



The Underworld Campaign

Quick Reference Guide
Version 1.0

© 2009 Knight Blades LLC

Visit our website at WWW.KNIGHTBLADES.NET

Knight Blades

Quick Reference Guide

Table of Contents

Introduction.....	Page 3
Classes & Races.....	Page 4
Life & Death.....	Page 8
Skills.....	Page 9
Combat.....	Page 16
Spell Casting.....	Page 23
The Gods.....	Page 26
Treasure & Magic Items.....	Page 28
Personal Items & Searching.....	Page 30
Potions, Poisons, Locks, & Traps.....	Page 31
Mage Spells & Incants.....	Page 34
Cleric Spells & Incants.....	Page 44
Knight Blades Skill Chart.....	Page 49

Introduction

Welcome, once again, to the exciting world of Knight Blades!

Whether this is your first hour of play, or fiftieth, we think you will find this reference guide quite helpful.

This book covers the basics of the game. It contains less than 10% of the information that is found in the Knight Blades *Players Handbook*. It therefore should not be used as its replacement. It is intended for use as a handy reference or as a review of the rules prior to an event.

The Knight Blades Staff and Cast are required to read and understand the rules contained in the larger handbook and summarized within this guide. We urge all Players and NPC's to do the same in order to get the most from their Knight Blades experience.

At the beginning of each section, we will list the appropriate Chapter(s) in the *Players Handbook* where you can find the complete entry of each subject.

We hope you enjoy the *Knight Blades Quick Reference Guide* and use it well at Knight Blades events!

Classes & Races

Referencing “Chapter 3: Classes & Professions” and “Chapter 4: Player Character Races” in the Players Handbook

Classes

Knight Blades allows Players to choose a base profession for their Player Character. This is called the Player Character’s “Class”. There are four Base Character Classes: “Warrior”, “Cleric”, “Mage”, and “Rogue”.

A **Warrior** is trained in combat and survivability on the battlefield, using special fighting skills, weapon maneuvers, and tactics. Player Characters of the Warrior Class begin with one extra point of Vitality.

A **Cleric** is an extraordinarily pious and devoted follower of one of the game’s fantasy deities, and is granted magical powers by this deity.

A **Mage** is adept at manipulating the magical energies that permeate the world, concentrating these energies into magical spells.

A **Rogue** is an expert in stealth and pilfering, relying on cunning instead of brute strength or magical spells.

A Player Character’s “Class” is simply an Out Of Game description for the general category of skills in which they were trained. The vast array of abilities allows the Players to create skill combinations that result in effective customized Player Characters. The flexible rules system allows for a great deal of customization of your characters.

Races

The Knight Blades game system offers twenty-one different Player Character Races: High Elves, Wood Elves, Wild Elves, Silver Elves, Half Elves, Stone Elves, Dark Elves, Blood Elves, Dwarves, Deep Dwarves, Gnomes, Deep

Gnomes, Halflings, Half Orcs, Half Ogres, Cat-Kin, Fauns, Fey, Minotaurs, Hybrids, and Humans.

Each race has its own costuming requirements. Each also has its own set of advantages (in the form of unique abilities) and distinct disadvantages. These are found in a chart at the end of this section.

Racial Costuming

Player Character Races will always abide by the character creation rules for Player Characters, even if an NPC is playing a Player Character Race. Any creature that deviates from the rules for Player Characters will clearly be a monster (with a monster mask) or somehow marked in an unusual way. The distinguishing characteristic may be subtle and not instantly noticeable, but it will be there. If a PC-race character does something contrary to the standard rules, please be completely sure of their physical aspects before assuming the person is cheating.

You are encouraged to personalize your appearance. The only restricted marking is a black, white, or gray disc on the forehead.

High Elves are recognized by their pointed ears. Players of High Elves are required to wear pointed ear tips (of any length) at all times. Makeup will usually be required to blend the color with the Player’s own skin tone.

Silver Elves are recognized by their pointed ears and facial makeup. Players of Silver Elves are required to wear pointed ear tips at all times and must have silver, gray, or white markings around the eyes.

Wood Elves are recognized by their pointed ears and facial markings. Players of Wood Elves are required to wear pointed ear tips at all times and must have colored markings around the eyes, often in the shape of leaves. The color of the markings must be leaf colors: green, brown, red, orange, etc.

Wild Elves are recognized by their pointed ears and tattoos. Players of Wild Elves are required to wear pointed ear tips at all times and must have black or dark brown facial tattoos, often in the shape of animals.

Half Elves are recognized by their pointed ears. Players of Half Elves are required to wear small pointed ear tips at all times. Makeup will usually be required to blend the color with the Player's own skin tone. Note that Half Elves are nearly identical to High Elves in appearance, but usually have a much different attitude and demeanor. Half Elves also tend to have facial hair, whereas full High Elves tend not to.

Stone Elves are recognized by their pale white skin and pointed ears. Players of Stone Elves are required to wear pointed ear tips at all times and must have white makeup on all exposed skin. Lightly applied or blotchy makeup is not permitted. Some Stone Elves have black lips and/or black accents around the eyes.

Dark Elves are recognized by their jet-black skin and pointed ears. Players of Dark Elves are required to wear pointed ear tips at all times and must have black makeup on all exposed skin. Lightly applied or blotchy makeup is not permitted.

Blood Elves are recognized by their red skin and pointed ears. Players of Blood Elves are required to wear pointed ear tips at all times and must have red, dark red, or maroon makeup on all exposed skin. Lightly applied or blotchy make-up is not permitted. Some Blood Elves

have black lips and/or black accents around the eyes. All decorative markings upon a Blood Elf's red skin must be black in color.

Dwarves are recognized by their long beards. Players of Dwarves are required to have very long full beards (real or fake) of at least five inches. Alternatively, a Player with a full real beard of less than five inches may add one or more braids to meet the requirement. Female Players of Dwarves are allowed to wear shorter beards, goatees, or tufts of facial hair.

Deep Dwarves are recognized by their long beards and gray skin. Players of Deep Dwarves are required to have very long full beards (real or fake) of at least five inches. Alternatively, a Player with a full real beard of less than five inches may add one or more braids to meet the requirement. Female Players of Deep Dwarves are allowed to wear shorter beards, goatees, or tufts of facial hair. Deep Dwarf Players also must have gray makeup on all exposed skin. Some Deep Dwarves have black lips and/or black accents around the eyes.

Gnomes are recognized by their unusual noses. Players of Gnomes are required to wear a nose prosthetic at all times. It may be of virtually any type, shape, or size. A visible strap cannot be used to hold it on the face. Makeup will usually be required to blend the color with the Player's own skin tone. In addition to the nose, the Player is allowed to wear pointed ears or ear tips.

Deep Gnomes are recognized by their unusual noses and gray skin. Gnomes are required to wear a nose prosthetic at all times. It may be of virtually any type, shape, or size. A visible strap cannot be used to hold it on the face. In addition to the nose, the Player is allowed to wear pointed ears or ear tips. They also must have gray makeup on all exposed skin. Some Deep Gnomes have black lips and/or black accents around the eyes.

Cat-Kin are recognized by their catlike appearance. Players of Cat-Kin are required to have makeup and/or costuming to appear catlike. The Player may attempt to duplicate the appearance of any of the great cats, wild cats, or even domestic cats.

Half Orcs are recognized by their green skin.

Players of Half Orcs are required to have medium to dark green (or olive green) makeup on all exposed skin. Lightly applied or blotchy make-up is not permitted. Some Half Orcs have black lips and/or black accents around the eyes. In addition to makeup, the Player is allowed to wear a prosthetic pig-like nose, pointed ear tips, and/or lower tusks.

Half Ogres are recognized by their sickly yellow blotchy skin. Players of Half Ogres are required to have yellow or dark yellow makeup on all exposed skin. Lightly applied make-up is not permitted. Some Half Ogres have dappled brown blemishes and spots all over the face and/or body. Makeup can be used to appear dirty.

Fauns are recognized by their small horns and pointed ears. Males are usually called “Satyrs” and females are usually called “Nymphs”. Players of Satyrs or Nymphs are required to wear pointed ear tips at all times. They also must have a pair of small goat-like horns on their heads. Some Fauns have fur covering their legs. They are also seen to occasionally have brown, reddish-brown, or rust colored skin. Satyrs (and rarely Nymphs) tend to have long unkempt hair and/or tufts of facial hair.

Fey are recognized by their small wings and sparkling faces. Players of Fey are required to have small areas of glitter, metallic makeup, and/or colorful feathers on their faces around

their eyes. Alternately, they may wear a small glittery or feathery eye mask. Fey are sometimes seen with pointed ears of various lengths. Players are encouraged to be imaginative and creative in their facial decorations. They are also required to wear small wings on their backs. The wings may be of any color and of almost any natural type: butterfly, moth, bat, feathered, etc.

Halflings are recognized by their long sideburns. Players of Halflings are required to have extremely long sideburns (real or fake). They also have fur on the backs of their hands and the tops of their feet. Halflings have eyebrows that meet to join as one, and are often very bushy.

Minotaurs are recognized by their very large horns and bull-like or cow-like appearance. Players of Minotaurs are required to wear a pair of large horns (minimum of five inches) on their heads at all times. They also are required to have makeup and/or costuming to appear bull-like or cow-like.

Hybrids are recognized by their animal-like appearance. Players of Hybrids are required to have makeup and/or costuming to appear animal-like. The Player may attempt to duplicate the appearance of any real-world mammal. Note that a cat Hybrid would be nearly identical to a Cat-Kin in appearance, but would most likely have a much different attitude and demeanor.

Humans are the most abundant of all the Player Character Races. They are the easiest race to play, and give the Player the most freedom. There are no costuming requirements, but be aware that Humans of a particular culture may not be accepted by others of that culture unless they have adopted the dress and behavior of the culture.

Knight Blades Racial Advantages & Disadvantages

Race	Advantages	Disadvantages	Base Vitality	Racial Spells?
High, Wood, Wild, Silver Elf	Resist one “sleep” effect and one “charm” effect per event.	None.	1	Yes
Half Elf	Resist one “sleep” effect per event.	None.	2	No
Stone Elf	Resist two “sleep” effects and two “charm” effects per event.	Must play a coldly logical personality w/out strong emotions.	1	Yes
Dark Elf	Resist one “sleep” effect and one “charm” effect per event. Gain two extra points of Vitality at night.	Severe aversion to sunlight and other light sources.	1	Yes
Blood Elf	Resist one “sleep” effect, one “charm” effect, and one spell from the School of Blood per event.	None.	1	Yes
Dwarf	Three free purchases of the Weaponsmith Skill or one free purchase of the Armorsmith Skill.	Cannot cast Mana-based spells over Third Level.	3	Yes
Deep Dwarf	Three free purchases of the Weaponsmith Skill or one free purchase of the Armorsmith Skill. Resist one “poison” effect per event.	Cannot cast Mana-based spells over Third Level. Aversion to sunlight and other strong light sources.	3	Yes
Gnome	One free purchase of Craftsman Skill.	None.	2	Yes
Deep Gnome	Resist one Earth Spell per event.	Aversion to sunlight and other strong light sources.	2	Yes
Halfling	Free purchase of the Thrown Weapon Skill.	None.	2	Yes
Half Orc	One free purchase of a Melee Weapon Skill.	Cannot cast Mana-based spells over Third Level.	3	No
Half Ogre	Free purchase of the Two-Handed Melee Weapon Skill.	Cannot cast Divine Favor-based spells over First Level. Cannot cast Mana-based spells.	4	No
Cat-Kin	Resist one “charm” effect per event. Resist five “trip” effects per event.	None.	2	Yes
Faun	Resist one “charm” effect per event. Cast one Charm Person Spell innately per event.	Never gain any points from wearing physical armor.	2	Yes
Fey	Resist one “sleep” effect per event. Cast one Sleep Spell innately per event.	Never gain any points from wearing physical armor.	1	Yes
Minotaur	Free purchase of the Waylay Guard Skill.	Cannot cast Mana-based spells over First Level.	4	No
Hybrid	Resist one “disease” effect per event.	None.	2	No
Human	None.	None.	2	No

Life & Death

Referencing Chapter 1: Life in a Fantasy World and Chapter 2: Death in a Fantasy World in the Players Handbook

The fantasy world of Knight Blades takes place on a planet called simply “The World”. At the heart of The World, there is a huge central main continent. The Kingdom of Baronia, ruled by The Good King Henry XXI, occupies a major section of The Continent and is the focus of action in the Knight Blades game. The settlement in which the Player Characters live has been established by Baronia and is considered part of the kingdom. The Grand Duchy borders Baronia just to the West.

Beneath the surface of the land is a vast underground environment. This subterranean habitat is known as The Underworld and is home to several unusual creatures that have adapted to life in the darkness. The town happens to be located in an area that has several tunnels that lead to The Underworld. The game has an ongoing theme of conflict and interaction with the Underworld inhabitants.

Every Player Character begins with a minimum of 25 Character Points. More Character Points can be earned through various ways. Each new Player Character starts with fifteen gold pieces and a “Death Token”. This represents the Player Character’s life savings.

The Knight Blades Death System

In Knight Blades, Player Characters may die from various perils such as weapons combat, attack spells, monsters, assassination, poison, traps, powerful magic items, etc. Death is not a trivial thing in the world of Knight Blades, but it is not necessarily the end of your Player Character.

When a Player Character dies, their spirit travels to The Realm of Death. You must hold your weapon to your head (or don a white headband) to signify that you are Out Of game. You then must walk directly to the location designated as Death’s realm. Upon arrival, the spirit of your Player Character meets with Death himself.

All commands from Death should be obeyed, for he holds absolute power in his realm. Death always can see the truth, and so it is against the rules for a Player to lie to him.

The decision of Life and Death is usually based on the outcome of drawing from, “The Bag of Death”. If you draw a clear crystal orb, then you may return to the land of the living. If a black orb is drawn, then your character is permanently dead. Each time a Player Character dies, Death adds another black orb to the bag.

If you really have your heart set on continuing to play your current character, all is not lost. Death can be bribed at this point. The amount of money needed to “pay-off” Death is fixed firmly at 555 gold coins. Death does not barter or accept gems, magic items, or other objects of value. However, Death will grudgingly honor a special “Death Token”. This is the only thing Death will accept in lieu of gold.

Since it is quite impractical to carry 555 coins with you in the event of dying, Death allows a spirit to temporarily return to life to collect the money. This period is known as a “Reprieve from Death” and is no longer than 55 minutes. Death only allows 25 minutes to retrieve a Death Token. Death has no mercy whatsoever, and adheres strictly to the time limit.

Skills

Referencing Chapter 7: Skills in the Players Handbook.

The term “skills” in Knight Blades are special abilities - usually purchased with Character Points - that allow a Player to do things they could not do in real life. Since there are no Player Character “Levels” in the game, a rough measure of a character’s power is the amount of skills possessed.

Skills may be fighting techniques, protective or defensive attributes, or even magical aptitude. Most skills must be called out in order to make use of them. Please speak clearly and loud enough for the appropriate people to hear you. Most skills can only be used once per event. “Unlimited Use” skills may be used more than once per event. All skills reset between events.

Skills that grant some sort of resistance to an attack must be called out within five seconds. Otherwise, the attack’s effect must be taken. In the case of “guard”-type skills, in which the first attack of a certain kind must be resisted, the resistance is forfeited if not called within five seconds.

A skill is considered expended if it is correctly delivered but the strike is somehow negated with a resistance of some sort. If the skill is not negated and not reacted to appropriately, then the skill is not expended.

Taught Skills

“Taught” skills cannot be purchased for a Player Character unless a personal tutor has first provided training. Tutoring is required for each purchase of a Taught Skill until the student has made five purchases (thus becoming a “Master” of the skill). Only a Master can become a tutor. “Restricted” skills always require tutoring.

Weapon Skills

Anyone may hold any type of weapon, but an appropriate weapon skill is required to strike with the weapon. If you hold a weapon and do not possess the necessary Weapon Skill, then any hits the weapon receives will be applied directly to you. Optionally, you may drop the weapon instead of taking the hit.

One hand or both hands may be holding the weapon in order to cause a legal hit. However, a Two-Handed Weapon requires both hands.

Only one weapon can be wielded at a time, unless an Off-Hand Weapon skill is also purchased. Off Hand Weapon skills do not include the skills required to wield the weapons themselves – the skill for each weapon must be purchased separately.

Knight Blades Skill Descriptions

Agony - This special weapon attack causes extreme pain in the victim for five seconds.

Appraising - This is the ability to ascertain the monetary value of a game item. Fine jewelry produced with the “Jeweler” skill is the most common type of item to be appraised.

Arcane (Restricted Skill) - This is the ability of an accomplished Mage to circumvent the various magical protections people use against spells. Only a Mage is talented enough to exercise this special spellcasting tactic. To use this skill, a Player must follow the incant of a spell with the word “Arcane.”

Archery - This ability allows the use of any bow or crossbow in combat.

Arm Traps - This is the ability to place and set small or large physical traps. Magical traps cannot be set with this skill. A minimum of five seconds is required to set a trap.

Armorsmith - This is the ability to repair In Game armor. A suit of armor to be repaired must be completely removed and handed to the smith. The smith must role-play refitting and fixing the suit of armor for a minimum of five minutes using appropriate props.

Assassinate - This is the ability to strike with such precision as to bring about instant death. The attack causes only one point of damage, but it also kills the victim as if they were granted The Gift of Death. This skill can only be used with a short or small melee weapon. To use this skill, a Player must call out “Assassinate!” while striking the torso. In order to be effective, the weapon swing must not be seen by the victim.

Attune Magic - This skill is used to create a mystic bond between a magic item and a specific individual. Virtually all permanent magic items must be attuned before they become functional.

Backstab - This is the ability to strike with precision at vulnerable spots in order to cause extra damage. This skill can only be used with a short or small melee weapon. The attack causes a total of five points of damage. To use this skill, a Player must call out “Backstab!” while striking the rear half of an opponent’s torso. In order to be effective, the weapon swing must not be seen by the victim.

Cleave - This ability pinpoints the structural weakness of a shield, allowing a tremendous blow that renders the shield unusable. To use this skill, a Player must call out “Cleave!” while attempting to strike an opponent’s shield. The attack must hit the shield in order to be effective. This skill simulates an attack of such force that it cannot be negated by the “Parry” skill.

Contacts - This skill allows a Warrior to obtain valuable information from various sources.

Craftsman - This skill is used to represent some means a Player Character has for generating monetary income. It is an abstract skill – the Player is free to add the details. The skill simply provides the Player Character with one gold piece per event, given at check-in.

Create Holy Water - This skill allows a Player Character to produce vials of holy water. One vial is created for each purchase of this skill.

Create Scrolls- Divine - This is the ability to produce Divine “casting scrolls”. This skill does not allow the creation of standard “Magical” casting scrolls.

Create Scrolls- Magical - This is the ability to produce standard Magical “casting scrolls”. This skill does not allow the creation of “Divine” casting scrolls.

Critical Hit – This is the ability to deliver a critically injuring blow to an opponent. The attack causes a total of five points of damage. This skill can only be used with a melee weapon. To use this skill, a Player must call out “Critical!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective.

Diagnose - This is the ability to ascertain the health status of a person or creature. To use this skill, a Player must touch (with permission) the torso of the person or creature in question, and then state “Diagnose” followed by a question.

Disable - This is the ability to strike an opponent’s nerve clusters or pressure points in order to render a limb useless for five minutes. The effects of this skill are removed by healing at least one point of vitality. To use this skill, a Player must call out “Disable!” while attempting to strike an opponent’s arm or leg.

Disarm - This is the ability to knock a weapon out of an opponent's hand. To use this skill, a Player must call out "Disarm!" while attempting to strike an opponent's weapon. If successful, the opponent must attempt to toss his weapon to the ground at least five feet away. The attack must hit the opponent's melee weapon in order to be effective. Two-Handed weapons cannot be affected by this skill if they are being held with both hands.

Divergent Spellcasting - This skill allows a School of Magic Specialist to learn and cast one spell from a different specialized School of Magic. This skill also allows a non-specialized Mage to learn and cast one spell from a specialized School of Magic without actually becoming a Specialist.

Divine Favor - This ability allows the casting of "Divine" spells. This does not allow casting of standard "Magical" spells.

Divine Inspiration - This skill allows a Cleric to obtain valuable information from various sources.

Dodge (Restricted Skill) - This is the ability to evade an incoming packet or weapon attack by moving with remarkable agility. Only a Rogue is able to maneuver in such a nimble way to perform this skill. To use the skill, a Player must call out "Dodge!" after being hit by an opponent.

Empathic Healing - This is the ability of a Player Character to heal another person by transferring his own vitality points directly to the other person. To use this skill, a Player must touch (with permission) the torso of the person or creature in question, and then state "Empathic Healing" followed by the number of Vitality points to be transferred. This skill cannot be used to replace points removed by "Drain".

Escape Bonds - This is the ability to slip free of physical restraints such as shackles, chains, rope,

etc. One restraint may be removed per expenditure of the skill.

Fatalstrike (Restricted Skill) - This is the ability to deliver a devastating blow that causes 200 points of damage. Only a Warrior is able to muster the strength and focus needed to perform this skill. To use this skill, a Player must call out "Fatalstrike!" while attempting to strike an opponent's torso. The attack must hit the torso in order to be effective.

First Aid - This is the ability to apply bandages to another person or creature in order to halt the bleeding-out period. The skill uses no Divine Favor, but does bring a bleeding person back to consciousness with one point of vitality. To use this skill, a Player must role-play the application of bandages to a bleeding victim for a minimum of 55 seconds.

The Gift of Death - This is the ability to end a helpless victim's life by cutting or otherwise physically damaging vital areas with surgical precision. To use this skill, a Player must state "I Grant You The Gift Of Death!" while holding a melee weapon to the victim's torso. The user must have skill in the weapon in order to be effective. Since the initial touch by the weapon is considered a weapon strike, 1 point of damage will be inflicted as well. The Gift of Death cannot be performed on a falling body.

Globe Throwing - This skill allows the employment of poison gas globes and acid globes (small glass or ceramic balls containing a dose of poisonous gas or acid). These items are represented In Game by black spell packets.

Holy Investiture - This skill allows a Cleric to dedicate himself to a particular undergod, thereby becoming a "Specialty Priest" of that deity. This allows access to special spells of that faith.

Holystrike (Restricted Skill) - This is the ability to channel the raw power of a deity into a devastating blow that causes 200 points of damage to undead. Only a Cleric with at least one Divine Favor is able to call forth the divine burst of strength and focus needed to perform this skill. To use this skill, a Player must call out “Holystrike!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective.

Jeweler - This is the ability to design fine jewelry of In Game monetary value.

Lay On Hands - This is the ability to channel the power of a deity into a potent healing effect. To use this skill, a Player must use both hands simultaneously to touch (with permission) the torso of a person or creature, and then state “Lay on hands! Full vitality!”

Lockpicking - This skill allows a Player to attempt to pick In Game locks of average quality.

Lockpicking - Advanced, Level 1 through 5 - These skills allow a Player to attempt to pick In Game locks of above average quality. The skills are purchased in levels where the lower levels are prerequisites for the higher levels.

Locksmith - This is the ability to manufacture In Game locks prior to an event.

Lore - This skill allows a Mage to obtain valuable information from various sources.

Mana - This ability allows the casting of standard “Magical” spells. This does not allow casting of “Divine” spells.

Melee Weapon - One-Handed - This is the ability to wield any One-Handed Weapon in combat. This skill includes the ability to wield a Small Weapon or Short Weapon. If a Player wishes to “upgrade” a Small Weapon skill or Short Weapon skill to the One-Handed Weapon

skill, he need only pay the difference in Character Points.

Melee Weapon - Short - This is the ability to wield a Short Weapon in combat. This skill includes the ability to wield a Small Weapon. If a Player wishes to “upgrade” a Small Weapon skill to the Short Weapon Skill, he need only pay the difference in Character Points.

Melee Weapon - Small - This is the ability to wield a Small Weapon in combat.

Melee Weapon – Two-Handed - This is the ability to wield a Two-Handed Weapon in combat. This does not grant the ability to wield any other type of weapon. Both hands must be holding the weapon in order to cause a legal hit. If a hand slips off the weapon during the swing, the attacker should indicate that no damage should be taken from the hit. The Skill allows blocking with the weapon even if only one hand is placed on the weapon.

Off-Hand Weapon I - This is the ability to wield two weapons simultaneously. One of the weapons must be no larger than a Small Weapon. Prerequisite: One-Handed, Short, or Small Weapon skill

Off-Hand Weapon II - This is the ability to wield two weapons simultaneously. One of the weapons must be no larger than a Short Weapon. Prerequisite: Off-Hand Weapon I

Off-Hand Weapon III - This is the ability to wield any two One-Handed Weapons simultaneously. Prerequisite: Off-Hand Weapon II

Parry - This is the ability to block an incoming attack by wielding a melee weapon with blinding speed. To use this skill, a Player must call out “Parry!” after being hit by an opponent. The blow and its effects are then negated. This skill

can only be used if a melee weapon is being held in the hand.

Pierce - This is the ability to bypass armor points and directly damage an opponent's Vitality. To use this skill, a Player must call out "Pierce!" while firing an Archery weapon. If the hit is successful, then the opponent will not receive protection from Armor Points. Note that some monsters may have the ability to use this skill with claws, weapons, or thrown items.

Poison Handling - This skill allows a Player Character to apply Blade Poisons and Contact Poisons. The user of this skill must simulate the applying of poison for at least five seconds. The next successful strike with the weapon will deliver the poison's effect.

Poison Recognition - This skill allows a Player Character to identify poisons. This skill always requires a minimum of five seconds of role-playing the recognition process.

Poison Resistance - This is the ability to resist the effects of any type of poison, whether delivered by melee attack, missile, gas globe, spell, or Contact Poison. To use this skill, a Player must call out "Resist!" when subjected to a poison effect.

Poisoncraft, Level 1 through 5- These skills allow a Player to produce a variety of potent In Game poisons. The skills are purchased in levels where the lower levels are prerequisites for the higher levels. Also, Poison Recognition is a prerequisite to purchase Poisoncraft Level 1.

Potion Brewing - A Player Character with the Potion Brewing skill may produce a Potion if he has the formula for the Potion, the required material components, and the expenditure of the required amount of "Potion Points". Each purchase of Potion Brewing grants one Potion Point.

Potion Brewing- Advanced - This skill allows a Player to produce the more exotic types of In Game potions.

Potion Identification - This skill allows a Player Character to identify magical Potions and Oils. This skill does not allow the identification of poisons in any way.

Read Scrolls- Divine - This is the ability to utilize Divine "casting scrolls". This skill does not allow the use of standard "Magical" casting scrolls. Note that if the scroll cannot be read by the caster due to poor lighting or other factors, then the spell cannot be cast.

Read Scrolls- Magical - This is the ability to utilize standard Magical "casting scrolls". This skill does not allow the use of "Divine" casting scrolls. Note that if the scroll cannot be read by the caster due to poor lighting or other factors, then the spell cannot be cast.

School of Magic Specialist - This skill allows a Mage to gain access to a particular School of Magic, thereby becoming a "Specialist" of that school.

Self-Remedy - This is the ability to revive at the end of the bleeding-out period. Instead of dying, the skill user returns to 1 Vitality Point and regains consciousness. Self-Remedy may be used at the Player's choice once per event.

Self-Sacrifice - This allows a Player Character to voluntarily take on the effects suffered by another person. To use this skill, a Player must touch (with permission) the torso of the person or creature in question, and then state "Self-Sacrifice". If no negative effects are active, then the skill is expended but has no other effect. This skill cannot be used to take on any Curse or effect caused by a Ritual or Rite. You cannot remove any effect that you already possess.

Shatter - This is the ability to strike a weapon or shield with such force as to render the item unusable in combat. To use this skill, a Player must call out “Shatter!” while attempting to strike an opponent’s weapon or shield. The attack must hit the weapon or shield in order to be effective. This skill can only be delivered by a Two-Handed melee weapon.

Shield Usage - This is the ability to utilize a shield in combat. It must be held in the hand and/or strapped to the arm. A weapon may not be wielded by the shield arm.

Slay - This is the ability to deliver a blow that causes 50 points of damage. This skill can only be used with a melee weapon. To use this skill, a Player must call out “Slay!” while attempting to strike an opponent’s torso. The attack must hit the torso in order to be effective.

Specialized Training - This unusual skill allows the Player to purchase one skill not normally available to his Player Character’s Class. It cannot be used to buy a “Restricted” skill. This only grants access - the desired skill must still be purchased separately. The Specialized Training skill can be purchased only once, and the skill made available by Specialized Training can only be purchased once. All prerequisites for the new skill must be purchased as well. If for some reason a skill’s prerequisite is also not available, then the points for the prerequisite must be spent without actually gaining use of it.

Stun - This is the ability to strike at an opponent’s nerve clusters or pressure points in order to render a limb useless for five seconds. The effects of this skill are removed by healing at least one point of Vitality. To use this skill, a Player must call out “Stun!” while attempting to strike an opponent’s arm or leg.

Thrown Weapon - This is the skill of throwing weapons in combat. Only weapons meeting the requirements for a “Thrown Weapon” may be

thrown. To use this skill, a Player need simply throw an appropriate weapon. In darkness, from behind, or other uncertain conditions, the Player may make a courtesy call of “Thrown Weapon!” No fighting skills can be used in combination with Thrown Weapon.

Trap Avoidance - This is the ability to resist the effects of any type of In Game trap. This results from a combination of exceptional reflexes, reaction time, and awareness. To use this skill, a Player must call out “Resist!” when subjected the effects of a trap. All of the trap’s effects may be ignored by the skill user. This skill does not prevent the trap from being triggered, nor does it protect other people if they are normally subject to the effects of the trap.

Trip - This is the ability to knock an opponent off balance and cause him to fall to the ground. To use this skill, a Player must call out “Trip!” while attempting to strike an opponent’s leg. The opponent must fall to the ground if the blow lands. He may then get back up as quickly as he is able to. The attack must hit the opponent’s leg or legs in order to be effective. This skill can only be used with a Two-Handed melee weapon. The attack causes no damage.

Turn Undead, Level 1 through 5 – This ability directly channels the power of a deity in order to keep undead creatures at bay. While under the effects of this skill, the undead must recoil and remain at least five feet away from the skill user for five minutes.

The skill is purchased in levels. The lower levels are prerequisites for the higher levels. Each level purchased allows five turning attempts at that level. Only one purchase per level is allowed. The notes at end of this section provide more information.

Tutor - This is the ability to teach any “Taught Skill” that the teacher possesses. This skill cannot be used to teach a “Restricted Skill”. A

Player must have purchased at least five of the skill in question (if it is a Multiple Purchase skill) before he may teach the skill.

Tutor Restricted Skill - This is the ability to teach a class-specific “Restricted” skill”. This skill can only be used to teach Restricted skills.

Undercurrent - This skill allows a Rogue to obtain valuable information from various sources.

Vitality - Vitality Points are purchased just like skills. The base vitality is determined by the Player Character’s Race and Class, but all additional points must be purchased. The cost increases after 10 Vitality Points are purchased. The most Vitality that can be purchased with Character Points is 15.

Waylay - This is the ability to deliver a strike to the base of the skull of a victim in order to render him unconscious. Note that a Player should never actually strike anyone in the head. This skill is simulated by striking the upper back section of the torso. This skill can only be used with the butt end (pommel) of a Short or Small melee weapon. To use this skill, a Player must call out “Waylay!” while attempting to strike the upper rear half of an opponent’s torso. In order to be effective, the weapon swing must not be seen by the victim. The skill can be used as often as desired.

Waylay Guard - This is the ability to negate a Waylay attack by a process of toughening the head and neck area. To use this skill, a Player must call out “Resist!” after being hit by Waylay. The blow’s effects are then negated. A Waylay Guard must be used to negate the first successful Waylay attack that the Player Character is subjected to that event. This skill cannot be saved for a later use.

Waylay Resistance - This is the ability to avoid a Waylay attack by utilizing a “sixth sense” or premonition of danger. To use this skill, a Player must call out “Resist!” after being hit by Waylay. The blow’s effects are then negated. Waylay Resistance may be used to negate one successful Waylay attack of the Player’s choice per event.

Weaponsmith - This is the ability to repair In Game weapons and shields. A weapon or shield to be repaired must be handed to the smith. The smith must role-play repairing the weapon or shield for a minimum of five minutes using appropriate props.

Important Notes for Turning Undead

To make a turning attempt, the Player must recite the verbal component of the skill and then throw a spell packet at the target creature. The name of the god is always clearly stated in the verbal:

**“BY THE POWER OF *(name of deity)*,
I TURN THIS UNDEAD! LEVEL *(number)*!”**

The holy symbol must be held in the other hand up over the head. No other object may be held in the hand with the symbol. The skill fails if the holy symbol is not presented resolutely and prominently in plain view of the creature.

The skill is delivered in the same way as an innate spell. However, it is not a spell, so nothing that prevents spellcasting will apply to this skill. Magical silence WILL stop the skill, since the “incant” is totally In Game and is actually the most important element of the skill. The skill may not be used while running. The skill requires a firmly clutched holy symbol and a confident stance.

Combat

Referencing Chapter 8: Combat in the Players Handbook.

Fighting with weapons (or claws, in the case of monsters) is simulated by sparring with soft foam-padded “boffer” weapons. Magical spell attacks are simulated by throwing small birdseed-filled beanbags.

Characters have a certain amount of damage they can sustain measured in Vitality Points. The final point of Vitality, however, can only be taken away with a strike to the torso. The torso area is roughly defined as the area that would be covered by a sleeveless tee shirt (front or back) reaching down to the top edge of the pelvis bone.

Each weapon strike normally does one point of damage, and therefore no damage numbers need to be called. All weapon strikes must be clean hits to be counted for damage. Forcing a weapon through an opponent’s defenses is not a valid tactic. The weapon is considered deflected if it makes contact with a shield or weapon during the swing. This is to simulate blocking and parrying In Game by people who are not as physically strong as their opponent Out Of Game. It is also to increase safety, as combatants are not encouraged to fight with brute force.

Safety is of primary concern, and therefore several rules are in place to maintain a safe yet exciting combat. Hits to the groin, head, face, neck, hands, and feet are illegal and no Vitality points are lost if your opponent accidentally strikes you in these areas.

When a character reaches Zero Vitality, he or she falls unconscious and begins the “bleeding out” period of five minutes. If a character is magically healed at least one point of Vitality (or given First Aid) during the bleeding out period, he or she is revived and returns to consciousness.

If not revived by the end of this period, the character is dead. If a character dies, the Player must remain still for five minutes to allow others to search the dead body.

If a combat skill is not negated and not reacted to appropriately, then the skill is not expended. This will most likely be the result of the opponent not hearing the call.

Weapon attacks should not be counted if they only hit clothing. The weapon must hit the opponent’s body. Missile weapons, gas globes, and holy water all follow the same rules as spell packets as far as clothing is concerned. That is, if the weapon misses the victim’s body but then hits a piece of clothing, then it is considered to have missed the target. Wings, tails, and other costuming pieces are considered clothing in this case to prevent an extra disadvantage to non-humans.

Any type of packet-delivered attack will be effective if the packet hits a shield or weapon. Missile weapons are stopped by shields and weapons.

Hold

The single most important call of the game is “Hold”. This call is for safety. Anyone may make the call. It is said loudly to alert everyone in the area of a dangerous situation or an injured person. Anyone present should repeat it for people farther away who might not have heard.

Upon hearing the call of “Hold”, everyone nearby should immediately stop all activity and crouch or sit quietly. This will allow an emergency responder to see the problem or injured party clearly.

During a Hold, the game stops. You cannot engage in any In Game activity whatsoever. If you have Out Of Game skills that may be of assistance, please volunteer to help. Otherwise, please remain quiet during the urgent situation.

The person who called the Hold, or some other person involved, can end the Hold by calling "Three - Two - One - Lay On!" The action continues at the point where the Hold was called. To avoid confusion, we request that Players not use the word "hold" while speaking In Game.

Caution

This call is for safety. This is a call similar to the "Hold" call. If you are not familiar with "Hold", then we suggest you read that section, as it is the single most important call of the game!

Anyone may make this call. It is said loudly to alert a specific person of a potentially dangerous situation. This covers a variety of situations, such as an area of difficult footing or maybe a "dead" Player about to be stepped on during a big battle. The caller should state "Caution!" and then quickly explain the problem or indicate the problem.

During a Caution, the game stops for the few people involved. They cannot engage in any In Game activity whatsoever. They are considered Out Of Game for the moment. As soon as the problem is resolved, they are back In Game. To avoid confusion, we request that Players not use the word "caution" while speaking In Game.

Unsafe & Unfair Combat Tactics

Hitting or pushing people with your shield is dangerous. This is called "**Shield Bashing**" and is against the rules for safety reasons.

Hiding entirely behind your shield is unfair. When you leave no legal target available to your opponent, it is called "**Turtling**" and it is against the rules. Do not squat, crouch, kneel, sit, or

otherwise leave your head as the only visible target when using a shield.

Striking the same exact spot on an opponent repeatedly in rapid succession is unrealistic. It is called "**Machine Gunning**" or "**Drum Rolling**" and is against the rules. Try to switch the target area on the body of your opponent. If you must hit the same spot, silently count a full second before hitting that same spot again. A victim of a Machine Gun series of attacks should only count the first hit.

All swings except thrusts must have at least a 45-degree arc, but not more than 180 degrees. Swinging in a wide arc is potentially dangerous. This is called "**Baseball Bat Swinging**" and is against the rules. Do not swing a weapon from more than a 180-degree arc. A victim of a Baseball Bat Swing attack should not count it.

Running at a foe so that you will slam into them if they do not get out of the way is dangerous. This is called "**Charging**" and is against the rules. If you get near enough to an opponent to be in danger of accidentally making bodily contact, then it can be considered Charging. Please keep in mind that very short weapons may require the attacker to get in close proximity.

Noncombatants

Some Players may wish to attend events while pregnant or recovering from an injury. These Players may use the system for Noncombatants. Players must notify us at check-in that they wish to hold Noncombatant status. In most cases, this status must be kept for the entire event.

Anyone wearing orange or yellow armbands on both upper arms shall be considered a Noncombatant. The armbands must be a bright orange or yellow color and must be at least one inch wide. In darkness, the Player wearing the armbands should make sure that the bands are somehow illuminated (by affixing a glowstick,

for example). All armbands and other materials must be provided by the Player.

All other Players are prohibited from hitting Noncombatants by means of weapons or spell packets. Noncombatants are also not allowed to strike other Players. The Noncombatant should not engage in combat at all. If somehow cornered into a combat situation, the Noncombatant is allowed to step Out Of Game in order to exit the combat area, by clarifying the status of "Noncombatant".

Rules for Taking Damage

The total number of points of damage a creature can withstand includes Armor Points and Vitality Points. Armor Points can absorb Blade Poison effects and are the first points to go. Magic Armor Points (from spells, potions, etc.) are lost before physical Armor Points. The next points to go are Vitality Points. Magical Vitality Points are lost before natural Vitality Points.

"No Effect" vs. "Resist"

The call of "**No Effect**" means that a weapon is not affecting a creature at all. It may not be penetrating a creature's hide or even clothing. The protection may or may not be permanent.

The "**Resist**" call indicates that a weapon did indeed strike and damage (if appropriate) the creature but the additional skill or property is negated. Poison on a weapon is removed if a "Resist" is called, since the weapon actually did pierce the creature's outer surface and inflicted at least one point of damage.

Weapon Descriptors

A maximum of two descriptors may be called per strike with a weapon, even though there could theoretically be more than two active on the weapon. **NOTHING IS SAID IF NO DESCRIPTORS APPLY!**

First, the weapon's property should be called. Properties are limited to "Magic", "Fire", "Blessed", or "Silver". Only one may be called, even if two or more are active. Once the call is made, it may not be changed for at least five seconds (unless the properties are actually changed during this time).

After the property is called, any poison on the weapon must be called along with the weapon strike. A skill cannot be called along with a poison on a melee weapon (this is to keep combat simple). If you forget to call the poison and call a skill instead, then the poison is considered lost. The same applies if you swing for regular damage without calling the poison. The only skill that may be used in conjunction with poison is the Pierce skill.

The second descriptor call on a weapon strike (if not using poison) is the skill you may be using.

The calls are made all together at once, per each strike, as the weapon is swung.

Claws

The natural weapons of Monsters may include claws, fangs, wings, tails, etc. We use the generic term "claws" when referring to these types of built-in weapons. To represent this variety of deadly body parts, we use boffer weapons with a thick red band at the base of the "Blade".

It should be understood that these boffers are not actually representing weapons and therefore cannot be disarmed or otherwise affected as weapons. When fighting in darkness (or other unclear situations), the monstrous NPC will make the call of "claw" or otherwise indicate that the boffer is a "claw" and not a weapon. The weapon-affecting skill or effect will not be expended in these cases.

For the sake of simplicity, hits to "claws" will not be received as damage to the Monster itself.

“Claws” are sometimes treated as magic weapons in cases where a magic weapon is needed to damage an opponent.

Combat Calls

This is a complete list and brief description of all calls made during combat. This list does not include spell incants. It is intended for use as a quick reference or as a review of the rules prior to an event.

This may seem like a long list, but be assured that all calls are very straightforward and easy to remember!

These are all Out Of Game statements. These calls cannot be disrupted (with the exception of “I Grant You the Gift of Death”).

Please note that all of these Combat Calls are fully explained in the *Players Handbook*. What is presented here is a summary.

Acid Damage One- The victim takes 1 point of acid damage to the torso.

Acid Damage Three- The victim takes 3 points of acid damage to the torso.

Activate Item- This call is made when evoking the power of a magic item. It is stated before the spell incant or the special attack or ability.

Agony/Agony Poison/Agony Poison Gas- The victim must fall to his knees and role-play severe pain for five seconds.

Arcane- This follows the incant of a spell. It indicates that the spell may not be resisted by the victim’s protective spells.

Armor- This is used to indicate that armor points absorbed a poisoned weapon attack.

Assassinate- This Stealth Attack does one point of damage and instantly kills the victim.

Backstab- This Stealth Attack does five points of damage to the rear half of the torso.

Baseball Bat Swing- This is a safety call to alert someone that they are swinging a weapon from more than a 180-degree arc.

Blessed- This is a weapon descriptor to indicate a weapon is blessed.

Charging- This is a safety call to alert someone that they are running at a foe unsafely or getting too close to an opponent in combat.

Charm Five Minutes- Identical effect as the *Charm Person* spell.

Check for Pulse (I Check for a Pulse) - This statement indicates that someone is verifying if the subject has a beating heart. They are not required to touch the correct spot Out Of Game. The proper response should be “yes” or “no”.

Check Your Swings- This indicates that the caller finds the opponent to be swinging a weapon with an unsafe amount of force.

Clarify- This call is used for asking someone to repeat a call, quickly answer rules related questions, or explain an unusual effect. Please keep it as short as possible.

Claw- This is used as a courtesy clarification for attempts to disarm or otherwise affect a weapon. The skill or spell is not wasted.

Cleave- This skill splits a shield, rendering it useless. It cannot be negated by the Parry skill.

Critical- This is the call for a Critical Hit. It does five points of damage to the torso.

Death Poison/Death Poison Gas- This poison immediately kills the victim (as if granted The Gift of Death or Assassinated).

Disable- This will make a limb useless for five minutes or until healing is received.

Disarm- This will make an opponent drop a held weapon (toss it about five feet).

Disease- This inflicts the victim with a terrible disease. Any damage a diseased person receives (including any caused by the disease attack itself) cannot be healed until the disease is cured.

Disrupted- For the sake of clarity in uncertain circumstances, someone present may make a call of “disrupted” to indicate that the caster of a spell was struck by a game attack. The spell is disrupted regardless of whether or not the attack had any effect on the caster.

Dodge- This allows a Rogue to avoid an attack of any type in most situations.

Drain- This attack drains a portion of the victim’s life essence. Any damage caused by an attack with this property cannot be healed for the rest of the event unless the victim dies and returns from Death’s Realm. Other rare secret methods to restore the Vitality may exist. A Player Character’s final point of Vitality cannot be Drained, but a hit will still do regular damage.

Drum Rolling- This should be called to alert someone that they are unfairly striking the same exact spot repeatedly in rapid succession. This is also called “Machine Gunning”.

Fatalstrike- This torso attack will inflict 200 points of damage to the torso. It cannot be negated by Parry.

Fear Five Seconds- The victim must attempt to flee in fear (safely) as far away as possible from the attacker for five seconds.

Fire- This is a weapon descriptor to indicate that a weapon is endowed with magical flames.

Flat- This is a general term to indicate that the attacker is dealing no damage with a weapon by turning it to strike with the flat of the blade. This technique can be used with any weapon at any time by anyone.

Gaseous Form- This is a special defensive ability of certain magical creatures. The creature negates most attacks by becoming an insubstantial mist.

Got It- This is to let your opponent know that their attack landed, but you were able to withstand it. It acknowledges a successful attack that was not resisted.

Hold- This call is for safety. During a Hold, the game stops. Upon hearing the call of “Hold”, everyone present should immediately stop all activity and kneel, crouch, or sit quietly.

Holy Water- This is a splash of Holy Water. It generally does 1 point of damage to undead.

Holystrike- This torso attack will inflict 200 points of damage to most undead foes. It cannot be negated by Parry.

I Grant You The Gift Of Death- This attack quickly kills a victim by damaging vital areas. Note that some monsters can perform this skill innately (preceded with the “Innate” call). Some monsters may even deliver it by a spell packet.

I Grant You The Gift Of Life- This revives a dead body prior to the journey to Death’s realm.

Innate- These are inherent types of spells. They can be cast while wearing armor and cannot be disrupted by being hit or silenced. They must otherwise follow all spellcasting rules (no walking, correct incant, etc.). The incant will be preceded by the word “Innate”.

Item Activated- This call is made when evoking the power of a magic item. It is stated after a defensive effect or a Stealth Attack.

Machine Gunning- This should be called to alert someone that they are unfairly striking the same exact spot repeatedly in rapid succession. This is also called “Drum Rolling”.

Magic- This is a weapon descriptor to indicate a temporary or permanent magic weapon.

Miscast- This is a general term to indicate that someone has performed a spell improperly. If a spell incant is worded wrong or some other mistake is made in casting (such as casting while walking), the recipient should give the “Miscast!” call. The Mana or Divine Favor of a miscast spell is lost.

Nausea/Nausea Poison/Nausea Poison Gas - This intense overwhelming nausea lasts for fifty-five seconds. No spell casting or weapon attacks are possible. The victim must role-play severe nausea and/or vomiting and may not move on his own accord more than ten steps from the spot he was standing in.

No (Nope) - In our intense combat system, it is sometimes necessary to let an attacker know that an attack was deflected, missed the correct body area, or missed entirely. A quick “No” (possibly followed by some type of additional clarification) is all that is needed.

No Effect- This indicates that an attack did not affect the victim at all.

Paralysis/Paralysis Poison/Paralysis Poison Gas- This is a rigid or flaccid type of paralysis at the victim’s option. The entire body is affected. Duration is five minutes.

Parry- This skill simulates the blocking of a weapon attack.

Permanent Petrify- This effect will instantly transform the victim into a stone statue. The victim must assume a rigid stance and cross their arms over their chest. The victim may not move any part of his body at all once the position has been assumed. The effect is permanent until dispelled or otherwise magically reversed.

Petrify Five Minutes- This effect is the same as Permanent Petrify, except that it lasts for five minutes unless dispelled or otherwise magically reversed.

Phase- This is a special defensive ability of certain magical creatures. The creature negates an attack of any type by becoming non-corporeal or insubstantial for an instant.

Physical Web- The victim of this effect will find both legs and arms to be tightly bound to his body. The victim may move his head freely and even speak, but cannot move the arms or legs. Since the arms cannot be moved, spell casting is impossible. The effect lasts 5 minutes.

Pierce- This skill allows a missile weapon to bypass armor, directly damaging Vitality.

Poison One/Poison One Gas- This poison will cause a point of damage to the torso.

Poison Five/Poison Five Gas- This poison will cause five points of damage to the torso.

Poison Ten/Poison Ten Gas- This poison will cause ten points of damage to the torso.

Poison Twenty/Poison Twenty Gas- This poison will cause 20 points of damage to the torso.

Poison Fifty/Poison Fifty Gas- This poison will cause 50 points of damage to the torso.

Poison Hundred/Poison Hundred Gas- This poison will cause 100 points of damage to the torso.

Prop- This means that the object in question is a personal item that cannot be stolen and has no In Game value whatsoever.

Reduced- This call indicates that the caller is receiving only one point of damage from a damaging attack. The exact reason varies from monster to monster.

Reflect- This causes a magical spell or effect to rebound unerringly back upon the attacker.

Refuse- A Player can always “Refuse” any spell cast by touch. The Player can make this call at any time, even if the Player Character is immobilized or unconscious.

Resist- This indicates that a magical or poison gas attack did not affect the victim at all. In the case of special skill weapon attacks, it indicates that the weapon did indeed hit but the accompanying skill or poison was negated.

Shatter- This attack will damage a weapon or shield, rendering it useless.

Shield Bashing- This is a safety call to alert someone that they are hitting or pushing people with their shield.

Silver- This is a weapon descriptor to indicate a temporary or permanent silver weapon.

Slay- This special weapon attack inflicts 50 points of damage to the torso.

Sleep Five Minutes/Sleep Poison/Sleep Poison Gas- This magical effect or poison renders the victim unconscious for five minutes.

Stun- This attack renders a limb useless for five seconds or until healed.

Superhuman Strength / Supernatural Strength- This allows for various minor advantages, such as breaking free from physical bindings and

webs, carrying an unconscious companion at a full sprint, etc.

Terror Five Minutes- The victim must attempt to flee in terror (safely) as far away as possible from the attacker for five minutes.

Trip- This attack on a leg causes no damage but causes the foe to fall to the ground.

Turtling- This should be called to alert someone that they are unfairly crouching or kneeling behind their shield.

Waylay- This Stealth Attack does no damage, but knocks a victim unconscious for five minutes.

Weakness/Weakness Poison/Weakness Poison Gas- The victim must role-play extreme fatigue. No running, attacking with weapons, or carrying others is possible.

Spell Casting

Referencing Chapter II: Spell Casting in the Players Handbook

In Knight Blades, the casting of spells is simulated by reciting a verbal incantation, or “incant”, and then either touching the recipient of the spell or hitting the target creature with a spell packet. Armor and shields cannot be employed while casting Mage spells (unless the spells are cast from a scroll).

Certain spells are restricted to specific races and/or specialties. The requirements for casting these spells are found in the individual spell descriptions.

Spell Packets

To represent spell energy, we use the ever popular “spell packet”. Gas globes and Holy Water splashes are also represented by spell packets. These, however, are differentiated by color. Poisons and acids are always solid black, while Holy Water is always solid white.

Spell packets must be filled with fine birdseed that has no sunflower seeds in it. No other type of filling is allowed. The spell packet must be no smaller than 1 inch in diameter and no larger than 1½ inches in diameter. Spell packets should not be packed so tightly that they are hard. Spell packets may be held shut with string or rubber bands, or they may be sewn shut.

Spell packets are Out Of Game representations of magical energy. In Game, the spell packet is seen as a dim aura of magic. Spell packets are not In Game objects and cannot be stolen, fumbled, or destroyed.

A Player is not allowed to openly display spell packets unless he actually has Mana points or Divine Favor points or Scrolls left to cast.

Holy Water packets and poison packets cannot be shown unless the Player actually possesses the items. Holy Water packets and poison packets found on the ground are considered useless broken remnants.

It is a good idea for everyone to carry at least one spell packet concealed because there is no non-consenting touching in Knight Blades.

General Rules for Spellcasting

To cast a spell, the caster must have at least one arm completely free. Nothing except one spell packet may be held in the casting hand, nor tucked under the casting arm.

The caster must speak the spell incant clearly and correctly, and then either throw a spell packet or touch the spell recipient.

The caster’s feet must not move from their position while the incant is recited. When the incant is finished, the caster may make one pitching step and throw the spell packet.

Disrupted & Miscast Spells

A spell is considered **miscast** if any of the above spell casting requirements is not met. If a spell is miscast, then the intended victim of the spell can make a call of “miscast”.

The caster’s spell is considered **disrupted** if the caster or his carried items are struck by a weapon, spell packet, or other game attack. The spell is disrupted regardless of whether or not the attack had any effect on the caster. In uncertain circumstances, someone – the intended victim of the spell, the caster, or even a bystander – might make a call of “disrupted” for the sake of clarity.

Expending Mana/Divine Favor

Points of Mana or Divine Favor are considered expended in the following situations:

- If the spell is cast, but then misses the target.
- If the spell is cast, and then resisted by the target.
- If the spell is miscast, (incorrectly stating the incant, walking while casting, etc.).
- If a spell is cast by touch, and then “Refused” by the spell recipient.

Points of Mana or Divine Favor are NOT considered expended in the following situations:

- If a caster begins a spell incant but does not complete the spell.
- If a spell is disrupted.
- If the spell is cast and hits the target, but is not negated and not reacted to appropriately by the target.

Touch Casting

There is no touching allowed in Knight Blades without consent. Unless you have consent, you must touch a spell packet held in your hand to another person in order to cast a touch-delivered spell. A Player can always “Refuse” any spell cast by touch. The Player can make this call at any time, even if the Player Character is immobilized or unconscious.

Spell Targeting

Many spells affect a creature targeted. The target is determined by where the spell packet hits – it does not matter whether it's the person aimed at or not. Spells take effect on the target if the spell packet hits anywhere on the victim's person, weapons, shield, or equipment. Certain

areas of the body shall not count as valid targets for thrown spell packets. Spell packet hits to the groin, head, face, and neck are illegal.

Damage from Spell Packets

Points of damage received from spells, gas globes, and all other packet-delivered attacks are always applied to the torso.

Spell Levels

The number of Mana or Divine Favor points required to cast a spell is the same as the “level” of the spell. Once a spell is cast, the Mana or Divine Favor points are used.

Stacking Spells

A spell recipient cannot benefit from two or more of the exact same spell. Spells that are similar but not identical can be stacked.

Spell Books & Prayer Books

It is the spell caster's responsibility to clarify all questions involving any spell they cast. For this reason, it is recommended that such Players carry a spell book and/or prayer book containing the full spell descriptions and rules. The book will be considered a “prop” and therefore not subject to In Game theft.

Access to Spells

Spells from The School of Universal Magic are open to all Player Characters possessing points in Mana. School of Magic Specialists may cast spells from their school as well as spells from The School of Universal Magic.

Spells from the General List of Divine Spells are open to all Player Characters possessing points of Divine Favor. Only Specialty Priests may cast the spells granted by their particular undergod.

Learning Spells

A spell must be learned before the Player Character is able to cast it. Learning spells

usually must be done between events by carefully studying an “Insight Scroll”. These items should not be confused with “casting scrolls” that simply allow the one-time casting of a spell directly from the scroll. A Player Character cannot learn a spell if unable to meet the spell’s restriction.

A Player Character may learn up to five new spells per event. A Player Character cannot learn a spell that requires more Mana than the Player Character has purchased.

Starting Spells

A Player Character with at least one point of Mana is assumed to have learned a few spells prior to his first game appearance. A Player

Character of the “Mage” class starts the game with up to five spells already learned.

Player Characters with Mana who are not of the “Mage” class start with a maximum of two learned spells.

Player Characters with at least one point of Divine Favor are also assumed to have learned a few spells prior to the game. A Player Character of the “Cleric” class starts the game with up to five spells already learned.

Player Characters with Divine Favor who are not of the “Cleric” class start with a maximum of two learned spells.

The Gods

Referencing Chapter 13: The Gods in the Players Handbook

There are twenty fantasy gods in the Knight Blades world. Most intelligent creatures worship (or pay tribute to) one, some, or all of these deities. The gods are of differing ethics: some are good, some are evil, and some are of a neutral viewpoint.

There are five gods of a “Good” alignment, five of an “Evil” alignment, and ten of a “Neutral” alignment.

There are three Main Gods. The Main God of Good is called “Light” or “The Light”. The Main God of Evil is called “Dark” or “The Dark”. The Main God of Neutrality is called “Grey” or “The Grey”.

Each of the Main Gods has several aspects referred to as “undergods”. Light and Dark have four undergods each, while Grey has nine undergods.

Main God: Light

Undergods: Halcyon, Nemesus, Nexus, Phoenix

Main God: Dark

Undergods: Kull, Nekros, Sepsis, Tempesta

Main God: Grey

Undergods: Arcana, Aureus, Bellicose, Clandesta, Karma, Lucenta, Nocturna, Sylvik, and Urgo

Dedicating Divine Favor

All of a Player Character’s Divine Favor points must be dedicated to one god. A Player Character may dedicate to one of the three main gods, and later choose to dedicate the Divine Favor to a specific undergod. This must be declared at event checkout or event check-in so that the character sheet can be updated.

Obviously, the undergod must be a subordinate of the associated main god.

A Player Character may switch allegiance and dedicate to a totally different god. In this case, all previous points of Divine Favor become inaccessible. The Player Character can only dedicate newly gained points of Divine Favor.

Dedicating Divine Favor to an undergod does not grant access to the special spells available to Specialty Priests unless the Holy Investiture skill is purchased.

Player Character Alignments

Player Characters with Divine Favor must maintain a moral alignment that is promoted (or at least tolerated) by their deity.

The Divine Inquisition

The Divine Inquisition was set in motion by the gods to guide their priests. To implement it, the Divine Inquisitors were created. They are special semi-divine beings sent directly from the gods themselves. As such, Divine Inquisitors are immune to most attacks from the mortal world. They are not all-powerful, but they do possess enough power to act as agents of their gods. Each god has its own Divine Inquisitor who is periodically sent into the mortal world to interview the followers of the god. Only Player Characters with Divine Favor in a certain deity are subject to that deity’s inquiry. The Divine Inquisitors mainly question the worshipers individually to see if the tenets of the religion are being followed. Divine Inquisitors can always detect when a subject is lying.

The Divine Inquisitors are easily recognized by their appearance. They always have a white, gray, or black disc branded onto their forehead.

Divine Inquisitors radiate a holy aura that is indicated Out Of Game by the forehead mark. Because of this, no other person or creature is allowed to bear such a marking In Game due to divine intervention. The Divine Inquisitors will also generally wear the colors of their god.

Holy Symbols

A holy symbol is a special device honoring a deity. Most worshipers wear a holy symbol to their god. Any Player Character with Divine Favor must wear or hold their holy symbol in order to cast Divine spells or to use the skill Turn Undead. The holy symbol is a conduit to the deity; the deity's power flows through it and then through the caster.

A holy symbol must be a solid white, gray, or black disc with a minimum diameter of two inches.

If the Player Character is a Specialty Priest of an undergod, then the holy symbol must have the particular image on the disc as well. A holy symbol must be its own distinct item - it may not be permanently affixed to a shield, weapon, garment, or other item. Openly displaying a holy symbol is not required, but most priests will do so unless there is a dire need not to. In fact, concealing one's holy symbol is usually considered an affront to the deity, unless there is a good reason for it.

Players are responsible for providing their own holy symbol if needed. Holy symbols are therefore usually personal "props" and cannot be stolen. Certain magic items in the form of holy symbols may be stolen. It is best to clarify with the owner first if there is no item number on the symbol itself.

Treasure & Magic Items

Referencing Chapter 17: Treasure & Magic Items in the Players Handbook

The acquisition of treasure is a driving force for most inhabitants of The World. Gold is highly valued as a bribe for Death, and magic items are prized for their assistance in avoiding a visit to Death. Intelligent creatures also trade in different types of coins and gems.

Coin Conversion

- 10 Silver Pieces = 1 Gold Piece
- 10 Gold Pieces = 1 Platinum Piece
- 1 uncut Diamond = 20 Gold Pieces
- 1 uncut Blue Diamond = 50 Gold Pieces

Rules for the Acquisition of Treasure

Magic items, fine jewelry, and certain other things are highly prized and have significant In Game value. These items will have two tags: the “Number Tag” and the “Secret Tag”. The Number Tag will have the item’s number from our database, as well as a physical description of the item. The Secret Tag will have other information such as the item’s monetary value and/or magical properties. Normally, only the Number Tag is subject to theft.

All items with tags must be accompanied by a physical representation, or “phys rep” of the item. Without a phys rep, the item cannot be used or removed from the pouch in which the tag is kept (except to steal it and place it in another pouch). A pouch containing item tags is often referred to as a “Bag of Holding”.

You will receive some information from the Secret Tag if you Appraise or Identify the item at Logistics. The actual Secret Tag itself will only be given to the creator of the item or a person Attuned to the item.

In some cases, a phys rep must be supplied by the Player who wishes to use the magic item.

Item Stickers

Some game props will have special restrictions placed on them. When encountering a game item, Players should look carefully for a special sticker. The sticker will be either red or yellow. The color indicates the type of special restriction.

Red Stickers - Red stickers denote items that must stay in the general area in which they are found. Players may carefully handle and examine the items, but must place them back in the original spot. These items will usually be expensive or fragile props.

From time to time, an item with a red sticker will be placed in the care of an NPC. In this case, the NPC might carry the item around and show it to the Players. If you are handed such an item, you should hand it back when you are through inspecting or using it. Please do not steal the item or try to take it far away from its NPC custodian.

Yellow Stickers - Yellow stickers denote items that can be taken from the area and utilized for the entire event, but must be turned in at event checkout. The items will be inconspicuously returned to the person at check-in of the next event. This system is in place to prevent the permanent loss of hard to find props.

Permanent & Minor Magic Items

Minor Magic Items include Magical Potions, Oils, and Scrolls. They are usually only good for one usage. Permanent Magic Items are much more valuable and can typically be used several times per event.

Components

Components are not generally thought of as magic items, although they often do have magical potential within them. They are used in the creation of Magical Potions, Oils, Scrolls, and Poisons. Sometimes they are needed in order to perform a Ritual or Rite.

Artificial plants and small toy animals such as frogs, snakes, mice, insects, etc. are used as phys reps for Components. If these are game items, they will have a “K” marked on them in a permanent fashion. These items should be treated as having yellow stickers.

If the Components are turned in at event checkout, but not used in the creation of some other game item, then the Components will be discreetly returned to the owner at the next event check-in.

Unrestricted Items

Potions, Oils, Scrolls, and certain other items typically will not have a sticker of any sort. Although the items may bear Knight Blades markings, they are not restricted in any way.

The following game items are unrestricted:

- Coins
- Gems
- Death Tokens
- Potions (in film canisters)
- Poisons (in film canisters)
- Holy Water (in film canisters)
- Spell packets
- Casting Scrolls
- Insight Scrolls

Any item found without a sticker (or a Knight Blades marking) that is not on this list is assumed to be a personal “prop” item or personal phys rep. These items should not be touched if found in a cabin. If found somewhere else, they should be turned in to Lost & Found.

Glow Sticks and Other Artificial Lights

Glow sticks are considered negligible magical items. They are also to be considered personal items, and therefore cannot be stolen. Anyone can make use of them (this rule is mostly for reasons of safety). If you bring this item to the game, you can use it. There is no limit to how many you may possess. However, Players are only allowed to carry green or yellow glow sticks 8 inches or less in length. All other colors have specific game uses. Electric lanterns can be used freely, but we request that actual flashlights be reserved only for extreme safety issues.

Abandoned Spell Packets & Glow Sticks

Spell packets of any type and GREEN or YELLOW glow sticks found on the ground unattended can be taken and used by anyone.

Activating Magic Items

When evoking the power of a magic item, the Player should make a call of “Activate Item” before the spell incant or the special attack or ability. The Player should make a call of “Item Activated” after a defensive effect or a Stealth Attack. This will alert others that a magic item was used for the power in question. This is an Out Of Game call, but Players are allowed to use the information In Game as they see fit.

Using Single-Use Items

The tags for single-use items (such as potions, oils, scrolls, holy water, etc.) must be ripped in half and crumpled to indicate Out Of Game that the item is no longer usable.

Personal Items & Searching

Referencing Chapter 23: Personal Items & Searching in the Players Handbook

Accidental Out Of Game theft should not be an issue at Knight Blades events. Anything that you personally own is not to be touched by anyone else without your Out Of Game permission. You should feel secure that your body is also not subject to touching without your permission.

Personal Items

Personal items are anything a Player has made or bought Out Of Game. Personal items are often expensive or otherwise valuable, so therefore these items can never be stolen by anyone.

Personal items are physical representations, or “phys reps” which must be accompanied by item tags. Only the tag may be stolen In Game, never the phys rep itself. If someone has the ability to take command of the phys rep, then the owner should relinquish the item tag to that person.

Personal items left unattended on your bunk or anywhere else cannot be stolen. Only the tags can be stolen.

Some types of personal items, such as weapons/armor/shields, must be “purchased” with In Game money in order to bring the item into the game. When a Player Character purchases a personal item, an item tag will be issued to the owner.

A “prop” is a personal item that cannot be stolen In Game or Out Of Game and has no value In Game whatsoever. Props are usually costume pieces or jewelry. The Out Of Game call of “prop” indicates that an item is a prop and cannot be taken away from you.

Searching Others

To search someone, crouch next to him or her and state, “I search you.” The person may react in one of three ways. They may say, “Go ahead and search me” or they may say, “Describe your search”. A searched person may choose to make no reply, and simply hand over all In Game items they are carrying.

In the first case, you are being given permission to physically touch the person in order to search them. This should not be taken as permission to touch inappropriate or taboo areas, such as the groin area or female chest area. It is strictly against the rules to hide In Game items in these places.

In the second case, you have been denied permission to touch the person. You must then describe the details of your search. If the searched person actually has In Game items hidden in the places you describe, then they must hand over the items. The searched person should pantomime the searching process and take as much time as it would actually take to search the area in the manner described.

Searching Cabins

All game items must be left in a cabin or other In Game area during any prolonged Out Of Game activity. For those Players who chose to sleep Out Of Game, this rule still applies.

The area beneath your bunk is assumed to be Out Of Game. If for some reason you need more space for Out Of Game or personal items, please clearly mark a bag, box, or other container with the letters “OOG” so that In Game thieves will not touch it.

Potions, Poisons, Locks, & Traps

Referencing Chapters 18: Potions & Oils, Chapter 19: Poisons and Chapter 20: Locks & Traps
in the Players Handbook

Magical Potions

Potions are minor single-use magic items that come in an endless selection. Anyone who opens a potion or oil bottle and removes the Description Tag is considered to have drunk the Potion, unless they have the Potion Identification skill and are simply identifying the Potion. You may administer a Potion to an unconscious Player Character, and they are then required to take the Potion's effect.

Potion Phys Reps: Magical Potions will have blue tags to easily distinguish them from Magical Oils. The tag's color can be seen through the film canister without opening it. After the Potion is used, the tag must be ripped in half and crumpled to indicate Out Of Game that the Potion has been consumed and is not usable.

Magical Oils

A Magical Oil is a form of Potion that is applied to the surface of an object. Anyone who opens an Oil bottle and removes the Description Tag is considered to have applied the Oil, unless they have the Potion Identification skill and are simply identifying the Oil.

You may apply an Oil to an unattended object or an item in your possession. You may only apply it to objects under the direct control of someone else if the person allows you.

The application of Oil takes a minimum of five seconds per dose. Only one type of Oil may be in effect on one object at one time. If a subsequent Oil is applied to an object already under the effects of an Oil, then the old effect is lost and the new one takes over.

Oil Phys Reps: Magical Oils will have tan tags to easily distinguish them from Magical Potions. The tag's color can be seen through the film canister without opening it. As with potions, the tags for Oils must be ripped in half and crumpled after use to indicate Out Of Game that the Oil is no longer usable.

Poisons

The world of Knight Blades has a variety of very potent poisons. These poisons are quite frequently used in combat. There are also many poisonous monsters.

All types of poison take affect immediately. The specific effect is explained by the name of the poison. As usual, all effect durations are five minutes. Damaging poisons instantly cause a number of points of damage. This damage is always applied to the torso, regardless of where on the body it initially struck the victim. Death Poison - the rarest and most feared type of poison - instantly kills the victim.

Poison can be applied to a weapon (Blade Poison), smeared on an item (Contact Poison), or delivered in a gas globe (Poison Gas).

Poisons will have black tags to easily distinguish them from Magical Potions and Oils. The tag's color can be seen through the film canister without opening it. As with Potions and Oils, the tags for poisons must be ripped in half and crumpled to indicate Out Of Game that the poison is no longer usable.

Blade Poison: Blade Poison is applied to any type of weapon by someone with the Poison Handling skill. The application of poison must take a minimum of five seconds per dose. You

may only apply it to unattended objects or items in your possession, not to objects under the direct control of someone else (unless they do not “Refuse” it). Blade Poison can also be safely removed with the Poison Handling skill. The next time the weapon is used to strike an opponent, the wielder of the weapon must call out the name of the poison (note that if the Player forgets to make the poison call, or misspeaks the verbal, then the poison is considered lost). After the initial hit, the poison is used up. Note that certain monsters can continue to swing poison more than once, to simulate the use of poison glands and the like.

Armor Points can protect a victim from poison if the weapon strike does not do enough damage to actually affect magical or natural Vitality points.

If you possess a weapon already coated with poison, and then give it to another person, you must discreetly notify them Out Of Game of the poison and its type. The term “clarify” could be used for this purpose.

Only one type of poison may be in effect on one weapon at one time. If a second dose is applied to a weapon already coated with poison, then the original poison is wiped off and the most recent poison will be in effect.

Contact Poison: Contact Poison is represented by petroleum jelly (such as Vaseline™). If a victim touches his bare skin to an object coated with Contact Poison, he will immediately suffer the effects of the poison unless he can resist it. Since it directly contacts the skin, this type of poison is assumed to have bypassed all magical and physical Armor Points. Contact Poison always has the same effect as Poison Hundred.

Contact Poison can be safely removed by carefully wiping it off without making any contact with bare skin. The Poison Handling skill is not needed, as it is with Blade Poison. Note that accidentally touching Contact Poison

during removal (even with the Poison Handling skill) will cause it to take full effect.

Poison Gas: Poison Gas is delivered by gas globes. Gas globes are small ceramic balls filled with a dose of poisonous gas. They are represented by spell packets made with black fabric. A gas globe can only affect one person, no matter how close other people are. Armor points do not protect a victim from gases.

The correct call for a Poison Gas attack would be the name of the poison followed by the word “gas”, for example “Sleep Poison Gas!” If the word “gas” is not used, then it is assumed the poison was on a thrown weapon. Note that spell packets can never be used to represent weapons.

Ingested Poison: This is represented by a small skull & crossbones sticker placed on a drink’s container. Anyone who so much as tastes the poisoned drink will be affected. (available in the same varieties as blade poisons).

Locks & Traps

Many people try to secure their possessions with locks and traps. Although locks and traps are commonplace, this only creates a greater challenge to the legendary thieves of the Knight Blades world!

Locks

Locks are represented by simple easy-to-pick padlocks with numbers marked on them. Exceptional locks come in five levels of complexity. A number from 1 to 5 will be printed on the lock. Average locks have a zero printed on them.

The Lockpicking Skill is needed to attempt to open an average lock. To open an exceptional lock, the Advanced Lockpicking Skill of that level or higher is needed.

Very little Out Of Game skill is needed to pick the locks you will encounter. However, every

lock requires a minimum of five seconds of roleplaying to pick, no matter how skilled the Player may be Out Of Game.

All In Game locks must be provided by Knight Blades. A lock should have either a red or a yellow sticker on it. Please notify Logistics if there is no sticker. Note that locks created In Game by Player Characters must always have yellow stickers.

Locks will also have an inconspicuous three-digit identification number. This number is needed to match the key to the lock. The lock's skill level number will be much larger, much more noticeable, and is a single digit.

Traps

Anyone may attempt to disarm any trap they find. Traps may be disassembled, removed, or bypassed entirely. Damage done by traps is always considered a hit to the torso.

Traps are not disarmed unless prevented from activating. Muffling the noise does not prevent the trap effects.

The skills Parry and Dodge can never be used to avoid a trap.

No part of the trap may be permanently damaged. The only exception is that strings may be cut. Wires, however, may never be cut! Part of the skill in disarming a trap is to determine if a cord is string or a thin wire, fishing line, nylon thread, etc. Cutting anything other than string is a detriment to the game, as it permanently destroys a reusable resource. Accidentally cutting a non-string carries a minimum penalty of the trap being sprung. Intentional cutting is

considered cheating and malicious, and is subject to disciplinary action.

For safety reasons, the laying down of string, twine, and rope by Players requires prior approval.

There are three types of traps in Knight Blades:

Small Physical Trap - Directly touching (stepping on, using a weapon) a snap-cap inflicts 5 points damage to the one person who set it off. Multiple snap caps set off at one time, such as stepping on three at once, still results in only five points of damage.

Large Physical Trap - Indirectly setting off a snap/pop/bang, such as a pull-string alarm or tripwire or party popper causes 50 points of damage to the one person who set it off (basically, it is a Slay that cannot be Parried or Dodged).

Magical Trap - Setting off an electronic trap, such as a buzzer or beeper or strobe light, will result in some sort of magical effect. The closest person should look for an Out Of Game plot card to describe the magical consequences. Everyone should remain in their location while the effects are clarified. Magical Traps may cause a non-magical effect brought about by a magical method. For an extreme example, a Magical Trap may release a huge cloud of non-magical Death Poison Gas that affects everyone in a fifty-foot radius. In this case, the poison could be resisted as a regular poison attack. However, most Magical Traps will deal some type of magical damage that cannot be resisted.

Mage Spells & Incants

Referencing Chapter 12: Mage Schools & Spells in the Players Handbook

There are eight Schools of Magic in the Knight Blades world. They are the Schools of Air, Earth, Fire, Water, Blood, Chaos, Necromancy, and The School Of Universal Magic. All Mana-based spells fall into one or more of the Schools.

The following list of spells has been reduced from the *Players Handbook* significantly. All spells are in alphabetical order by spell name, followed by School, Spell Level, Spell Restrictions, and the Spell Incantation.

Acid Storm

School: Universal
Level: 18
Restriction: None
Incantation: "Acid Storm - damage 30."

Adamantine Blade

School: Universal
Level: 4
Restriction: Dark Elf only
Incantation: "I grant this weapon a guard from the next shatter."

Agony of the Blood

School: Blood
Level: 6
Restriction: Blood School Specialist only
Incantation: "I inflict you with agony of the blood - five seconds."

Air of Silence

School: Air
Level: 12
Restriction: Air School Specialist only
Incantation: "I cause silence in the air around you – five minutes."

Air of Stability

School: Air
Level: 2
Restriction: Air School Specialist only
Incantation: "I grant you a resistance to trip."

Air Resistance

School: Air
Level: 6
Restriction: Air School Specialist only
Incantation: "I grant you an air spell resistance."

Anti-Magic Shell

School: Universal
Level: 8
Restriction: none
Incantation: "I grant myself an anti-magic shell – five minutes."

Armor of Stone

School: Earth
Level: 6
Restriction: Earth School Specialists only
Incantation: "I grant you the power to 'Reduce' Critical Hits for five minutes."

Augment Armor

School: Universal
Level: 1
Restriction: Dwarf only
Incantation: "I grant five magical armor points to this armored Dwarf."

Avalanche

School: Earth
Level: 14
Restriction: Earth School Specialist only
Incantation: "Avalanche - Damage 30!"

Avoid Damage

School: Universal

Level: 5

Restriction: Halfling only

Incantation: "I grant this Halfling a guard from the next damaging spell."

Backfire

School: Chaos

Level: 5

Restriction: Chaos School Specialist only

Incantation: "I cause you to be the target of your next spell."

Befriend Earth Elemental

School: Universal

Level: 7

Restriction: Deep Gnome only

Incantation: "I befriend this Earth Elemental – five minutes."

Blood Exhaustion

School: Blood

Level: 3

Restriction: Blood School Specialist only

Incantation: "I cause you to trip from blood exhaustion."

Blood Guard

School: Blood

Level: 2

Restriction: Blood School Specialist only

Incantation: "I grant myself a guard from the next blood spell."

Blood Nausea

School: Blood

Level: 8

Restriction: Blood School Specialist only

Incantation: "I cause you to choke on your own blood - nausea fifty-five seconds."

Black Tentacles

School: Necromancy

Level: 6

Restriction: Necromancy School Specialist only

Incantation: "I call forth black tentacles to entangle your feet - five minutes."

Bone to Steel

School: Necromancy

Level: 7

Restriction: Necromancy School Specialist only

Incantation: "I grant this undead double vitality."

Boulder

School: Earth & Universal

Level: 5

Restriction: None

Incantation: "Boulder - Damage 10!"

Catastrophe

School: Chaos

Level: 8

Restriction: Chaos School Specialists only

Incantation: "Catastrophe- I cause you to drop all held items! I cause you to drop all held items! I cause you to drop all held items!" (three throws)

Chain Lightning

School: Air

Level: 10

Restriction: Air School Specialist only

Incantation: "Chain Lightning – Damage 20."

Chaotic Agony

School: Chaos

Level: 6

Restriction: Chaos School Specialist only

Incantation: "I inflict you with chaotic agony - five seconds."

Charm Person

School: Chaos

Level: 8

Restriction: Chaos School Specialist only

Incantation: "I charm you to treat me as your best friend – five minutes."

Cleanse by Fire

School: Fire

Level: 2

Restriction: Fire School Specialist only

Incantation: "I burn the poison off of your held weapons."

Command Undead

School: Necromancy

Level: 8

Restriction: Necromancy School Specialist only

Incantation: "I command this lesser undead to do my bidding - five minutes."

Cone of Cold

School: Water

Level: 10

Restriction: Water School Specialists only

Incantation: "Cone of Cold – Damage 20."

Crater

School: Earth

Level: 3

Restriction: Earth School Specialist only

Incantation: "I cause you to trip on a crater in the earth."

Critical Blood Poisoning

School: Blood

Level: 2

Restriction: Blood School Specialist only

Incantation: "Poison Five by Blood Magic."

Dance of the Korred

School: Universal

Level: 6

Restriction: Faun only

Incantation: "I grant you immunity to weapons and claws while you dance."

Death's Doorway

School: Necromancy

Level: 15

Restriction: Necromancy School Specialist only

Incantation: "I reduce this living creature to zero vitality."

Diamond Skin

School: Earth

Level: 6

Restriction: Earth School Specialists only

Incantation: "Diamond skin - two points of magic armor."

Dire Blood Poisoning

School: Blood

Level: 8

Restriction: Blood School Specialist only

Incantation: "Poison Twenty by Blood Magic."

Disarming Wind

School: Air

Level: 2

Restriction: Air School Specialist only

Incantation: "I call forth a gust of wind to disarm your weapon."

Disease Guard

School: Universal

Level: 1

Restriction: Wild Elf only

Incantation: "I grant myself a guard from the next disease."

Dispel

School: Universal

Level: 15

Restriction: None

Incantation: "I dispel all magical effects."

Dispel Charm

School: Universal

Level: 2

Restriction: Stone Elf only

Incantation: "Dispel Charm."

Dismiss Air Elemental

School: Earth

Level: 15

Restriction: Earth School Specialist only

Incantation: "I dismiss this air elemental to its home plane."

Dismiss Earth Elemental

School: Air

Level: 15

Restriction: Air School Specialist only

Incantation: "I dismiss this earth elemental to its home plane."

Dismiss Fire Elemental

School: Water

Level: 15

Restriction: Water School Specialist only

Incantation: "I dismiss this fire elemental to its home plane."

Dismiss Water Elemental

School: Fire

Level: 15

Restriction: Fire School Specialist only

Incantation: "I dismiss this water elemental to its home plane."

Earth Resistance

School: Earth

Level: 6

Restriction: Earth School Specialist only

Incantation: "I grant you an earth spell resistance."

Earthen Grasp

School: Earth

Level: 4

Restriction: Earth School Specialist only

Incantation: "I cause the earth to pin your left foot in place – five minutes."

Electrocution

School: Air

Level: 7

Restriction: Air School Specialist only

Incantation: "I cause you agony by electrocution - five seconds."

Enchanted Arrow

School: Universal

Level: 1

Restriction: High Elf, Wood Elf, Wild Elf, and Silver Elf only

Incantation: "I grant this arrow an enchantment of Magic until discharged."

Enchanted Weapon

School: Universal

Level: 3

Restriction: none

Incantation: "I grant this weapon an enchantment of Magic - five minutes."

Feeble Mind

School: Chaos

Level: 10

Restriction: Chaos School Specialist only

Incantation: "I inflict you with a feeble mind – no spellcasting five minutes."

Feline Grace

School: Universal

Level: 2

Restriction: Cat-Kin only

Incantation: "I grant myself feline grace for five minutes."

Fire Resistance

School: Fire

Level: 6

Restriction: Fire School Specialist only

Incantation: "I grant you a fire spell resistance."

Fireball

School: Fire & Universal

Level: 5

Restriction: None

Incantation: "Fireball - damage ten!"

Firestorm

School: Fire

Level: 14

Restriction: School of Fire Specialists only

Incantation: "Firestorm - Damage 30."

Fiery Agony

School: Fire

Level: 7

Restriction: School of Fire Specialists only

Incantation: "I inflict fiery agony upon you – five seconds."

Fist of Rock

School: Earth

Level: 8

Restriction: Earth School Specialists only

Incantation: "I call forth a fist of rock to shatter your shield."

Flame Burst

School: Fire

Level: 3

Restriction: Fire School Specialist only

Incantation: "Flame Burst. Damage five."

Flamestrike

School: Fire

Level: 10

Restriction: Fire School Specialist only

Incantation: "FlamesStrike – Damage 20!"

Flaming Arrow

School: Fire

Level: 1

Restriction: School of Fire Specialists only

Incantation: "I grant this arrow magical fire until discharged."

Flaming Blade

School: Fire

Level: 2

Restriction: School of Fire Specialists only

Incantation: "I grant this weapon magical fire – five minutes."

Force Missile

School: Universal

Level: 4

Restriction: None

Incantation: "Force Missile - damage five."

Freeze Solid

School: Water

Level: 15

Restriction: Water School Specialists only

Incantation: "I freeze your body solid – five minutes."

Frostbite

School: Water & Universal

Level: 5

Restriction: None

Incantation: "Frostbite - Damage ten."

Frozen Arm

School: Water

Level: 6

Restriction: Water School Specialists only

Incantation: "I freeze your left/right arm solid for five minutes."

Frozen Fingers

School: Water

Level: 10

Restriction: Water School Specialists only

Incantation: "Frozen fingers – no spellcasting five minutes."

Fumble

School: Chaos

Level: 4

Restriction: Chaos School Specialist only

Incantation: "I cause you to drop all held items."

Gas Immunity

School: Air

Level: 8

Restriction: Air School Specialists only

Incantation: "I grant you immunity to all gases for five minutes."

Granite Form

School: Earth

Level: 10

Restriction: Earth School Specialist only

Incantation: "I grant myself a granite form."

Grease

School: Universal

Level: 4

Restriction: Gnome only

Incantation: "I cause you to trip on grease! I cause you to trip on grease! I cause you to trip on grease!" (three throws)

Grip of Ice

School: Water

Level: 2

Restriction: Water School Specialists only

Incantation: "I grant you a frozen grip on your weapon(s) for 5 minutes."

Holy Water Resistance

School: Necromancy

Level: 1

Restriction: Necromancy School Specialist only

Incantation: "I grant this undead a resistance to holy water."

Ice Armor

School: Water

Level: 4

Restriction: Water School Specialists only

Incantation: "I grant you ice armor – one point of magic armor."

Ice Storm

School: Water

Level: 14

Restriction: Water School Specialists only

Incantation: "Ice Storm - Damage 30."

Icicle

School: Water

Level: 3

Restriction: Water School Specialists only

Incantation: "Icicle - Damage five."

Icy Footing

School: Water

Level: 3

Restriction: Water School Specialists only

Incantation: "I cause you to trip on a sheet of ice."

Identify Item

School: Universal

Level: 1

Restriction: none

Incantation: "I identify this magic item."

Incinerate

School: Fire

Level: 18

Restriction: Fire School Specialist only

Incantation: "Incinerate - Damage 40."

Incite

School: Chaos

Level: 12

Restriction: Chaos School Specialist only

Incantation: "I cause you to attack the closest creatures for five minutes."

Innate Blood Casting

School: Universal

Level: 1

Restriction: Blood Elf only

Incantation: "I grant myself innate Blood magic – five minutes."

Iron Will

School: Universal

Level: 4

Restriction: Stone Elf only

Incantation: "I grant myself immunity to mind control – five minutes."

Itching Powder

School: Universal

Level: 2

Restriction: Gnome only

Incantation: "I cause you to scratch an itch for five seconds!"

Jack of Protection

School: Universal

Level: 1

Restriction: Deep Gnome only

Incantation: "I grant this Deep Gnome one point of magic armor."

Lethal Blood Poisoning

School: Blood

Level: 18

Restriction: Blood School Specialist only

Incantation: "Poison Fifty by Blood Magic."

Lightning Bolt

School: Air/Universal

Level: 5

Restriction: None

Incantation: "Lightning Bolt - Damage ten."

Lightning Storm

School: Air

Level: 14

Restriction: Air School Specialist only

Incantation: "Lightning Storm – Damage 30."

Mage Key

School: Universal

Level: 20

Restriction: none

Incantation: "I call forth a magical key to open this lock."

Magic Armor

School: Universal

Level: 6

Restriction: none

Incantation: "I grant you two points of magic armor."

Magic Missile

School: Universal

Level: 1

Restriction: None

Incantation: "Magic Missile - damage one."

Melt Lock

School: Fire

Level: 14

Restriction: Fire School Specialist only

Incantation: "I melt this lock with extreme heat."

Mend Undead

School: Necromancy

Level: 1

Restriction: Necromancy School Specialist only

Incantation: "I mend one vitality for this undead."

Mind Blast

School: Universal

Level: 8

Restriction: None

Incantation: "Mind Blast - damage ten."

Missile Guard

School: Universal

Level: 4

Restriction: Wood Elf only

Incantation: "I grant myself a guard from the next missile."

Missile Immunity

School: Air

Level: 6

Restriction: Air School Specialist only

Incantation: "I grant myself immunity to missile weapons – five minutes."

Nausea

School: Chaos

Level: 9

Restriction: Chaos School Specialist only

Incantation: "I inflict you with nausea – 55 seconds."

Necromantic Fear

School: Necromancy

Level: 3

Restriction: Necromancy School Specialist only

Incantation: "I command you to flee in fear – five seconds."

Necromantic Terror

School: Necromancy

Level: 6

Restriction: Necromancy School Specialist only

Incantation: "I command you to flee in terror - five minutes."

Paralysis Guard

School: Universal

Level: 1

Restriction: Deep Dwarf only

Incantation: "I grant this Deep Dwarf a guard from the next paralysis."

Paralytic Blood Poisoning

School: Blood

Level: 12

Restriction: Blood School Specialist only

Incantation: "Paralysis Poison by Blood Magic - five minutes."

Perpetual Bleeding

School: Blood

Level: 10

Restriction: Blood School Specialist only

Incantation: "I cause you to lose one vitality every five seconds by bleeding."

Protection from Mortal Weaponry

School: Universal

Level: 4

Restriction: Fey only

Incantation: "I grant this Fey a guard from the next five uncalled weapon strikes."

Ray of Paralysis

School: Necromancy

Level: 15

Restriction: Necromancy School Specialist only

Incantation: "I inflict this living creature with paralysis - five minutes."

Recast Blood & Fire

School: Universal

Level: 2

Restriction: Blood Elf only

Incantation: "Recast insert Blood or Fire Spell incant."

Sandblast

School: Earth

Level: 3

Area of Effect: Creature Targeted

Incantation: "Sandblast - Damage five!"

Searing Weapon

School: Fire

Level: 3

Restriction: Fire School Specialist only

Incantation: "I inflict your weapon with searing heat - five minutes."

Severe Blood Poisoning

School: Blood

Level: 4

Restriction: Blood School Specialist only

Incantation: "Poison Ten by Blood Magic."

Shatter Lock

School: Water

Level: 14

Restriction: Water School Specialist only

Incantation: "I shatter this lock with extreme cold."

Shatter Shield

School: Water

Level: 8

Restriction: Water School Specialists only

Incantation: "I shatter your shield with extreme cold."

Shock

School: Air

Level: 3

Area of Effect: Creature Targeted

Incantation: "Shock - Damage five."

Sleep

School: Universal

Level: 12

Restriction: None

Incantation: "I cause you to sleep for five minutes."

Sleep Guard

School: Universal

Level: 1

Restriction: High Elf only

Incantation: "I grant myself a guard from the next sleep effect."

Sleep Resistance

School: Universal

Level: 2

Restriction: Silver Elf only

Incantation: "I grant myself a sleep resistance."

Slumber Blade

School: Universal

Level: 2

Restriction: Fey only

Incantation: "I grant this weapon Sleep Poison."

Soporific Blood Poisoning

School: Blood

Level: 10

Restriction: Blood School Specialist only

Incantation: "Sleep Poison by Blood Magic – five minutes."

Speak with Dead

School: Necromancy

Level: 1

Restriction: Necromancy School Specialist only

Incantation: "Speak with Dead - five minutes."

Spell Guard

School: Universal

Level: 4

Restriction: None

Incantation: "I grant you a guard from the next spell."

Spell Malice

School: Chaos

Level: 5

Restriction: Chaos School Specialist only

Incantation: "I cause you to take double damage from the next damaging spell."

Spell Resistance

School: Universal

Level: 7

Restriction: None

Incantation: "I grant you a spell resistance."

Spirit Armor

School: Necromancy

Level: 6

Restriction: Necromancy School Specialist only

Incantation: "I grant this living creature two points of magic armor, but damage two points of Vitality."

Stalactite

School: Earth

Level: 10

Restriction: Earth School Specialist only

Incantation: "Stalactite – Damage 20!"

Static Discharge

School: Air

Level: 8

Restriction: Air School Specialists only

Incantation: "Static discharge - Shock Damage five! Shock Damage five! Shock Damage five! Shock Damage five! Shock Damage five!" (five throws)

Stone Skin

School: Earth

Level: 4

Restriction: Earth School Specialist only

Incantation: "Stone skin - one point of magic armor."

Stone to Flesh

School: Earth

Level: 6

Restriction: Earth School Specialists only

Incantation: "I restore you from stone to your prior state."

Stunning Havoc

School: Chaos

Level: 2

Restriction: Chaos School Specialist only

Incantation: "I stun your left arm/right arm/left leg/right leg – five seconds."

Toppling Wind

School: Air

Level: 3

Restriction: Air School Specialist only

Incantation: "I cause you to trip from a gale force wind."

Turning Resistance

School: Necromancy

Level: 3

Restriction: Necromancy School Specialist only

Incantation: "I grant this undead a resistance to turning."

Vertigo

School: Chaos

Level: 3

Restriction: Chaos School Specialist only

Incantation: "I cause you to trip from vertigo."

Water Resistance

School: Water

Level: 6

Restriction: Water School Specialists only

Incantation: "I grant you a water spell resistance."

Wandering Mind

School: Chaos

Level: 18

Restriction: Chaos School Specialist only

Incantation: "I cause your mind to wander. No attack skills or spellcasting – five minutes."

Weakness of the Blood

School: Blood

Level: 8

Restriction: Blood School Specialist only

Incantation: "I inflict you with weakness of the blood - five minutes."

Web Guard

School: Universal

Level: 2

Restriction: Dark Elf only

Incantation: "I grant this Dark Elf a guard from the next web."

Wildfire

School: Fire

Level: 12

Restriction: Fire School Specialists only

Incantation: "Wildfire - Fireball damage ten! Fireball damage ten! Fireball damage ten!"
(three throws)

Zone of Communication

School: Universal

Level: 3

Restriction: None

Incantation: "Zone of communication - five minutes."

Cleric Spells & Incants

Referencing Chapters 14: Cleric Spells and Chapter 15: Spells for Specialty Priests
in the Players Handbook

Divine spells function to support and defend the caster and allies of the faith. The spells are mostly curative and invigorating in nature. These spells are learned in the same manner as Mana-based spells.

The following list of spells has been reduced from the *Players Handbook* significantly. All spells are in alphabetical order by spell name, followed by Spell Level, Spell Restrictions, and the Spell Incantation.

Alleviate Terror

Level: 1

Restriction: none

Incantation: "I alleviate fear and terror."

Awaken

Level: 1

Restriction: none

Incantation: "I awaken you to full consciousness."

Barter

Level: 2

Restriction: Specialty Priests of Aureus

Incantation: "Barter."

Battle Rage

Level: 8

Restriction: Specialty Priests of Bellicose

Incantation: "I enter a Battle Rage with 100 Vitality."

Bless Weapon

Level: 3

Restriction: none

Incantation: "I bless this weapon in the name of _____. Five minutes." (Must use name of god that Divine Favor is in)

Bolt of Judgment

Level: 1

Restriction: Specialty Priests of Nemesus

Incantation: "Bolt of Judgment – damage one."

Boon of Arcana

Level: Varies

Restriction: Specialty Priests of Arcana

Incantation: "By the power of Arcana, insert mage spell incant."

Boon of Karma

Level: Varies

Restriction: Specialty Priests of Karma

Incantation: "By the power of Karma, insert priest spell incant."

Constitution

Level: 1

Restriction: none

Incantation: "I grant you Constitution. One extra Vitality."

Cure Critical Wounds

Level: 3

Restriction: none

Incantation: "I restore five Vitality."

Cure Disease

Level: 3

Restriction: none

Incantation: "I cure all diseases in your body."

Cure Minor Wounds

Level: 1

Restriction: none

Incantation: "I restore one Vitality."

Cure Moderate Wounds

Level: 2

Restriction: none

Incantation: "I restore three Vitality."

Cure Mortal Wounds

Level: 5

Restriction: none

Incantation: "I restore 10 Vitality."

Damage Undead

Level: 1

Restriction: Specialty Priests of Phoenix

Incantation: "Damage One to Undead."

Daytime Constitution

Level: 2

Restriction: Specialty Priests of Lucenta

Incantation: "I grant myself Daytime Constitution. Three extra Vitality until sunset."

Denial of Spellcasting

Level: 3

Restriction: Specialty Priests of Nexus

Incantation: "I deny you the ability to cast spells for five minutes."

Deny Spell Resistance

Level: 6

Restriction: Specialty Priests of Arcana

Incantation: "I deny you spell resistance for five minutes."

Disarm Killer

Level: 2

Restriction: Specialty Priests of Phoenix

Incantation: "I disarm you of your held weapons."

Deadly Strike

Level: 3

Restriction: Specialty Priests of Kull

Incantation: "I grant myself a Deadly Strike."

Dispel Silence

Level: 1

Restriction: Specialty Priests of Urgo

Incantation: "Dispel Silence."

Elemental Immunity

Level: 20

Restriction: none

Incantation: "I grant myself immunity to elementals. Five minutes."

Entangle

Level: 5

Restriction: Specialty Priests of Sylvik

Incantation: "I call forth roots to entangle your feet – five minutes."

Envenom

Level: 2

Restriction: Specialty Priests of Kull

Incantation: "I envenom this weapon with Poison Five."

Freedom

Level: 3

Restriction: none

Incantation: "I grant you freedom from your restraining effects."

Free Speech

Level: 1

Restriction: Specialty Priests of Urgo

Incantation: "Free Speech. Communication – five minutes."

Fortunate Victim

Level: 5

Restriction: Specialty Priests of Karma

Incantation: "I grant a Self-Remedy to this bleeding person."

Full Healing

Level: 7

Restriction: Specialty Priests of Phoenix

Incantation: "In the name of Phoenix, I restore you to full Vitality."

Game of Chance

Level: 1

Restriction: Specialty Priests of Karma

Incantation: "Karma blesses us with this Game of Chance."

Greater Constitution

Level: 2

Restriction: none

Incantation: "I grant you Greater Constitution. Two extra Vitality."

Harm

Level: 7

Restriction: Specialty Priests of Kull

Incantation: "I reduce this living creature to one Vitality."

Holy Appraisal

Level: 1

Restriction: Specialty Priests of Aureus

Incantation: "By the power of Aureus, I appraise this item."

Holy Donation

Level: 0

Restriction: Specialty Priests of Aureus

Incantation: "I wish to make a Holy Donation."

Impenetrable Mask

Level: 1

Restriction: Specialty Priests of Clandesta

Incantation: "I grant you an impenetrable mask."

Inflict Disease

Level: 1

Restriction: Specialty Priests of Sepsis

Incantation: "I inflict you with disease."

Inflict Nausea

Level: 6

Restriction: Specialty Priests of Sepsis

Incantation: "I inflict you with unhealthy nausea – 55 seconds."

Inflict Weakness

Level: 5

Restriction: Specialty Priests of Sepsis

Incantation: "I inflict you with weakness – five minutes."

Leach Vitality

Level: 1

Restriction: Specialty Priests of Nekros

Incantation: "I leech One Vitality from this living creature."

Magic Misfire

Level: 2

Restriction: Specialty Priests of Tempesta

Incantation: "I cause your next attack spell to miss all targets."

Miscast Magic

Level: 3

Restriction: Specialty Priests of Tempesta

Incantation: "I cause you to miscast your next spell."

Missile of Magic

Level: 1

Restriction: Specialty Priests of Arcana

Incantation: "Missile of Magic- damage one."

Moonbeam

Level: 1

Restriction: Specialty Priests of Nocturna

Incantation: "Moonbeam. Damage one."

Moonstruck

Level: 10

Restriction: Specialty Priests of Nocturna

Incantation: "Moonstruck. Sleep five minutes."

Neutralize Poison

Level: 2

Restriction: none

Incantation: "I neutralize all poisons in your body."

Nighttime Constitution

Level: 2

Restriction: Specialty Priests of Nocturna

Incantation: "I grant myself Nighttime Constitution. Three extra Vitality until sunrise."

Overjoy

Level: 5

Restriction: Specialty Priests of Halcyon

Incantation: "I command you to inflict no damage for five minutes."

Pain-free State

Level: 2

Restriction: Specialty Priests of Halcyon

Incantation: "I grant you a resistance to Agony."

Pin

Level: 6

Restriction: none

Incantation: "I pin your left foot in place – five minutes."

Pin Undead

Level: 3

Restriction: none

Incantation: "I pin the left foot of this undead – five minutes."

Poison Guard

Level: 3

Restriction: none

Incantation: "I grant you a guard from the next poisoning."

Protected Cache

Level: 2

Restriction: Specialty Priests of Clandesta

Incantation: "I grant this pouch protection from searching."

Random Violence

Level: 6

Restriction: Specialty Priests of Tempesta

Incantation: "I command you to attack everyone except me for five minutes."

Reveal Magical Attributes

Level: 1

Restriction: Specialty Priests of Urgo

Incantation: "By the power of Urgo, I identify this magic item."

Repair Undead

Level: 2

Restriction: Specialty Priests of Nekros

Incantation: "I repair five Vitality for this Undead."

Ruse of Clandesta

Level: Varies

Restriction: Specialty Priests of Clandesta

Incantation: "insert priest spell incant."

Sanctuary

Level: 5

Restriction: none

Incantation: "I create a sanctuary for myself."

Skin of Iron

Level: 6

Restriction: Specialty Priests of Bellicose

Incantation: "I grant myself a Skin of Iron to 'Reduce' the next Critical Hit."

Smite

Level: 3

Restriction: Specialty Priests of Bellicose

Incantation: "I grant myself the power to Smite."

Spell Retribution

Level: 4

Restriction: Specialty Priests of Nemesus

Incantation: "I grant myself the ability to reflect the next attack spell."

Steadfastness

Level: 1

Restriction: Specialty Priests of Nexus

Incantation: "I grant myself immunity to fear and terror – five minutes."

Stop Agony

Level: 1

Restriction: Specialty Priests of Halcyon

Incantation: "Stop Agony."

Sunburst

Level: 1

Restriction: Specialty Priests of Lucenta

Incantation: "Sunburst. Damage one."

Sunstroke

Level: 10

Restriction: Specialty Priests of Lucenta

Incantation: "Sunstroke. Sleep five minutes."

Supervision

Level: 3

Restriction: Specialty Priests of Nexus

Incantation: "I command you to stay in my line of sight for five minutes."

Sword of Judgment

Level: 3

Restriction: Specialty Priests of Nemesis

Incantation: "Sword of Judgment – damage five."

Tree Healing

Level: 1

Restriction: Specialty Priests of Sylvik

Incantation: "Tree Healing."

Tree of Life

Level: 5

Restriction: Specialty Priests of Sylvik

Incantation: "Tree of Life."

Undead Restoration

Level: 6

Restriction: Specialty Priests of Nekros

Incantation: "By the power of Nekros, I restore this Undead to full Vitality."

Knight Blades Skill Chart for Player Characters

Skill Name	Character Point Cost	Prerequisite	Notes
Agony	5		T, PW, MP
Appraising	2 (1 for Rogue)		MP
Archery	3 (2 for Warrior)		UU
Arm Traps	5 (3 for Rogue)		UU
Armorsmith	10		MP
Assassinate	10 Rogue Only	Five Backstabs	MP
Attune Magic	2 Mage Only		MP, PE
Backstab	4 (2 for Rogue)	Small or Short Weapon	PW, MP
Cleave	8		T, PW, MP
Contacts	5 Warrior Only		PE, MP
Craftsman	5		MP, PE
Create Holy Water	2 (1 for Cleric)	1 Divine Favor	MP, PE
Create Scrolls- Divine	1 Cleric Only	1 Divine Favor	MP, PE
Create Scrolls- Magical	1 Mage Only	1 Mana	MP, PE
Critical Hit	4 (2 for Warrior)		PW, MP
Diagnose	3 (2 for Cleric)		UU
Disable	5 (3 for Warrior)		PW, MP
Disarm	4 (2 for Warrior)		PW, MP
Divergent Spellcasting	3 Mage Only	1 Mana	OP
Divine Favor	3 (1 for Cleric)		MP
Divine Inspiration	5 Cleric Only		PE, MP
Empathic Healing	4 (1 for Cleric)		UU
Escape Bonds	5 (3 for Rogue)		MP
First Aid	3 (2 for Cleric)		UU
Gift of Death	2		PW, MP
Globe Throwing	12	Poison Handling	UU
Holy Investiture	1 Cleric Only		OP
Jeweler	4		PE
Lay On Hands	2 Cleric Only	1 Divine Favor	OP
Lockpicking	12 (6 for Rogue)		UU
Lockpicking-Advanced 1,2,3,4,5	4,6,8,10,12	Lockpicking	T, UU
Locksmith	5	Lockpicking	PE
Lore	5 Mage Only		PE, MP
Mana	3 (1 for Mage)		MP
Melee Weapon- One-Handed	3 (2 for Warrior)		UU
Melee Weapon- Short	2 (1 for Warrior)		UU
Melee Weapon- Small	1		UU
Melee Weapon- Two-Handed	3 (2 for Warrior)		UU
Off-Hand Weapon I	3 (2 for Warrior)	Small/Short/One-Handed	PW, UU
Off-Hand Weapon II	3 (2 for Warrior)	Off-Hand Weapon I	UU
Off-Hand Weapon III	5 (4 for Warrior)	Off-Hand Weapon II	UU

Skill Name	Character Point Cost	Prerequisite	Notes
Parry	5 Warrior Only		PW, MP
Pierce	1	Archery	MP
Poison Handling	8 (2 for Rogue)		UU
Poison Recognition	4 (2 for Rogue)		UU
Poison Resistance	6 (4 for Rogue)		MP
Poisoncraft- Level 1,2,3,4,5	8,10,12,14,16 (4,6,8,10,12 for Rogue)	Poison Recognition	PE
Potion Brewing	3 (1 for Mage)	1 Mana	MP, PE
Potion Brewing- Advanced	5 (2 for Mage)	Potion Brewing	MP, PE
Potion Identification	8 (4 for Mage)		UU
Read Scrolls- Divine	8 (3 for Cleric)		UU
Read Scrolls- Magical	8 (3 for Mage)		UU
Restricted Skill- Arcane	20 Mage Only	1 Mana	T, MP
Restricted Skill- Dodge	20 Rogue Only		T, MP
Restricted Skill- Fatalstrike	20 Warrior Only		T, PW, MP
Restricted Skill- Holystrike	20 Cleric Only	1 Divine Favor	T, PW, MP
School of Magic Specialist	3 Mage Only	1 Mana	OP
Self-Remedy	4		OP
Self-Sacrifice	2 (1 for Cleric)		MP
Shatter	6	Two-Handed Weapon	T, PW, MP
Shield Usage	20 (10 for Warrior)		UU
Slay	8 Warrior Only	Five Critical Hits	MP
Specialized Training	20		OP
Stun	4 (2 for Warrior)		PW, MP
Thrown Weapon	8 (6 for Warrior)		UU
Trap Avoidance	2 Rogue Only		MP
Trip	2 (1 for Warrior)	Two-Handed Weapon	PW, MP
Turn Undead- Level 1,2,3,4,5	8,10,12,14,16 (4,6,8,10,12 for Cleric)	1 Divine Favor	OP
Tutor	5	Five of the Taught skill	MP
Tutor Restricted Skill	5	Five of the Restricted skill	MP
Undercurrent	5 Rogue Only		PE, MP
Vitality Points 1-10	2		MP
Vitality Points 11-15	4		MP
Waylay	5 Rogue Only		PW, UU
Waylay Guard	4		OP
Waylay Resistance	8		T, OP
Weaponsmith	3		MP

MP = Multiple Purchase skill	PW = Prerequisite is a Melee Weapon skill
OP = One Purchase only	T = Taught skill
PE = Prior to Event usage	UU = Unlimited Use