflict (see: Damage calls: Magic). For the duration of the spell it is also unaffected by spells such as shatter, heat metal, reform, magnetise and the like.

Telekinesis

Verbal: By my power and the element of air and earth I wrap that <name item here> in magick so it comes under the effect of telekinesis!

Range: 30'

Duration: (Up to) 15 seconds

Effect: This may be used to move an inanimate object from a starting location to another single location as long as both are within the spells range of the caster, at the time of casting. The power provided by this spell is insufficient to break a firm grasp or to move objects that are firmly anchored (I.E.: trees).

No object larger than 10' Diameter can be moved, nor can overly heavy objects.

Telekinetically moved objects move at a rate of 2 feet per second, and may not be used to cause damage resulting from their mass or speed. The spell lasts up to a maximum of 15 seconds, allowing a maximum range of 30 ft from the caster.

Transmutation

Verbal: By my power and the power of all the elements I now transmute the <name item here, including the material it's made of> into a <name desired item here, along with material comprised of>

Range: Touch

Duration: 30 seconds

Effect: This spell allows the caster to temporarily transform the material from which a given object is made into something different. Neither the target nor the result may be living nor does this affect magical items of any sort. Furthermore, materials that owe their particular characteristics to a manufacturing process rather than their intrinsic nature cannot be created by using this spell. For example: Cold Iron's abilities are a result of the forging process. On the other hand Silver's attributes are only from its material properties.

This spell cannot reform an item into another form, it only changes the materials the item is made out of, in addition you cannot reform part of an item unless you transmute the entire item.

Using this spell in a normal fashion will only affect an item up to 5' diameter, for each additional point of Mana used above the normal 2 used to cast this spell you can affect 5' diameter of material.



Corporeal Spells

Rank 1 Spells

Cure Poison

Verbal: By my power and the life force which flows through me I cleanse this wound of the poison <name poison here or list poisons effects> [Repeat as chant].

Range: Touch

Duration: Instantaneous

Effect: This spell will remove the effects of all poison from the target in a single location, for every ten seconds of chant after casting this spell will restore a level of poison (Ten seconds of chanting will cure Rank 1 poison, twenty seconds of chanting will cure Rank 2 poisons etc).

Diagnosis

Verbal: By my power and the life force which flows through me I diagnose that which ails this living creature.

Range: Touch

Duration: 10 seconds

Effect: This requires concentration for 10 seconds and you will need to be able to touch the person you are working on. The user of the spell will then be aware of whether the target's life force is impaired by injury, disease or poison, either natural or magical. It will also give information as to whether the affliction/s are likely to be fatal if left unwounded and gives the exact effects of any known disease or Poison. (You may need to ask a game organiser for the information)

Enhancement

Verbal: By my power and the life force which flows through me I granting thee enhanced hearing/smell/vision [SELECT ONE].

Range: Touch

Duration: 30 seconds

Effect: You will gain enhanced senses for 30 seconds. To use this spells effect you must first touch the targeted sense.

If you choose hearing: you may hear a whispered conversation within 30 ft. If you choose sight: you can see normal handwriting up to 30ft away. If you choose smell: this is as good as the rogue skill sniff but its range is 30ft. A games organiser is required for you to use its effect (so as they can tell you what you have found out)

Fumble

Verbal: By my power and the life force which flows through [indicate target] such that thy hands grow weak and fumble that [named item]

Range: 30'

Duration: 3 seconds

Effect: This spell causes your fingers to lose all grip and flexibility meaning you cannot wield or use items. While under the effect of this spell you are required to drop any object held in their hand/s, regardless of size. This means that the item should be released immediately not changed hand or anything else. Once affected by this spell you can't pick up an item for the spells duration.

Lesser Healing

Verbal: By my power and the life force which flows through me into your wounds, bestowing lesser healing. [Repeat as chant].

Range: Touch

Duration: As long as the chant and contact with the creature is maintained

Effect: It allows the caster to heal damage inflicted upon a single body location. To perform this, the caster must put a hand on a single wounded location for 10 seconds per hit to be regained (20 seconds = 2hp, 30 seconds = 3 hp etc). They must continue chanting the whole time (though once the verbal has been said it can be replaced with a 10 second count).

If the healing process is interrupted (for example: chant is stopped mid-count (healer is struck) or contact is broken between healer and location) the healing for that point fails and the spell is broken. Previous points for which the location received whole counts of 10 uninterrupted remain.

Mute

Verbal: By my power and the life force which flows through [indicate target] such that thy voice grows weak. I strike thee mute.

Range: 30'

Duration: 30 seconds

Effect: This spell cancels the targets ability to speak, effectively causing them to lose use of their voice for the spells duration. The target may not speak or make any other noises with their vocal chords, nor can they cast spells or invoke scrolls. They can however, vocalise quietly the count of the mute spell. You may still counter this spell as normal, as long as it's within the normal duration of countering.

Restore Speech

Verbal: By my power and the life force which flows through you, restoring your power of speech.

Range: Touch

Duration: Instantaneous

Effect: This spell restores a characters voice lost through any effect.

Retribution

Verbal: By my power and the life force which flows through [indicate target] casting retribution!

Range: 30'

Duration: 30 seconds

Effect: The target will receive any physical damage they inflict upon any creature for the duration of the spell, any creature the target hits will also receive damage as they would if the spell had not been cast.

In effect any damage the spells victim causes on a creature will be mirrored on them. This spell will only mirror damage from physical attacks, not magic or any poison. It also won't mirror effects other than damage.

Sanctuary

Verbal: By my power and the life force which flows through me/you granting sanctuary! [Repeat as chant].

Range: Touch

Duration: As long as the chant is repeated and contact is made with the creature

Effect: While under the effect of this spell the target cannot be injured or affected by any attack, status effect etc, in addition they also cannot be repelled or thrown aside via strength or knocked/struck down. If cast upon someone who is on their death count, the spell effectively places the death count on pause and stops the target from being coup de graced, You may cast this spell upon yourself.

Whilst under the effect of this spell the target and the spells caster cannot move or act in any way, in addition you must chant the spell aloud in order for it to be in effect.

This spell has no effect against level 3 magic, it can be dispelled by the Mage spell "Dispel".

Rank 2 Spells

Blinding

Verbal: By my power and the life force which flows through you so your eyes turn blind.

Range: 30'

Duration: 30 seconds

Effect: The spells target must screw their eyes tightly shut and act as if blind. The victim cannot cast spells that require visual targeting (although spells requiring touch can still be used if suitable guidance is used). Nor can the victim invoke scrolls during the spells duration.

Cure Blindness

Verbal: By my power and the life force which flows through me to cure this creature's blindness.

Range: Touch

Duration: Instantaneous

Effect: A creature affected by this spell that has had its sight impaired by natural or magical means will find there vision restored perfectly.

Cure Disease

Verbal: By my power and the life force which flows through you to drive [said disease] from this creatures body instantly.

Range: Touch

Duration: Instantaneous

Effect: Once this spell is cast, the subject is immediately cured of a single specifically named disease. Most but not all diseases can be cured by this spell, although some diseases may require more than the base 2pts of Mana to cast the spell to remove it (for example: Soil Sickness is a simply cured disease and will be cured by the base casting of this spell, Mummy Rot is a more powerful disease and requires 4 Mana to cure, while the Wailing Death cannot be cured via this spell at all). The diagnosis spell will inform you of how much Mana is required to cure a specific disease.

Paralyse

Verbal: By my power and the life force which flows through you such that your limbs become paralysed.

Range: Touch

Duration: 1 minute

Effect: You must maintain touch contact with the targeted creature for the spells full recitation for this spell to work. The spell will hold the target immobile for the spells duration. This means that they cannot move, act or even make a noise, even being attacked will not end it. [The count may be vocalised quietly].

Cure Paralysis

Verbal: By my power and the life force which flows through me I remove the shackles of paralysis from this living creature's body.

Range: Touch

Duration: Instantaneous

Effect: This spell instantly removes the effects of paralysis affecting a creature by magic or some other attack including poison.

Discern Nature of Undead

Verbal: By my power and the life force which flows through me I reveal the nature of your undead corporeal form.

Range: 30'

Duration: Instantaneous

Effect: This spell will force a single corporeal undead creature to clearly state its level, if any, alongside any special abilities that it possesses.

The description will be brief, e.g.: Corporeal Rank 7, causes paralysis or Corporeal Rank 3, has strength. Numeric limitations of their abilities and the exact effect will not be revealed. The Undead cannot attack while reciting their abilities, unless it is attacked first meaning that the spell is broken. If the Undead does not have a corporeal level it will be unaffected by the spell and able to act freely after the spells verbal is complete. This spell can be negated by counter spell by the Undead or its allies.

Unbinding

Verbal: By my power and the life force which flows through me such that the force which animates thee be drawn from thy form. Undead creature thy life force is returned to the fountain as I unbind thee

Range: 30'

Duration: Instantaneous

Effect: Unlike normal spells this spell does not always require the basic 2 mana to cast, instead it requires a number of Mana equal to or over the corporal Rank of the undead target.

Corporeal Undead creatures affected by this spell are instantly destroyed as their animating force is unbound, the spell may be used to destroy corporeal undead creatures of any Rank as long as the caster/s can build up enough Mana to affect it.

A group of corporatists may cast this spell in co-operation with each other to build a larger well of mana to attack powerful undead with if they all possess this spell.

E.g.: A Rank 6 corporeal Undead can be destroyed by casting this spell using a minimum of 6 Mana.

Unlike normal spells, opponents attempting to counter this spell must use an equal number of Mana/Karma as you did to cast it.

Greater Healing

Verbal: By my power and the life force which flows through me and into your wounds, bestowing greater healing. [Repeat chant].

Range: Touch

Duration: As long as the chanting and contact with target location are maintained

Effect: In effect this spell has the same rules as lesser healing regarding touch and chant etc. The effect is not however, restricted to a single location but may be used to heal the target all damaged locations requiring a 10 second count per hit point cured as normal. This spell does not 'heal' or repair physical armour that the person was wearing.

Wounding

Verbal: By my power and the life force which flows through me I charge a wounding effect into my right hand.

Range: Caster

Duration: 30 seconds or until discharged

Effect: This spell charges an attack into you hand for the spells duration. To discharge this attack you must touch a target creature and declare "Wounding", upon effect the creature's location struck is reduced to zero, this can be blocked by armour and he/she cannot be healed for 30 seconds.

This spell can only be countered upon the actual casting, it cannot be countered during its duration although it can be dispelled by the Mage spell "dispel".

Shaman Spells

Rank 1 Spells

Befriend

Verbal: By my power over the spirits I affect you mind so thou shalt befriend me and my allies.

Range: 30'

Duration: 5 minutes

Effect: The target will treat the caster and his associates as close friends and must act accordingly for the spells duration. Once the spell is in effect the caster and his associates cannot attempt to harm the spells subject without first cancelling the spells effect (by declaring such to the spells subject) otherwise the attacking individual suffers from the effects of a Spirit Wrack, meaning they must fall to the floor writhing in pain for a duration of 30 seconds being unable to act in any other way. The spells subject still holds friendship and allegiance to his previous friends and allies and will not turn against them purely because of this spells effect. This spell does not work on the undead.

Command

Verbal: By my power over the spirits I affect your mind and I command thee <name action required>.

Range: 30'

Duration: 10 seconds

Effect: This spell enables the caster to issue a single word command to another intelligent being. The target must hear the command and the target must obey the command to the best of their ability as long as the command is absolutely clear and understood by the target. In some cases a single word command can be taken differently from what the caster intended, in such cases the victim can react to the commands meaning in the way they interpreted it instead of the casters.

Also, a command of 'suicide' will be ignored. A command must be an action, for example the command 'die' or 'sleep' will have no effect. Typical commands are 'halt', 'run', 'stop', 'dance', and 'kneel' - possibly even 'swallow', under the right circumstances. Remember that the target can still defend them selves, yell, shout and also attack if possible. In addition, any physical blow or magic attack, from any source during the duration of the spell breaks it instantly. The spell does not work on undead.

Detect Spirits

Verbal: By my power over the spirits I call upon mystical aid to let me detect spirits.

Range: A mile

Duration: Instantaneous

Effect: This spell will inform the caster if there are any Spirits (including spiritual undead such as ghosts and wraiths) and the direction they are in.

For every additional point of Karma used to cast this spell the caster may extend the spells range by an additional mile.

Distract

Verbal: By my power over the spirits I affect your mind and distract thee.

Range: 30'

Duration: 30 seconds

Effect: This spell may be used to divert another person's attention so that the caster is not noticed, even in full view of the target. However, the effect of the spell will be negated if the caster approaches to within 10' of the target or the caster takes any action against the spells subject (this includes casting spells, making ranged attacks or using skills like Roar). The spell does not work on undead.

Enthral

Verbal: By my power over the spirits I affect your mind and enthrall thee.

Range: 30'

Duration: Until the caster stops speaking (see effect)

Effect: The caster must continue to speak once the spell is started and the target will listen enthralled to what the caster is saying – meaningful sentences must be spoken. The victim will do nothing else but listen. If the caster moves away (still speaking) the victim will follow, but not into a situation obviously more dangerous than being left. For example: The victim could not be led into battle or into the midst of their enemies, but could be led out of such situations. However, they could be led into an ambush if the danger was not obvious. The spell lasts until the caster stops speaking for longer than to draw a breath (about 2 second's maximum) or if either caster or victim is attacked in any way that results in physical damage. The spell does not work on undead.

Fear

Verbal: By my power over the spirits I affect your mind and I command thee to cower and fear me.

Range: 30'

Duration: 30 seconds

Effect: The indicated person becomes afraid of the caster and runs away as fast as they can for the spells duration. If the target cannot run away themselves, they must cower helplessly and do nothing else, save defend themselves. An individual will not attack the caster under any circumstances when affected by this spell. The spell does not work on undead.

Forget

Verbal: By my power over the spirits I affect your mind and bid thee forget all you know about <describe in 8 words or less>.

Range: 30'

Duration: Until next sunrise

Effect: This spell will cause the target to temporarily forget about a specific incident or occurrence which cannot have taken place over a total period of greater than 5 minutes (e.g.: a brief conversation, or the witnessing of a murder) and cannot be more than 24 hour's prior to the spell being cast. The event must be described clearly within eight words as part as the spell verbal, without faltering or obvious pauses. The target will forget about the defined event until the next sunrise and during this period no amount of memory jogging will remind them of it. The spell does not work on undead.

Spirit Sight

Verbal: By my power over the spirits I part the veil and gaze upon thee with spirit sight.

Range: 30'

Duration: Instantaneous

Effect: The caster gains the ability to view one other living creature's spirit. This may give information about the spiritual health or otherwise of the target or whether more than one spirit inhabits the targets body. In addition, it will allow the identification of unusual spirits, such as those that are especially powerful or which have particular characteristics. The caster cannot assess their own spirit with this spell but can use it on any creature provided it's within the spell range. The spell does not work on undead.

Rank 2 Spells

Discern Spirits Nature

Verbal: By my power over the spirits I demand you reveal the nature of your spiritual powers.

Range: 30'

Duration: Instantaneous

Effect: This spell will force a single spirit or spiritual undead creature to clearly state its level, if any, alongside any special abilities that it possesses.

The description will be brief, e.g.: Spiritual Rank 7, causes poison or Spiritual Rank 4, has double damage. Numeric limitations of their abilities and the exact effect will not be revealed. The Undead cannot attack will reciting their abilities, unless it is attacked first meaning that the spell is broken. If the Undead does not have a Spiritual level it will be unaffected by the spell and able to act freely after the spells verbal is complete. This spell can be negated by counter spell by the Undead or its allies.

Dissolution

Verbal: By my power over the spirits I use my power and let the spirit that burns bright within thee be driven from thy form. Undead creature, I break the bond between this world and thy soul so be gone.

Range: 30'

Duration: Instantaneous

Effect: Unlike normal spells this spell does not always require the basic 2 Karma to cast, instead it requires a number of Karma equal to or over the corporal Rank of the undead target.

Spirits and Spiritual Undead creatures affected by this spell are instantly destroyed as their animating force is vanquished, the spell may be used to destroy Spirits and Spiritual undead creatures of any Rank as long as the caster/s can build up enough Karma to affect it.

A group of corporatists may cast this spell in co-operation with each other to build a larger well of Karma to attack powerful undead with if they all possess this spell.

E.g.: A Spiritual Rank 4 creature can be destroyed by casting this spell using a minimum of 4 Mana.

Unlike normal spells, opponents attempting to counter this spell must use an equal number of Mana/Karma as you did to cast it.

Steel Mind

Verbal: By my power over the spirits I empower your mind and spirit to imbue thee with a will of iron.

Range: Touch

Duration: 1 minute

Effect: For the duration of this spell, the recipient is immune to any Rank1 or Rank2 mind affecting spell, you must call 'steel mind' when coming under such an effect for it to work.

While this spell is in effect the recipient must sacrifice an additional Karma card for any spell they wish to cast in order to overcome the mental barriers set up by the spell. This does not end the spell and cannot be attempted by other spell casters.

Possession

Verbal: By my power over the spirits I affect your mind and shackle thy spirit with binds of magic, forcing thee so that you are under my possession

Range: 30'

Duration: 1 minute

Effect: This spell allows the caster to take control of a living humanoid creature's body for the duration of the spell. For the spell to work a target creature must have a spirit and a physical body, and must be approximately the same size and mass as the caster. During the period of control the caster can make the target perform any task that is clearly not going to put the target creature in danger. Commands of this type (e.g.: walking over a cliff) will immediately break the spell and cause the caster to suffer the effects of a Spirit Wrack, meaning they must fall to the floor writhing in pain for a duration of 30 seconds being unable to act in any other way. While this spell is in effect, the caster will also sustain any damage or injury that is inflicted upon the target for the duration of the spell on a point by point basis. The caster does not gain control of any of the creature's skills apart from the physical (i.e. weapon skill, poisonous claws etc). No spells or lore skills will be gained just as the possessor has no access to the victim's memories or thoughts. When actively commanding the target to do something the caster can do nothing more than walk at normal walking speed, parry and issue commands for the possessed target (these may be done covertly using the spiritual link that the spell creates but if this is done a game organiser must be present).

This spell will not work on the Undead. This spell may be dismissed by the caster at will.

Resist Fear

Verbal: By my power over the spirits I empower your mind and such that thou are resilient to fear.

Range: Touch

Duration: 5 minutes

Effect: The recipient of this spell is immune to fear and other such abilities as long as the spell's duration lasts.

Sleep

Verbal: By my power over the spirits I affect your mind and put thee into a deep sleep.

Range: 30'

Duration: 30 seconds

Effect: The indicated person instantly falls into a deep sleep on the spot (there is no chance to cry out) and remains in that state for the spell's duration or until the victim is awakened by shaking (it takes 5 seconds of shaking to fully awaken a victim of this spell).

NOTE: If the target is allowed to awaken naturally they will assume that they have 'just nodded off' for a second or two, unless under circumstances make this clearly ludicrous (e.g.: in the middle of a battlefield). A character receiving a blow, even if blocked by armour, will wake them.

This spell will not work on undead.

Speak with Dead

Verbal: By my power over the spirits I affect the spirit of this dead creature, I conjure thee and bind thee with power such that thou shalt grant me three truths.

Range: Touch

Duration: 2 minutes

Effect: This spell forces the spirit of a dead body (that must be present) to return to the material world and give an honest single sentence answer to three single sentence questions. Of course the spirit is required to tell the truth as it knows it and thus may in fact provide completely incorrect information that it believes to be true. All three questions must be asked within the duration of the spell. This spell may only be cast once upon an individual corpse. This will not work on undead creatures or anyone turned into an undead.

Priest Spells

Priest spells are different to the other spell caster lists in one major way. Some of the spells are dedicated to the forces of Light and Darkness. You cannot take spells linked with an opposing force. Your dedicated force will probably be linked to whichever god your priest worships or your alignment. Either way you must be dedicated to one of the two forces, chosen when you first take Priest Rank 1.

Rank 1 Spells

Doom

Verbal: By my power drawn from the divine power of <Name Deity here> I weaken you, Doom!

Range: 30'

Duration: 30 seconds

Effect: A character so affected by this spell deals half damage and must call 'half damage' when striking someone for the spells duration. Characters and creatures which normally deal more than a single point of damage are still limited to dealing only a half point of damage, damage calls (other than double damage) however are unaffected.

Death Ward

Verbal: By my power drawn from the divine power of <Name Deity here> I ward thee against death.

Range: Touch

Duration: 5 Minutes or until consciousness is regained

Effect: A character warded by this spell counts all damage against them as sub-dual damage for the spells duration, see the warrior skills list. If the spells recipient is taken unconscious the spell fails immediate fails as soon as they become conscious. Meaning it will only work to save you from death once, although it does stop you being Coup de Graced until you regain consciousness.

Gentle Repose

Verbal: By my power drawn from the divine power of <Name Deity here> I cast gentle repose!

Range: Touch

Duration: 10 minute

Effect: You can cast this spell upon a character which is on their death count, the characters death count is extended to the spells duration.

True Sight

Verbal: By my power drawn from the divine power of <Name Deity here> I enchant my eyes to see the truth behind all illusion and stealth!

Range: Caster

Duration: 1 minute

Effect: The caster gains the ability to see anything that is, this spell will allow the caster to see through illusional spells, to see magically disguised people as their true self and to see invisible people as they were visible (including both natural and magical illusions and effects), it also allows the caster to spot creatures hidden using the Camouflage skill (see Camouflage pg20 for details).

This spell may require the presence of the games master.

Lesser Commune

Verbal: By my power drawn from the divine power of <Name Deity here> I ask him this question.

Range: Caster

Duration: One question

Effect: Once the spells base verbal is completed, the caster may then ask a single yes/no question which the games master will answer. Some powerful spirits like deities may block questions from being answered in certain respects.

This spell requires the presence of the games master.

Ring of Concealment

Special: Before reciting the wording of this spell you must draw a circle on the ground and sit someone inside it.

Verbal: By my power drawn from the divine power of <Name Deity here> I conceal the contents of this circle from sight sound and smell! [Chant if required, see below].

Range: Small circle up to 5' diameter which someone is sat in/items are placed in.

Duration: Recitation or 2 minutes see description.

Effect: As long as caster recites a blessing (or for 2 minutes in the case of concealing someone else or items) the contents of the circle become invisible and undetectable (except via the priest spell True Sight). If the person within the circle does anything but sit (and recite this spells chant in the case of the caster) the spell is broken. Any items entering the circle after the spell is cast remain visible while the circles contents remain invisible to the character that entered.

Precognition

Verbal: By my power drawn from the divine power of <Name Deity here> I cast out my powers to sense danger ahead.

Range: Caster

Duration: 1 minute

Effect: This provides the caster with the ability to sense whether those he views wish him hostile intent within 30'. It will also indicate anyone who's secondary alignment is the opposite of your dedicated force (Priests of Light will detect evil aligned characters while Priests of Darkness will detect good aligned characters). It will detect both things separately. You must call precognition to anyone within 30' to gain a response. The spell require line of sight thus I can't be used on hidden or invisible characters nor can it be used if you are blind, resist magic can negate the spell from detecting your alignment but this usually causes the spell caster to make assumptions.

This spell may require the presence of the games master.

Halt Evil

Verbal: By my power drawn from the divine power of <Name Deity here> I provide us protection from undead and daemonic beings.

Range: Caster

Duration: 1 minute

Effect: For the duration of this spell no undead or daemonic creature can come within 10' of the caster for the spells duration. Any such creature within 10' once the spell is cast is unaffected. It does stop you from moving within 10' of any such being yourself without breaking the spells effect, in other words you cannot force such creatures back using this spell.

This spell is only available to priests of Light.

Attract Evil

Verbal: By my power drawn from the divine power of <Name Deity here> I curse thee to become attracted by undead and demons.

Range: 30'

Duration: 30 seconds

Effect: A target so cursed by this spell is immediately attacked by any undead or demonic creatures within 10' of him. It applies against any undead that move within 10' of him or vice-versa.

The undead creatures can use a resist magic to negate this affect, otherwise they must attack the spells target to the best of their ability for the spells duration, while in the spells effect.

This spell is only available to priests of Darkness.

Rank 2 Spells

Life Drain

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to Draw out the life of this dying creature to invigorate me with strength!

Range: Touch / Caster

Duration: Instantaneous / One minute

Effect: May be cast upon any monster which has only recently been killed or upon a player or NPC who has less than a minute on their death count. The monster or player touched is immediately killed fully while the caster gains strength for one minute.

This spell is only available to priests of darkness.

Circle Heal

Special: Before reciting the wording of this spell you must draw a large circle on the ground and sit a maximum of six other players/creatures within it and stand within it yourself.

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to provide all those within this circle some healing [repeat five times].

Range: Circle of no maximum size containing no more than six people and yourself.

Duration: Instantaneous

Effect: Once the spells verbal has been recited five times without anyone entering or leaving the circle, all the creatures within the circle excluding the priest casting the spell is healed up to their full hit points.

This spell cannot be used to heal more than six people at a time and cannot be cast upon the spells caster in anyway.

This spell is available only to priests of light.

Ailment Immunity

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to protect this creature from all matter of natural disease and poison till the sun does set!

Range: Touch

Duration: Until nightfall

Effect: This spell grants the spells recipient total immunity to all non-magical disease and poison until the sun sets at nightfall. You must call 'Ailment Immunity' when struck by such an effect.

Ring of Protection

Special: Before reciting the wording of this spell you must draw a circle on the ground no larger than 20' diameter and stand a maximum of six other players/creatures within it and sit within the circles centre.

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to consecrate this circle granting Protection to all those who inhabit it. [Chant]

Range: Circle up to 20' diameter.

Duration: Recitation

Effect: While the spells caster sits in the circles centre and recites prays and blessings to their Deity, he and all the creatures within the circle at the time of casting (providing they don't leave the circle) are under the effects of the Rank 1 priest spell Death Ward, meaning that any damage they take is sub-dual, with the exception that the sub-dual damage they suffer heals after only one minute of inactivity instead of the usual two.

Greater Commune

Verbal: By my power drawn from the divine power of <Name Deity here> I ask him or his servants to grant me the answer to my question.

Range: Self only

Duration: One question

Effect: Once the spells base verbal is completed, the caster may then ask a one single sentence question which the games master will answer with a single sentence. Some powerful spirits like deities may block questions from being answered in certain respects.

This spell should provide an adequate amount of insight regarding almost all matters, that aren't protected by greater spirits.

Holy/Unholy Aura

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to wrap myself in a Holy/Unholy Aura to protect me from followers of light/darkness.

Range: Caster only

Duration: 30 seconds

Effect: This spell provides the caster with a variety of effects but some only against certain creatures. The first layer of protection granted by this spell is immunity to physical and magical attacks from creatures of certain alignment.

Secondly while the spell is in effect the casters attacks count as having the skill Double damage against creatures of certain alignment.

This spell if taken by a Priest of Light is a Holy Aura, which affects against any creature of the evil alignment. This spell if taken by a Priest of Darkness is an Unholy Aura and affects against any creature of the good alignment.

Summon Celestial Spirit

Special: Before reciting the wording of this spell you must draw a circle on the ground no larger than 5' and stand near it.

Verbal: By my power drawn from the divine power of <Name Deity here> I call upon the power to summon a spirit of celestial origin to aide me and my comrades in this battle! <Repeat three times>

Range: N/A

Duration: Five minutes or special *see below*.

Effect: Once this spell is cast immediately call for a TIME FREEZE. The nearest GM will immediately locate and find a monster character able to play your summoned spirit. Before time restarts inform this person of the stats or your summoned Celestial spirit and make sure they understand the spells effects. When able time will restart with the Celestial spirit now within your marked circle, the Spirit will fight only those you indicate it to. While the spirit is in existence the caster may not use any other skills and cannot run, only walk. The spirits abilities are based upon the casters character level, it has two hits per plus an extra hit for every even level the caster is (2, 4, 6 etc) up to a maximum of 7 hits per for a level ten caster.

If the caster is level 5 or higher the spirit will have strength.

This spell is available only to priests of Light.

Animate Dead

Verbal: By my dark power drawn from the divine power of <Name Deity here> I call upon the power the channel spirits into these bodies and animate the dead unto my bidding <repeat ten times>

Range: Touch

Duration: Permanent until killed

Effect: This spell can be cast upon a number of dead humanoid bodies to raise them as zombies under the casters complete control. A caster cannot raise or control more than a certain number of undead as noted below at anytime. A caster may control one zombie plus an additional zombie for every even character level they have, up to a maximum of six at level ten.

The zombies have the statistics below with the addition that zombies created by a caster whose character level is five or higher all have resist magic 1/day granted from their dark god's protection.

Animated Zombie

Hits Per: Two

Special defences: All non-bludgeoning weapons do half damage

Other notes: Zombies fight at half speed.

Third rank Magic

Rank 3 spells represent the greatest magic known to the mortal races. The spells detailed here will not occur as often as the lower Ranks, in fact players will unlikely ever wield such power themselves. Rank 3 spells are occasionally used by powerful NPC characters and some high power magical items however, the exact effects are detailed in the “Masters, Book of the Prestige” Supplement.

Rank 3 Fundamental

- Analysis** This spell will affect a single specified target within 30’ the caster will immediately know what skills the target possesses and the powers of each magic item in his possession.
- Extension** This spell will affect a single specified target within 30’ the caster must name a single spell effect the target is currently under the effect of. That spells duration extends to last until morning.
- Reflection** This spell is cast in a similar fashion to the Rank 1 fundamental spell Countermagic, with the exception that it costs 3 mana and will reflect the countered level 1 or 2 spell back at the caster, which cannot be resisted or countered. If used to counter a level 3 spell it will only counter the effect, not reflect it.

Rank 3 Mage

- Disintegrate** This spell will affect any single object of any size within 30’ the item is instantly destroyed beyond the ability of any repair.
- Earth shock** This spells works as the Strike down spell except it affects all within 30’ of the caster.
- Element Storm** This spell works like the Magic missile spell except it affects all within 10’ of its target.
- Wind Blast** This spell works like the Repel spell except it affects all within 30’ of the caster.
- Invisibility** This spell renders a target touched invisible for a duration of 1 minute or until hostile action is taken.
- Teleport** This spell will teleport the caster and other willing targets to a designated location. This spell requires 3 mana to cast plus an extra point of mana for every additional subject affected.
- Thunderbolt** This spell work like the magic missile spell except it deals 3 points of damage to each of the targets locations.

Rank 3 Corporeal

- Restoration** This spell cures the target of a touch of any damage, poison or disease instantly.
- Inflict Disease** This spell will immediately inflict the target of a touch with a chosen disease.
- Regrow** This spell will instantly restore a severed or lost limb or other body part.
- Death Touch** This spell will cause all the locations of a target touched to zero.
- Withering** This spell causes a touched limb to wither and die permanently.

Rank 3 Shaman

- Curse** This spell will inflict a touched target with a chosen curse.
- Enslavement** This spell works like the possession spell but grants access to all of the victim's skills (apart from those gained from level three in a class or prestige based skills), it also will not end if the victim is placed in danger.
- Insanity** This spell affects a victim touched with a chosen form of insanity.
- Spirit Wrack** This spell will cause a specified target within 30' to collapse to the floor writhing in agony for 30 seconds, becoming unable to take any other action.
- Spirit Walk** This spell will shift the caster incorporeal for the duration of 1 minute, while incorporeal he is unaffected by any non-magical attack.

Rank 3 Preist

- Avatar** Grants the caster strength, double damage, additional hits per and only takes half damage for the duration of 30 seconds.
- Divine Shield** The caster becomes immune to and reflects all attacks, spells and effects for 1 minute but can do nothing except walk at normal speed.
- Worldly Vigor** Enhances self and all allies within 10' to enhanced speed for 30 seconds.
- Miracle** Once this spell is cast you may undo a single effect that happened within the 5 minutes.
- Death Pact** This spell lasts 2 hours or until used once cast, in order to cast the spell you must cause the death of one creature. The creature must be conscious and either unable or unwilling to defend itself.
The spell takes effect five minutes after the caster has died (either from the end of his death count or by bring coup de graced), at such time the caster is restored to life at max hits per. This spell is only useably by priests of Darkness.
- Martyrdom** This spell will cause a single target of your choice within line of sight to have the number of hits to his chest reduced to zero which can't be blocked by any means. By casting this spell you also have your chest location reduced to zero hits. This spell is only usable by priests of light.

World Background

The Lords

From "A revised guide to the powers of the ancient world"

~ By Thales the Historian

The political state of Lyonesse has reached its most fragile state yet, Tensions between all the established powers are as strong as ever, while the arrival of several new groups and associations is bringing more cause for concern. Lyonesse is home to many groups and sects each comprised of a variety of belief often based on religious and racial concerns. I have however managed to compile a brief summary of the main groups and powers, as well as giving a little insight into the relationships between them. Although such detail will often find itself out of date it will help give an idea of the pressure facing the everyday lives of the people, who are involved in anyway with these powers. Firstly however I'd like to give some explanation into why the Lords ply for control of the portals and gates. It should be noted that control of one of the gates grants more to the Lord in question than mere access to the gate. Those who live in the lands around the gate often find themselves relying on the lord for protection from outside forces (including the other Lords). Over time this protection may extend to cover people further from the gates shadow, causing more groups and people to pay tribute to the Lord in question. This is not to say that all the people of Lyonesse take an interest in the actions of the lords, many people live outside the protection the lords offer, these self proclaimed 'free-people' are often thought of as uncivilised and while many Lords do wish to protect the rights of these people, the politics of our land has made this all but impossible.

The more noticeable power group in Lyonesse are the Lords of the gates otherwise known as the Lords of Lyonesse. Greatest amongst these is Lord Triach IV, the direct heir of the original Triach and current controller of three of the nine gates. When the Lords meet together to act as one voice (quite a rare occurrence), Lord Triach IV acts as their leader. This grants him a great deal of power within the ancient world, although it should be noted that he does not stand alone. Amongst the Lords his closest ally is the Lady Sung who, although highly reclusive and becoming more so, still backs Lord Triach whenever needed. He also receives support from Grand master Grunwald, spiritual leader of the Knights Templar, although Grunwald's reasons for this support remain unknown. Altogether this does make Lord Triach and his allies the most powerful single group in the ancient world. It does however make them the single largest political target in the ancient world.

First in line to possibly target Lord Triach stands Lord Jay, a fairly self made man who has been a Lord for only a few years. Jay currently controls only one of the gates, the Jasper portal which he took after the death of Lord Partin although it has to be noted he did control the now closed Mayhem portal until over a year ago. Lord Jay was once considered a lone Lord with no direct allies to speak of although Lord Carnellian, Grand master Simeon and Prelate Johansson of the temple of Archon have each aided him in the past, since the death of Lord Carnelian and the Draconic invasion Lord Jay has began building up an allegiance with Lady Vasa.

The elven Lady Vasa is unlike many of the other Lords, while at current grieving the sacrifice of her former friend Lord Carnellian, she has continued to concentrate on providing support and protection to her people, more so than trying for more personal power as the other Lords do. She initially attempted to send aid to the former followers of Lord Carnelian, although this move was opposed by the people themselves. Most recently Lady Vasa has become more irate and vengeful, while her people are still recovering from the Draconic invasion of her land, she has virtually declared war on the rebel Reformed Mercenaries.

Although considered aloof and distant by the other Lords, Lady Vasa's popularity amongst her protectorate is stronger than any other Lord.

The most recently elevated Lord is Lady Taun'et Korrai'shan Daire, considered by many to be a near laughable newcomer, she has no support within the ancient world and holds no power over any of the portals as yet, she currently holds the rank of Lord in name only. Taking the position several months after her civilian brother Taiz't Korrd of the old Adventuring Guild was named Lord in death.

Many other now deceased Lords could be named here, From Lord Klank son of Lord Gaak, the Orcish shaman representative of the first gate Sha'toth, to the great Lord Carnelian who sacrificed himself to save the lives of all in the Ancient World! An act which almost no other Lord would even dream of doing.

The Religions

One of the most noticeably features of the Ancient world is the sheer variety of religions. From the major faiths which enjoy the support of thousands and can influence the highest in the land to tiny cults with no more than a handful of fanatic followers, all levels of society are affected by the many words of the Gods. Of course, the fact that faiths have been imported from so many different Planes, and that they all seem to be able to influence events in the Ancient World to some degree does partially explain the multiplicity of Gods and Religions.

Nymus



One of the few religions to have originated in Lyonesse, the followers of Nymus are now far and few between. Possibly the most powerful sea deity, Nymus is considered as much like his oceans as the oceans themselves. Priests of Nymus often appear to be crazed individuals, often possessing a temperament as unpredictable and dangerous as the seas themselves.

Followers of Nymus often claim great powers such as command over the creatures that reside deep in the ocean depths, to summoning forth a great hurricane to engulf vessels. No priest of Nymus has yet to successfully prove these powers but tales of ships and crew being destroyed or lost after causing insult to one of Nymus's followers are often common spread. Needless to say the often superstitious sailors around Lyonesse are often opposed to causing trouble for any crazed old men they encounter dwelling near the coastlines of Lyonesse.

Other than few rumours such as this the only other thoughts people put towards the followers of Nymus is the question, who is their god and which world is he from? After all it is well known that the Ancient world has no gods of its own.

The Followers of Balance



The Followers of Balance is one of the few religions which has come into being since the settling of the Ancient world, the Balance as a religion has no direct link to any of the deities. The followers do agree that all of the gods exist however, they are all considered equal by the teachings of the religion.

The Followers of Balance believe that the ancient world exists purely to allow each of the gods and goddess power to alter this balance, their teaching says that if one deity ever succeeded in upsetting this delicate equilibrium far enough in their own favour then it would spell doom for all the worlds, in a fashion worse than the fate that befell the world beyond the Mayhem Portal.

Because of these beliefs the Followers are found opposing almost every religion at some time, while aiding them in other times. Several faiths oppose the Followers of Balance, purely because they view all the gods as equals, but when weakened and cornered anyone can depend of the Followers help, at least until the Balance is restored.

This religion found itself bolstered considerably during the time of the wailing death, when the Followers preached that the Balance was close to tipping.

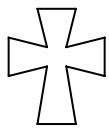
The True Faith

Many of the beings called to the Ancient World have discovered here other creatures from widely varied Planes who shared with them a remarkably similar faith. Centred around the worship of a singular God, this religion has spread rapidly amongst those who would only have given it lip service on their Home Plane.

Whilst many religions known claim to be the worship of the one, correct deity, the followers of the True Faith hold this to be so true that all other Gods are considered Demons, and believe strongly that their God is the only true Deity. This can have led to a degree of friction between them and other faiths. The True Faith on most of its Home Planes is led by a single High Priest, but no such figure has arisen in the Ancient World, leading it to split into several factions, known as Brotherhoods, though they tend not to discriminate on gender grounds. The three main Brotherhoods which have arisen in the True Faith are the Knights of the Hospital, dedicated to the healing of the Worlds woes, the Knights of St. Michael, dedicated to the defeating of Evil and the Knights of the Temple, who's aims are uncertain but seem to have the acquisition of power and wealth involved in them quite heavily. Other Brotherhoods not detailed here include the Brotherhood of the Last Order and the Brotherhood of the Sacred Heart.

Most of the Brotherhoods of the True Faith have a strict hierarchy of Titles to be used, with Priests of the first Rank being called Novice, Priests of the second Rank Brother, Priests of the third Rank Father and those of the Fourth, Cardinal.

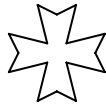
The Knights of the Hospital



Also known as the Knights Hospitaller, this Brotherhood is dedicated to the saving of life and the healing of wounds.

They tend to be a monastic group, eschewing money and worldly goods for a more spiritual life of good deeds and contemplation. That is not to say that you will not find them out in the world. Many consider to their duty to put their lives at risk to find and aid others who require their assistance. If for any reason a Hospitaller voluntarily harms any other living creature, they will immediately lose all of their Spiritual and Divine gifts, being unable to cast Miracles or use Spirits. Depending on the circumstances of the offence, a Cardinal of the Knight Hospitaller may grant absolution, allowing them back in the fold, but if not the Priest must decide to either join the Michalene Knights or to leave the True Faith forever. If any creature kills a Knight Hospitaller, for any reason, they will be forever branded spiritually. This will show up as a dark character on their Aura in the shape of the Runic letter H (h), which can only be removed by the Head of the Knights of the Hospital.

The Knights of St. Michael

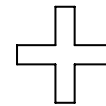


Also known as the Michalene Knights, this Brotherhood forms the strong

arm of the True Faith. Often Warriors as much as Priests, they take an active stand against what they see to be Evil forces at work in the world around them. Whilst not directly racist, most of these Knights tend to be Humans with a deep distrust for the non-human races, especially the Orcs, who many from Human dominated Planes equate with Demons. The fervour which this Brotherhood displays against Evil is demonstrated by the strictness that they apply their credo to their own members. Any Priest of the Brotherhood suspected to be fraternising with Dark Forces will be required to make an account of their actions. If found guilty of the charge, they will be drummed out of the Brotherhood and the True Faith unless the Knights Templar feel they are worthy of being taken back in. If any creature kills a Michalene Knight, for any reason, they will be forever branded spiritually. This will show up as a dark character on their Aura in the shape of the Runic letter M (m), which can only be removed by the Head of the Knights of St Michael.

The Knights of the Temple

Also known as the Knights



Templar, this Brotherhood is a shady and mysterious organisation.

While few are aware of their long term aims, they are known to experiment widely with various methods and means of achieving their immediate goals. Many dabble in the Arts of Magic and Stealth, and rumours abound as to the source of their power. What is known about them is that they are ruthless, wealthy and powerful, will stop at almost nothing to achieve their ends and generally firmly believe that the ends justify the means.

The ruthless attitude of the Templars makes it difficult to be excommunicated by them, but any sign of treachery or disloyalty will be harshly treated. While it is possible that they may be forced to leave the Brotherhood and the True Faith, it is more likely that vital portions of their anatomy will be found decorating their homes, or that they will just vanish into thin air.

If any creature kills a Knight Templar, for any reason, they will be forever branded spiritually. This will show up as a dark character on their Aura in the shape of the Runic letter (T), which can only be removed by the Head of the Knights of the Temple.

The Adversary

In a way, the worship of the Adversary is bound up with that of the True Faith, as these are the two sides of the same Mythos. While the True Faith represents Creation, Good and Light, the Adversary is its antithesis, being the embodiment of Destruction, Evil and Darkness. In the tales of both Religions, the True God created the world and everything in it, but the foremost of his servants become jealous of the world and its maker, and led a rebellion against them. While this failed, the Adversary still plots and plans for the downfall of the World and all that dwell within.

The Adversary is known by many names, including the Prince of Lies, Shaitan and the Dark Lord, and offers great power at the cost of the immortal soul. Despite this many are drawn to him, especially those who have fallen from the True Faith and now choose to walk in darkness.

The Left Hand of Darkness



While there are many sects and cults who worship the differing forms of the Adversary, one main faith has arisen in this Ancient World. Known as the Left Hand of Darkness, it encourages its worshippers to corrupt and destroy the fledgling society being created in the Ruins, or at least to ensure that the followers of Light have no status or influence in it, thus making their Masters tasks all the easier.

There is little in the way of hierarchy in the Left Hand, with every member out for themselves. Those who can command more power and are able to do their Masters bidding well are rewarded with greater power yet, but those who fail are shunned. The worst sins to the Left Hand are treachery and failure. Either will result in excommunication and the issuing of a Blood Hunt, in which a great price is put on the head of the sinner, with unholy rewards, both material and spiritual, being offered.

Morgaur



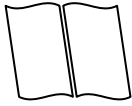
None know, or admit to knowing, the Plane on which this Faith originated, but it has spread far and wide amongst those with a taste for murder. Morgaur is a God of Death, especially the murder, preferably cold-blooded, of innocents, though he will accept any violent death as sacrifice. The followers of Morgaur believe that single deaths, rather than mass slayings are preferred by their God, and thus normally channel their abilities into the field of assassination, often developing the arts of slaying to a very high degree. Many of the more powerful amongst the Lords of the Ancient World have tried to suppress this religion, but its followers have always been supported by those who regularly need the service of skilled Assassins.

The Temple is one of the prime providers and users of Poisons, and will make them available to all who know how and who to ask. To its worshippers, it even grants the recipes for the most common Poisons free of charge, provided that they are used in the worship of Morgaur.

The hierarchy of the Temple of Morgaur is a relatively simple one. Priests of the First and Second Ranks are known as Aspirants until the time of their first act of worship, which is the assassination of a single sentient being in the name of Morgaur, following which they are known as Neophytes. A Priest may not attain the Third Rank (that is, cannot attain the Sixth Level) until they have become a Neophyte. Priests of the Third and higher Ranks are known simply as Masters.

One of the greatest sins against the Temple of Morgaur is to reveal any of its secrets to the uninitiated, including the true identity of any of its worshippers. As can be imagined, the fate of any who talk too much about a Religion of Murder will be neither pleasant nor long.

Archon



Unlike many Faiths, the Temple of Archon does not encourage new followers. It is a faith devoted to learning and scholarship, and finds that few indeed are able to live the monastic life required, let alone had the wisdom and intelligence needed to follow a God as demanding as Archon. The worshippers of Archon are not restricted to the study of old tomes, however, but also endeavours to gain new knowledge and wisdom wherever it can be found, even if this involves the hardships of an adventuring life. While few indeed join the Temple of Archon, many pass through its doors seeking knowledge, which is always available there, if for a small price. The temple uses the wealth and offerings it receives this way to fund research, and many times will pay well for esoteric information.

The followers of Archon face a strict hierarchy, in which progression come with wisdom as much as with power. Any Priest of Archon may only progress to the next Rank within the Faith by demonstrating a corresponding grasp of esoteric information. They must be able show that they have gained a Lore skill at the Rank that they aspire to. This lead to many Priests of Archon also being highly accomplished in other areas, most commonly as a Generalist, which grants them earlier access to the more elevated area of learning. This restriction includes those initially entering the Temple, and is a precondition for joining.

One advantage gained by these Priests is full access to the Library of Archon, one of the most complete collections of Spiritual writings known. This means that a priest of Archon who wishes to create Spiritual Scrolls need not invest in a Library of their own, but may conduct their research at the Temple. This privilege is only granted to Priests of Archon as no others may enter the heavily protected Library.

The hierarchy of the Temple of Archon is quite simple. A Priest of the First Rank is known as a Novice, one of the Second Rank is known as a Priest, and one of the Third or higher Rank is known as an Arch-Priest.

The prime sin against Archon is the destruction of knowledge. This can take many forms but unless done with a very good reason such actions will result in the excommunication of the offender, and their barring from the Temple.

Gaia



Another Deity who is worshipped on many of the Planes from which the new inhabitants of the Ancient World have been drawn, Gaia is the embodiment of the natural forces that seem to have wrought so much damage in the distant past. She also represents the cycle of Nature, that Birth, Death and Re-birth, in which aspect she is a powerful foe of the Undead. There are several tendencies within the Temple of Gaia. Some follow the concept of a healing Earth-Mother, some the power of the Tempest and Seas, some the joy of the hunt, be it as Hunter or Hunted, and some the battle to save that Nature which remains. All, however, regardless of the type of faith are welcomed by the Temple of Gaia for she is all of these things, and more.

There are very few courses of action which would cause excommunication from the Temple due to the number of different philosophies supported by Gaia, but is has been known. Only a full assault on the natural order of things, such as voluntarily bringing Undead creatures into an undefiled forest would be grounds for an excommunication, providing that some of the more extreme members had not already taken their revenge.

Within the Temple of Gaia, there is no hierarchy at all. Priests often refer to each other as Brother and sister, but generally expect no more deference's than that, especially from those outside the Faith.

Lyonesse Portals

The Gates

One of the central and unavoidable aspects of life in the ancient world is the existence of the Gates. Not only do they act as constant reminders of the existence and power of the ancient race, but also they provide transport to a number of strange planes, and enable trade and intercourse with the people thereof. At present there are nine widely known portals, most controlled by a Lord, and each leading to a different world. Other portals may exist, whether active or not, there will always be groups, cults or individuals hungry for power seeking to control or activate them.

In the same way it's believed by some that other worlds not linked by portals known or unknown may exist, some even claim to either come from or descend from those that came from these worlds. As yet nobody knows the truth.

The Grey Portal

This gate is one of three controlled by Lord Triach IV, and was the first gate to be activated. It opens up into a land which is called the Twelve Kingdoms, which is a fairly feudal society named after the dozen or so states which lie within the planes central river valley. A plentiful place rich in plant life and farmland, this is in part the reason why little land beyond the valley has been charted, yet explorers have been travelling through the Grey Portal for more than a hundred years.

Strangely within the Twelve Kingdoms the Laws on Nature seem to operate differently from what people consider the norm. It has been noted that magical and divine abilities are much harder to access within the land, while the nature of other beings that respond to some effects seem warped. This may be related to the strength of the true faith within this land, as the religion is so widely believed and followed that there is almost no sign of any other deities even local ones, and even the elemental lords seems strange.

The Twelve Kingdoms is however a source of great trade which has helped strengthen Lord Triach's position. Valuable treasures as well as food and other goods flow both ways there the gate and while nobody within the Ancient world will stave if the gate was lost many would eat less if the gate was gone.

The Sky Bridge

Another of Lord Triach's gates, The Sky Bridge leads to a wilderness of forest, lakes and plain land. To date no intelligent creatures have been found within the world beyond the Sky Bridge, although the wilderness does teem with other life. It is especially noted for the size and ferocity of its predators, not only the wolves, bears and such but much stranger creatures besides.

Whilst undoubtedly hostile, the wilderness does provide an excellent supply of furs, meat and other animal goods, it has been rumoured more than once that several ruins deep within the forests show evidence that the Ancient race once travelled the world, though so far none have return with proof of this.

The Autumn Gate

The third of Lord Triach's gates leads to the land of Mists, a rugged land of mountains and heath, which is as often as not covered in fog and cloud. The land whilst well populated by ghosts and spirits is also home to a strange race of warriors who paints their faces with blue mud. The gates has been open for barely fourteen years and very little else has been noticed beyond this.

What little trading (or raiding) has been done through the Autumn Gate has brought back some highly skilfully decorated Bronzes and a fair amount of equally decorated gold, but the inherent dangers involved in its acquisition has deterred many a treasure seeker.

The Jade Portal

Lady Sung's gate, the Jade portal has become one of the most highly restricted of the gates, passage is permitted only to those who are directly within her service. The gate is believed to lead to the Lands of the Eternal emperor, a vast and rich but tightly regulated land under the rule of either a Great ancient Dragon or an Immortal emperor, dependant on the tales you listen to. Passage through this gate has become even more difficult due to the increasingly longer reclusive periods Lady Sung undergoes, many believe that during these phases Lady sung is spending her time on the gates other side, much

speculation as to how long she'll be able to continue this for and what she does there have arisen, tho the truth may never be known.

The Jasper Portal

One of the most profitable of the gates, the first of Lord Jay's portals leads to the Islands of the southern Littoral, a solely human populated plane consisting of a reign of Islands within the midst of a great ocean. Although safe from the assaults of other creatures the Islands have become home to several areas of piratical activity. This is because the islands serve as a centre of trade between a number of great civilisations far across the planes oceans. This results in very little in the way of Law and order save for within the major ports, so be warned.

The main reason for the profitability of the jasper portal is the number of strange and exotic goods that are traded through it, from the rare telescopes and even rarer black powder to the rum and sweet wines, the value of the trade goods always more than balances out the scarcity of the shipments.

The Mayhem Portal

Although only discovered quite recently, the mayhem gate has been a matter of much debate, originally controlled by Lord Triach IV, the gate was soon gifted to Lord Jay who put the gate to little use.

The world beyond the Mayhem portal is not one for the faint of heart, many believe that more than a millennia ago, on this world the legendary final battle between Good and Evil came to pass, and the forces of Darkness won. As can be imagined, this makes it a very dangerous place to visit, but also fatally attractive to some types of hero.

More debate occurred when certain events occurred involving a barely stopped invasion by the demonic forces there, the loss of both of the Portals Keys and the eventual banishment of the Portal itself.

Now one can just feel a faint shimmer of power around the site of the old gate and we can only hope that it is never opened again.

The Silver Way

The gate known as the Silver Way was up till recently under the control of Lord Carnellian. Although Lady Vasa has declared his right to claim control the people around the portal, those formerly under Lord Carnellian's protector ship have strangely opposed this ideal.

The gate itself leads to the many lands of Pegana, a pleasant but strange world. Called by some as the place where dreams and reality meet, it is said that the worlds population lives close to the edge of the world may be true but the truth of this is difficult to find. Pegana is home to a grand number of heroes and villains, even more so than the ancient world itself. The worlds shifting nature has made it difficult to prove much more. What has been discovered tho is that Lord Carnellian apparently predicting his demise did enlist the aide of several of Pegana's greatest warriors and heroes to uphold his protectorship. This may explain his people's reluctance to follow the word of any of the Lords. Before access to the portal all but closed little trade came of its existence, although the late Lord Carnelian seemed pleased with the arrangement. What trade did exist was mysterious and tricky. Moonstones and the thick wines of the river Yaan being some of the more common goods, both are often more (or less) than what they seem.

The Bronze Portal

The bronze portal which is under Lady Vasa's control is possibly the strangest of them all. The world it leads to is known by many as the land of brass and crystal. One of the worlds strangest features is the fact that almost no Divine or magical powers seem to have any grip there and even items of magic seem to lose their power within the plane. Its natives on the other hand appear to have powers beyond our ken through devices that they construct, largely of dark wood along with the brass and crystal which gives the plane its name. These devices are capable of many astounding feats, of carrying men through the air as if they were birds, across the land fastest than the wind and of delivering death at near unthinkable range. All in all it is a strange and dangerous place.

Almost no trade is made through the Bronze Portal, as little the ancient world can provide is of relevance to those beyond it and little they can provide seems to function here. Still, some of the items are traded as curios and can fetch quite a high price.

Sha'Toth

The first gate ever to be discovered, Sha'toth differs from the other gates is the fact that it has only ever been held by one creature and hasn't been under anyone's control for many generations since. When this gate was originally found by the Orcish Lord Sha, it was already active. It is said the gate took him through to a place of testing where he undertook several great trials before being found worthy. Since that time the Sha'Toth has been claimed as a sacred site by the Orcish races, even to this day their greatest warriors pass through the gate to prove themselves against the forces beyond.

Undefined Gates

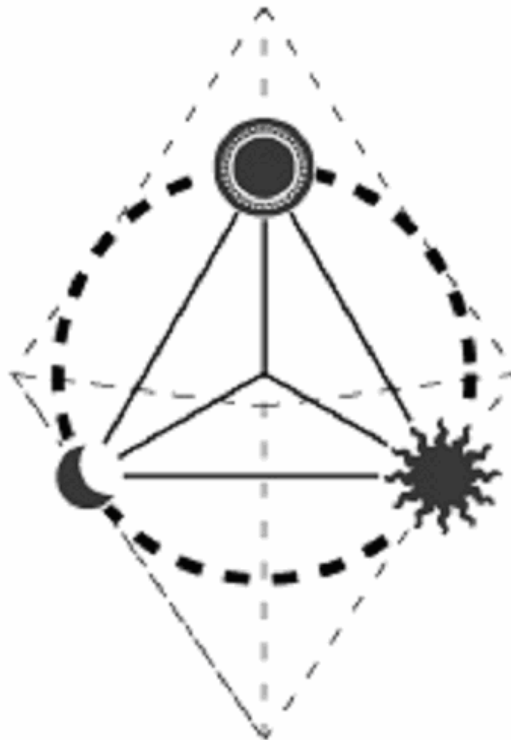
All the Gates and Portals mention so far have been known to exist for sometime and are still mostly active (with the exception of Mayhem). The two gates mentioned here however have not been proved to exist and may possibly be just rumour and theory.

The Tenth Gate?

Rumour has arisen that a Tenth gate was discovered by adventurers from the Reformed Mercenaries, little information exists as yet and few people risk speaking of it. What lies beyond the mysteriously undiscovered portal and where would you find a key to unlock it?

The Dracon Portal?

Scientific theory suggests that the Draconic race which invaded Lyonesse must have originated from somewhere and the most likely suggestion is that of a yet undiscovered portal, suggestions including that of a gate key created by some evil (the Black Mages seem the most likely), which would bring forth the invading race. Many have searched for this legendary Dracon Amulet even though it exists only in theory, many still try yet none have succeeded... or have they?



Other Factions both past and present

The Adventuring Guild

The first banding together of mercenaries and freelance warriors the ancient world has to record. Formed upon the Ideals of the Great Lord Carnelian and under the sponsorship of all the Lords, the Adventuring Guild was believed to become the greatest independent force in Lyonesse. Although created in order to discover a way to cure the disease known to all as the Wailing death and then later commissioned to battle the plagues Black Mage creators, the Adventuring guild did make a name for itself by accomplishing and in some cases causing a great many deeds.

Many Noticeable figures came into notice from the guilds many members, from the infamous Avalon and his malicious wife Cartimandua to Loslar Soveliss, the man who became Leader of the guild up until its end. While several people became well renowned for their participation in the guilds endeavours, a great many more died paving their way to glory.

The Adventuring Guild lasted several years, all the way until the death of Lord Carnelian and the curing of the Wailing Death, an event which the Adventuring Guild wasn't the prime accomplisher of.

The Pirates Guild

No-ones sure how the Pirates of the Neraleam came to Lyonesse, yet they did. Originally under the command of Captain Birdseye a man rumoured to be born near the islands of the Southern Littoral, on the other side of the Jasper Portal. Whether or not this rumour is true is unknown as the entire crew were hired from within the ancient world. While at first standing as typical pirates who only joined the Adventurers to gain more treasure the Pirates underwent a drastic change when Birdseye lost his captainship and his life.

Self proclaimed Admiral Yarr'q took command and sailed the pirates into a new age, becoming the longest living fully active sub-guild within the Adventurers even tho it never attained the size or power of the other main sub-guilds.

Whilst very few of the ships crew ever actually leave the comfort of their vessel, The *White Star* to adventure inland the sub-guild quickly made up it members by hiring what they termed 'Land-Lubbers' before declaring them honorary members of the crew!

Whilst the Pirates Guild itself came to an end with the Adventurers itself, Yarr'q has more than once considered reforming the group although guild law currently forbids this.

The House of Truth

The Sub-guild officially called Qu'ellar D'Truth was founded by the then self proclaimed Lord of Lyonesse, Taiz't Korrd. The House of Truth succeeded in becoming arguably the greatest and most renowned of the sub-sects. Taiz't Korrd possessed a strange charm and the House itself seemed to some as a highly disciplined and skilled force. As far as we can tell this was in actuality just a Drow illusion, although in effect the sub-guilds membership was only available to those who had proven themselves skilled and strong it was possible to buy oneself into the faction. An option a surprisingly large number of people took, rapidly making the sub-guild the riches sect within the Adventuring guild. Why so many people joined the sub-guilds ranks may never be known, whether they did purely from choice or whether they felt forced after realising they couldn't beat it is known only to its older short lived members.

Many believe the House of Truth to be the largest piece of widespread subtle manipulation ever seen in the recent times of the Ancient World, even the untouchable appearance the guild seemed to radiate was just a façade. In actuality the group was held together only on the word of its Patron, Taiz't Korrd. The House of truth all but perished the day Taiz't Korrd was slain, although the sub-guild still existed it had lost its former glory and lived on it what some call more of an un-life than its former leader led before his demise. Taiz't Korrd's replacement took the form of the so called Knight, Sivenius. Who although an adept warrior and quite bright in his own way had no leadership skill whatsoever and many of the guilds members either died or vanished during this time, several of them are still being hunted as traitors.

The House existed as nothing but a small handful of loyalists up until Sivenius's retirement, when the faction's leadership found its way back into the hands of the Drow.

The assassin known as Killian, although skilled at plotting had no authority to hold the faction and thus the House of Truth came to an end. The dust filled guild house being just an echo of the orders great power.

Life has a way of turning full circle however, when Lady Taun'et, Taiz't Korrd's twin and heir to his position in the Ancient World, arrived and took up her brothers lands the Guild house found itself recommissioned and reopened. Not as a home to a guild, but as the Taiz't Embassy. The palace from where the word of Lady Taun'et Korrai'shan Daire called upon the Reformed Mercenaries to take up her sponsorship, once again placing a Drow noble in a position of renown.

The Merc's Guild

The first guild to succeed in gaining dominance without the aide of the Lords or the Adventurers guild itself, created by a corporeal named Light for reasons not fully known, The Merc's built up a reputation rivalling that of the Adventuring Guild itself under the dictatorship of Light, much to the angst of its opposition. Although the Merc's guild did succeed in a great many things, including being the unofficial saviours of the Wailing Death Plague, it is known that a great many shadows cover their past, from the Murder of Taiz't Korrd before his coronation, to numerous tales of treachery towards the Adventurers Guild and even the Lords themselves. The latest rumours even go as far as proclaiming they swore allegiance to the invading Draconic Forces and even the darkest tale of all. The idea that the guild owed its existence to funding from the world renowned elven Traitor 'Zenax' only increases this suspicion.

Yet the truth of these many tales may never come to light, the guild became disbanded and reformed shortly after their greatest victory, the discovery and collection of a cure to the Wailing Death! It seems a true shame that that Guilds last official leader Lugana met his demise shortly before the reformation.

The Reformed Mercenaries

Recent events including the original Merc's guild retrieval of the Wailing Deaths cure and the battles where both the great Guilds fought to protect the rituals of the White mages, the ritual which resulted in the death of the Great Lord Carnelian are all considered Near World shaking, with both factions drawing more attention and praise than ever before.

Into this Limelight stepped the messenger of Lady Taun'et Korrai'shan Daire, who gave the peculiar announcement that both Guilds would be merged to create the Reformed Mercenaries, a guild named after the original group which held Lady Taun'et's grace up until the reformation.

Although Lady Taun'et gave the command for the reformation, neither she nor her aides have any official power over the organisation. The groups leadership fell into the hands of the original Merc's second in command, a man named Fred Choppa, while the pirate Yarr'q took up the position of guild second until recent times when the pirate took over command of the Guild.

While virtually all of the common folk give praise to this Transcendent guild, many of the Lords and their powerful associates look upon the merge almost with ridicule.

There is no doubting the new guilds Potential however, although the fact they were named traitors after certain members of their faction assassinated Lord Vyrikko, heir to Lord Carnelian's position.

Culture, Life and Rituals

Entertainment

There are many forms of entertainment within the ancient world as one would expect from a world made up of so many diverse cultures.

Circle of Treachery

A mass sparing contest held quite often within mercenary and military groups, the match is held within a circular area. Each contestant must stand within the circles middle, weapons together before the start. When word is given each contestant moves to the circles edge, once there they can proceed to do battle, very few rules govern such contests and as the name implies allegiances and double crossing are commonplace.

Some variances do exist including a more challenging version where all the weapons are placed at the circles edge, each entrée stands in the circle and rotate as a group. Once the start cry is called each player moves to the circles nearest edge and taking up whatever weapon they can find.

Eight!

This highly simple game appeared not too long ago and has quickly spread across the Ancient world gaining popularity with almost every species, the game whose rules are so simple that it consists of merely passing round an eight sided dice, placing a bid and taking a single roll each time the dice is passed into your hand. Only two other rules exist in the basic form of the game, firstly each bid must equal or exceed the one before and secondly, if you roll an eight the pot is yours!

Other local and racial rules have cropped up around the world but none vary much from the original.

Rituals

One of the strangest things within the Land of Lyonesse are the Ritual Circles, areas of great mystical and magical power. Legend tells that if one could channel enough power within a Ritual Circle you can accomplish anything you desire.

Although it is believed that Ritual circles were once common across Lyonesse in the days of the Ancient race, only one is known to exist in current times. The surviving Ritual Circle is under Lady Sung, who grants almost open access to the Circle. All she asks is that no circle magic is to be channelled against her and for ritualists to pay a charge of 4,000oz of silver.

Few people know exactly how the Ritual Circles work, all that can be said is that magic both Arcane and Divine are needed in vast amounts to succeed in doing anything. That said other things do improve a rituals chance of success, things such as sacrifices (both of lives and equipment) often aide the rituals power.

Whatever powers watch over and govern the Ritual Circle seems to prefer ritualists with great strength of purpose and words, although they also look fondly upon those who have dressed for the occasion.

In Games terms Rituals represent the easiest way for players to obtain items which are magical and other such devices, to attempt a ritual you need only save up the required 4,000oz of silver in game and inform a Ref of your plans, the ritual rules themselves are detailed in the "Calling the Gods" supplement.

It is advised you put a lot of thought into rituals as they are role-played fully in game and the wordings you use do have some effect in deciding if the ritual works as required. Most players hire out others to provide greater magical energies for their rituals and indeed this is the best way to provide success in ritual work, however this can become quite expensive for your character.