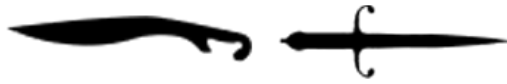




FOUR PILLARS



Magic & Crafting
Booklet 2.7



FOUR PILLARS

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CHAPTER ONE:

Crafting

The crafting disciplines are Alchemy, Talisman and Smithing. Crafting gives you the ability to create or improve items to aid yourself or others. In order to represent the amount of work your character can do at an event, you gain an amount of crafting work points (CWP), depending on the tier of the relevant skill. If you do not spend the CWP by the end of the event, your leftover CWP is carried on to the Downtime (you must attend an event in the first place for this to apply to your CWP). Every Downtime, you get CWP equal to Half your Tier's CWP. These points are used to both research new items and craft existing items. It should be noted that certain Talisman projects may require the use of both CWP and TWP. Crafting projects can be collaborated on.

The Craft skill gives players CWP at the below rate:

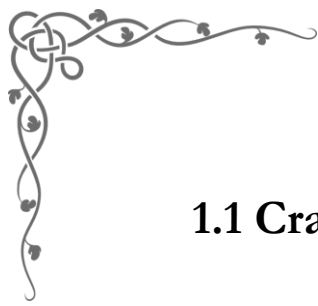
	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

To craft an item of Novice Tier, you need Tier 1 of that Craft skill - to craft an item of Adept Tier, you need Tier 2 of that Craft skill - to craft an item of Expert Tier, you need Tier 3 of that Craft skill. If you have more than one crafting skills, these points do not stack. Your CWP for Talisman can only be used on Talisman, and the same is with Alchemy CWP for Alchemy, and Smithing CWP for Smithing. Some projects might require a cross over from multiple Crafts, at which point the points would be deducted from both.

The Four Pillars LARP Crafting Booklet contains the items which anyone with the relevant skill can make, as long as they have the right components. Anything not on this list must be researched using your CWP. More complex the item, the more CWP will be required. Once this is completed, you will gain a card indicating what item you know how to craft, the components and CWP needed to create it, and its effect. You can then craft this item, and teach others how to craft it as well if you both put in relevant CWP. You can teach someone to craft a unique item if both you and they put the work points required to craft the item into the project.

If you wish to teach someone else a project you have finished, you must provide them with believable IC means to learn from you (maybe your character has some lovely notes, or they even teach them in person), and the student can then learn the project at 75% of the original CWP of the project.





1.1 Crafting Components

1.1.1 Crafting Materials

Common	Charcoal	Used for common smithing. Has applications in Alchemy and Talisman creation.
	Cloth	Used for armour crafting.
	Leather Cord	Used for common smithing and armour crafting.
	Steel	Use for smithing
	Steel Wire	Used in most aspects of Crafting.
	Stone	Used for talismans and common smithing.
	Wood	Used for common smithing.
	Thick Leather	Used for armour crafting.
Uncommon	Bless'd Stone	Used for Advanced smithing and Talisman creation. Has uses in Devotion.
	Charged Steel	Steel used in Advanced (Magical) smithing and Talisman creation. Can hold, discharge and focus magical energies. Steel - Used for common smithing.
	Coke	Used in Advanced smithing. Can be used to accelerate Alchemy and Smithing.
	Common Gems	Used to store magical energies. Must discharge through Charged Steel.
	Flint	Used for Talisman creation.
	Glass	Used for Talisman creation. Can also be used for Alchemy and Advanced Smithing.
	Silver	Used for Advanced smithing and Talisman creation. Can also be used in Alchemy.





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Charged Cloth Cloth used in Advanced (Magical) smithing and Talisman creation. Can hold, discharge and focus magical energies. Used for common smithing.

Rare	Bless'd Steel	Exceedingly rare steel, drawn from steel worn or wielded by great Paladins of the gods, or even Avatars of the gods. Used in Advanced smithing.
	Diamond	Can hold only Necromantic and Lumomantic magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
	Meteorite	Suspected uses in all crafting applications.
	Obsidian	Suspected uses in all crafting applications.
	Ruby	Can hold only Earth and Fire magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
	Sapphire	Can hold only Air and Water magics, but gives benefits. Can also be used in Advanced smithing and Talisman crafting.
	Bless'd Cloth	Exceedingly rare Cloth, drawn from Cloth worn or wielded by great Mages and Priests of the gods, or even Avatars of the gods. Used in Advanced smithing.

1.1.2 Herbs and Insect Materials

Please note that an (I) denotes an illegal substance. Illegal items can still be bought on the market by those with a licence (which are given to those with Craft: Alchemy and Craft: Talismans)

Common	Brazenthorn Leaf	Despite being weaker than the Brazenthorn berry, their use is far more common in potions to cure slight ailments. It can even be chewed on to lessen mild pains, often given to the mothers of teething children
	Kandini Nectar	The nectar of the Kandini flower has been used for centuries in all aspects of life, whether to treat slight pains, comfort those in emotional distress, or simply in a nice herbal tea after a long day.
	Moon Caps	Seems to have a calming effect on those who consume them, creating an overall dulling sensation.

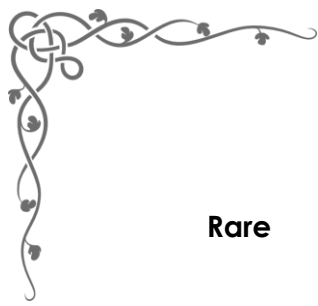




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Shadow Sap	Used by alchemists to alter the viscosity of potions as it binds with most ingredients.
Thawhawk Feather	The quills of the Thawhawk feather are so fine that they are often used to comb impurities from mixtures.
Widowsilk Reed	These reeds can differ greatly in comparison depending on where they were found as they naturally adapt to the area in which they grow. Are often used to try and remove poisons due to their highly absorbent nature.
Zitteck Bug	Easily seen at night, these bugs absorb and live off of natural magic in the environment. The stored magic makes its abdomen glow colourfully.
Uncommon Drazillion Beetle	Simply a beetle which, for reasons yet to be discovered, seems to have a slight grasp over magic, predominantly used to avoid predators.
Dustflower (I)	This used to be a commonly used plant due to its strengthening properties, but was deemed highly illegal soon after consumers began to abuse the herb, especially after severe side effects were observed (Lawkeepers made sure to destroy all records of these side effects).
Grindelhopper Eye	Grindelhopper lizards, known for their elusiveness, have very keen senses, as it was recently discovered that this is due to strange chemicals located in the eye which, when prepared correctly, can enhance and heightens one's senses.
Brazenthorn Berries	Despite being an extremely curative berry, many tend to avoid its use if possible as, if prepared incorrectly, can significantly worsen the situation.
Screw Cap (I)	Not much is known about the Screw Cap, as much of the information was destroyed by Lawkeepers when they deemed it to be illegal. What is known is that those that consume the mushroom seem to be much weaker than others. What ISN'T known is why it is highly illegal to feed them to Goblins.



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Rare

- Nitphil's Blessing** Incredibly versatile healing herb - Acts as an antidote to Lily of the Valley/Lady's tears, which bears an unfortunately similar appearance. Detection 1 required to tell these herbs apart.
- Arkanryn Beetle (I)** Unknown effect. Strictly controlled substance by the Circle of the Arcane, illegal to buy even with a licence. Highly rare.
- Lily of the Valley (Lady's Tears)** Incredibly deadly poison - bears a similar appearance to Nitphil's blessing. Detection 1 required to tell these herbs apart.
- Paras Mushroom (I)** Those who consume this seem to quicken in every sense of the word, often leading to consumers becoming agitated, reactive and volatile. Many also fall into unconsciousness, with few others falling straight into Lady Death's arms.
- Rotweed** Not much is known about this plant as those researching it very quickly get stuck on the discussion of trying to decipher the plant's aroma. Hours later into these arguments researchers tend to give up entirely. One thing is for certain, Rotweed smells wonderful!
(This plant will always smell like your favourite aroma).

1.2 Alchemical Recipes

Novice Recipes			
Potion	Cost to Make	Components	Description
Novice Healing Salves	1 CWP	Brazenthorn Leaf x1 Kandini Nectar x1.	Heals 1 hit point to a location.
Common Novice Poison	4 CWP	Moon Cap x1 Screw Cap x1 Shadow Sap x1.	Does one point of damage to location applied. Target functions as if under the stun effect for ten minutes.
Potion of Luck	3 CWP	Zitteck Bug x2 Drazillion Beetle x1	Allows an extra redraw when foraging.



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Tonic of Wisdom	4 CWP	Grindelhopper Eye x1 Drazillion Beetle x1 Zitteck Bug x2	Allows 10m of meditation to gain insight into a situation. Get a ref.
Cure Common Novice Poison	4 CWP	Widowsilk Reed x1 Zitteck Bug x1.	Removes effect of Common Novice Poison.
Novice Healing Tonic	3 CWP	Shadow Sap x1 Brazenhorn Leaf x2	Restores 1 hit point to each location
Adept Projects			
Potion	Cost to Make	Components	Description
Strong Poison	7 CWP	Lily of the Valley x1 Grindelhopper Eye x1 Paras Mushroom x1 Screw Cap x1	Reduces location applied to by 2 points, and either causes a Paralysis or Sleep effect.
Advanced Healing Salve	3 CWP	Brazenhorn Leaf x2 Kandini Nectar x2	Restores 2 hits to a location.
Camouflage	6 CWP	Widowsilk Reed x2 Thawhawk Feather x1 Kandini Nectar x1	Grants Stealth 1 to subject for 10 minutes.
Charm	7 CWP	Moon Caps x1 Rotweed x1 Kandini Nectar x2	Causes the Hallucinate effect for 3 minutes, during which the subject will believe anything told to them that does not exceed the realms of possibility. E.g. Subject will believe that someone else just poked them with a needle, but will not believe that it was Straggoth, the magical moon centaur.



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Advanced Healing Tonic	5 CWP	Shadow Sap x1 Brazenhorn Berries x1 Kandini Nectar x1	Restores 2 hits to all locations.
Common Antidote	5 CWP	Zitteck Bug x1, Widowsilk Reed x1 Nitphil's Blessing x2	Can cure any non-Unique poison.
Strength Potion	6 CWP	Dustflower x1 Grindhopper Eye x2	Can call Knockdown and Smash once each for the next 10 minutes. Has side effects.

Expert Recipes

Potion	Cost to Make	Components	Description
Expert Healing Salve	5 CWP	Brazenhorn Leaf x2 Kandini Nectar x3	Restores 3 hits to one location.
Expert Health Tonic	7 CWP	Shadow Sap x2 Brazenhorn Berries x1 Kandini Nectar x2 Brazenhorn Leaf x1	Restores 3 hits to all locations.
Potion of Cure Mortal Wounds	12 CWP	Shadow Sap x2 Brazenhorn Berries x2 Brazenhorn Leaf x2, Nitphil's Blessing x1 Dustflower x1.	Restores all hit points when consumed.

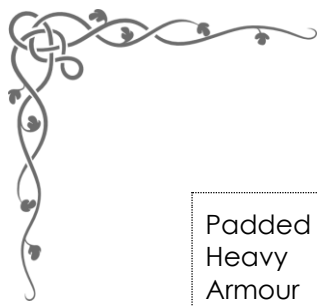


1.3 Smithing Projects

Novice Projects			
Item	Cost to Make	Components	Description
Basic Shield	10 CWP	Wood x3 Steel x1	A LARP-safe shield, usable by any character in one hand. When created the shield must be made for a specific owner and this owner must be stated when the shield is created.
Piercing Dagger	15 CWP	Steel x2 Leather Cord x1 Charcoal x1	Weapon deals 3 calls of Pierce before it becomes Broken. It can be repaired by a character with Craft: Smith 1 and 180 seconds of roleplay.
Prosthetic Limb	10 CWP	Steel x2 Wood x2 Steel wire x2.	Replaces destroyed limb. Functions as before, but will require someone with Craft: Smith 1 to repair with 60s of Roleplay per hitpoint destroyed. Is affected by Broken call.
Scorpion Dagger	15 CWP	Steel x3 Glass x1 Leather Cord x1 Steel Wire x1	Can store 1x Poison of any level inside and be administered to the blade secretly.
Gloves of Gripping	10 CWP	Cloth x2 Leather Cord x2 Shadow sap x2	You cannot be disarmed while wearing these gloves and holding a weapon.
Good Set of Physician Tools	12 CWP	Cloth x Steel x1 Steel Wire x2 Kandini Nectar x1	The user of these tools has their healing time reduced by 5 seconds.
Good Set of Smithing Tools	12 CWP	Cloth x1 Steel x2 Steel Wire x2 Thick Leather x1	The user of these tools has their Blacksmithing Fixing time reduced by 5 seconds
Fitted Armour: Light	15 CWP	Cotton x3 Thick leather x1 Leather cord x2	Functions as Light armour but gives 2 points instead of 1.

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Fitted Armour: Medium	15 CWP	Thick leather x3 Leather cord x3 Steel x1	Functions as Medium armour but gives 3 points instead of 2.
Fitted Armour: Heavy	15 CWP	Thick leather x2 Leather cord x3 Steel x5 Coke x1	Functions as Heavy armour but gives 4 points instead of 3.
Adept Projects			
Item	Cost to Make	Components	Description
Smashing Weapon	20 CWP	Steel x4 Wood x1 Charcoal x3 Leather Cord x1 Charged Steel x1	Weapon deals 5 calls of Smash before it becomes Broken. It can be repaired by a character with Craft: Smith 2 and 120 seconds of roleplay.
Flaming Weapon	17 CWP	Steel x3 Leather Cord x1 Flint x1 Coke x1	The user can ignite the Coke stored in their metal weapon to call Flaming 5 times before it requires replication of 1 Coke Resource.
Smasher's Gamble	12 CWP	Steel x4 Leather Cord x1 Flint x1 Coke x3	Once per day, your 2h weapon can call Smash, Knockdown and Stun. The weapon is broken and needs to be repaired by a character with Craft: Smith 2 and 120 seconds of roleplay. Your arms are both reduced to -1 hits, and are broken.
Boots of Untracking	10 CWP	Thick Leather x2 Leather Cord x2 Charged Steel x2 Steel Wire x2	The wearer, while wearing the boots, can only be detected by people with Detection Tier 3.
Padded Light Armour	20 CWP	Cloth x5 Thick leather x2 Leather cord x3 Steel x2 Charged Cloth x1	Functions as Light armour but gives 2 points instead of 1. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.
Padded Medium Armour	20 CWP	Cloth x3, Thick leather x3, Leather cord x3, Steel x2, Charged Steel x2	Functions as Medium armour but gives 3 points instead of 2. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.



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Padded Heavy Armour	20 CWP	Cloth x3, Thick leather x2, Leather cord x3, Steel x3, Coke x2, Charged Steel x2	Functions as Heavy armour but gives 4 points instead of 3. Ignores 2 Points of Piercing damage which can be fixed with Craft: Smith 2 and 120 seconds of roleplay.
Expert Projects			
Item	Cost to Make	Components	Description
Reinforced Light Armour	25 CWP	Cloth x5 Thick leather x2 Leather cord x3 Steel x2 Charged Clothx1 Bless'd Cloth x1	Functions as Light armour but gives 2 points instead of 1. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.
Reinforced Medium Armour	25 CWP	Cloth x3 Thick leather x3 Leather cord x3 Steel x2 Charged Steel x2 Bless'd Steel x1	Functions as Medium armour but gives 3 points instead of 2. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.
Reinforced Heavy Armour	25 CWP	Cloth x3 Thick leather x2 Leather cord x3 Steel x1 Coke x2 Charged Steel x2 Bless'd Steel x1	Functions as Heavy armour but gives 4 points instead of 3. Ignores 5 Points of Piercing damage which can be fixed with Craft: Smith 3 and 60 seconds of roleplay.



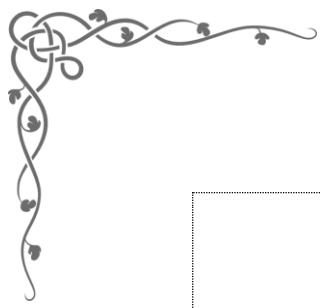
1.4 Talismans

Known Runes	
<p><i>Talisman crafters have so far discovered six different basic runes that can be used as building blocks to create other unique runes to create various desired effects. Although many have theorised that there may be more of these foundation runes out there in the world, as of yet there is only public knowledge of the base six.</i></p>	
Talisman Runes	Required Ingredients
Devotion Rune	Thawhawk Feather
Wisdom Rune	Grindelhopper Eye
Courage Rune	Moon Caps
Health Rune	Brazenthorn Leaf
Strength Rune	Dustflower
Protection Rune	Kandini Nectar

Required Items			
<p><i>These are required for making any Talismans. The Talisman ingredient is mixed in with special Imbuing Ink that is then written with an Imbuing Quill onto the material. Once added, the item is imbued with magic and will be detected as magical.</i></p>			
Item	Cost to Make	Components	Description
Imbuing Ink	3 CWP	1x Shadow Sap 1x Zitteck Bug	This creates 3 vials used for imbuing Talisman Runes with energy.
Imbuing Quill	5 CWP	1x Widowsilk Reed 1x Drazillion Beetle 1x Thawhawk Feather	Used to imbue talisman runes (Is reusable).
Novice Projects			
Item	Cost to Make	Components	Description

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Hat of the Wizard	8 CWP	Charged Cloth x1 + Wisdom Rune (Grindhopper Eye) x1	Once per day, the wearer of this hat may replenish 10 mana.
Ring of Missile	6 CWP	Charged Steel x1 + Wisdom Rune (Grindhopper Eye) x1	The target can use 2x Fire Bolt (Elemental Bolt) per day.
Braces of Accuracy	7 CWP	Thick Leather x1 + Strength Rune (Dustflower) x1	5x a day, any missed arrow shot from someone wearing these braces, counts as hitting their target.
Adept Projects			
Item	Cost to Make	Components	Description
Cloak of Vines	15 CWP	Charged Cloth x1 + Protection Rune (Kandini Nectar) x2 + Strength Rune (Dustflower) x1	The wearer of this cloak can cast Rooted on 3 people at the same time, once a day.
Dwarves' Ring	16 CWP	Charged Steel x2 + Protection Rune (Kandini Nectar) x2 + Devotion Rune (Thawhawk Feather) x1	The wearer can fix armour as per Blacksmithing Tier 1. They do not need to fix the armour like normal, as the ring will straighten any bumps, reattach leather etc. It cannot be used to fix a shattered item. This does not stack with the skill.
Expert Projects			
Item	Cost to Make	Components	Description
Candle of Invocation	50 CWP	Bless'd Cloth x1 Rotweed x1 + Devotion Rune (Thawhawk Feather) x3	The User can determine if their offering in a Ritual is sufficient once an event.
Banner of Sanctuary	30 CWP	Bless'd Cloth x1 + Devotion Rune (Thawhawk Feather)	The user can cast the Sanctuary spell once an event. The user must hold the banner with both hands, and cannot do any other action, other than focus on the banner.



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		<ul style="list-style-type: none">+ Wisdom Rune (Grindhopper Eye)+ Courage Rune (Moon Caps)+ Health Rune (Brazenthorn Leaf)+ Strength Rune (Dustflower)+ Protection Rune (Kandini Nectar)	
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CHAPTER TWO:

Magic

There are certain well-established spells for every sphere of magic, which magic users will learn as they work their way through the discipline. The list is by no means exhaustive, however; thaumaturgy exists for magic users to craft their own creations, and there may yet be more secret spells tucked away in the long-lost tomes of the Great Library...

Each discipline of magic offers the user one free starting spell. The user may then go on to learn more from their respective discipline and tier, the number determined by the level of magic they possess.

If you take any kind of damage whilst casting, whether it's physical or magical, you have been interrupted and your spell doesn't work. You don't lose any mana but must begin casting the spell again.

Spells have an associated cost of Magic Points: 1MP for a Tier 1 (Novice) Spell; 3MP for a Tier 2 (Adept) Spell; and 5MP for a Tier 3 (Expert) Spell.

Your maximum number of Magic Points is based on your investment in Magic skills. For every extra magic discipline you choose, you gain slightly more Magic Points. Please note that only Mages may have more than one magic discipline:

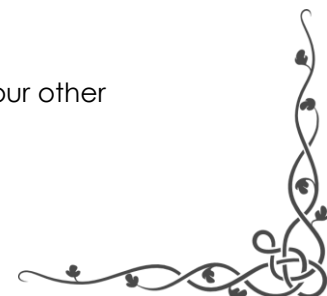
First Magical Discipline		Second Magical Discipline		Third Magical Discipline	
Tier 1	5 Magic Points	Tier 1	-	Tier 1	-
Tier 2	10 Magic Points	Tier 2	5 Magic Points	Tier 2	-
Tier 3	15 Magic Points	Tier 3	10 Magic Points	Tier 3	5 Magic Points

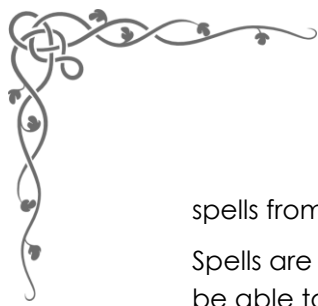
You begin every day with your maximum number of Magic Points.

Once per day, a player may attempt to regain spent Magic Points (up to their starting number) through meditating outside of a combat encounter. This meditation may take the form of drawing, singing, napping; anything your character might do to relax their mind. After ten minutes of this meditation, a magic user may regain all of their mana. Please note that if you choose to interrupt your meditation or you are attacked, you will have to start again.

Spells

When you select a Magical Discipline, you get one free Tier 1 spell. You then select your other





spells from the Learnt Spells list.

Spells are organised into two overall categories: **Touch** and **Ranged**. Touch spells require you to be able to either touch the person to cast or hit the target with a LARP safe implement held in the caster's hand. If touching with a hand, please ask permission first, and this can be roleplayed without actually OC touching. If engaged in combat, use a weapon or implement; do not try to physically touch your opponent. Ranged spells have a 10-meter range and require direct line of sight.

Due to the immense power of the Tier 3 spells, once cast each respective power has a three-minute cooldown before any tier three spells can be cast again.

2.1 Known Spells

2.1.1 Naturamancy: Elemental Magic

Tier 1 (Novice)
1 Magic Point

FREE:

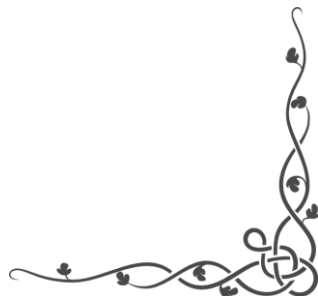
Elemental Bolt

- Description:** The caster strikes their target with the power of the elements causing magic damage to the chest, or another location if indicated.
- Duration:** Instantaneous
- Range:** 10 meters.
- Effects:** **One Damage: Torso**

LEARNT:

Cloak of Leaves

- Description:** The caster and one target are concealed by the trees, blending into the shadows of the leaves.
- Duration:** 10 Minutes
- Range:** Touch





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Effects: Allows the caster to enter into **Stealth: Tier 1**, taking up to one other person with them. This extra person is also **Stealth: Tier 1**, regardless of their tier.

Rock Armour

Description: The earth lends you its protection and its strength.

Duration: 10 minutes

Range: Touch

Effects: Gives the target two extra global hits. Cannot be stacked with other uses of this spell or other armour spells.

Aerial Hand

Description: The winds of Ásaterra can be manipulated by a skilled mage to carry out delicate tasks.

Duration: 1 minute

Range: 10 meters.

Effects: Can be used to levitate an untethered object or unresisting person within range up to 10 ft in a specified direction at a slow walking pace.

Repel

Description: A stronger gust of wind repels the unlucky victim away from the caster.

Duration: 1 minute

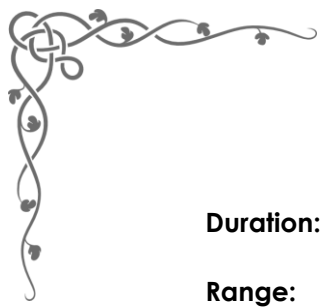
Range: 10 meters

Effects: **Repel** on the indicated target.

Torch

Description: A burst of light shines from the caster, revealing things which might go hidden otherwise





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Duration: 2 minutes
Range: Personal
Effects: **Detection: Tier 1**, as per the **Detection** skill. This cannot be used to detect poison.

Flames

Description: A flare of supernatural fire bursts forth from the caster's hands or weapon.
Duration: Instantaneous.
Range: Touch.
Effects: A single **Flaming** on touch or on strike with weapons, including ranged or thrown weapons.

Healing Waters

Description: The caster channels the power of the elements to heal a target.
Duration: 10 seconds
Range: Touch
Effects: Restores one health point, as per the **heal** call, to one location of the caster's choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

Blessed Rain

Description: The caster uses blessed waters to cleanse the targets wounds.
Duration: 20 seconds.
Range: Touch
Effects: The target is cleansed of common poisons, reversing their effects after 20 seconds of chanting. This spell can also be used to cure some common





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diseases.

Tier 2 (Adept): 3 Magic Points

Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a T2 or below spell aimed at them.
- Duration:** Instantaneous
- Range:** 10 meters
- Effects:** Spell vocals are not needed for this ability: simply call 'Counterspell' and don't take any effects of one spell aimed at you.

Elemental Blast

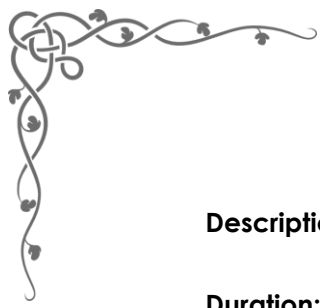
- Description:** The caster uses the power of the elements to blast their enemies.
- Duration:** Instantaneous
- Range:** 10 meters
- Effects:** **Blast 1** onto one indicated target.

Knockdown

- Description:** The caster uses the power of the elements to knock two indicated targets off their feet.
- Duration:** Instantaneous.
- Range:** 10 meters
- Effects:** **Knockdown** on two indicated targets.

Rooted





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- Description:** Roots spring from the earth, trapping the caster's target.
- Duration:** 5 minutes, or until freed.
- Range:** 10 meters
- Effects:** The caster may call **bound** on a single target.

Disarm

- Description:** A strong gust of wind rips the target's indicated weapon from their hands.
- Duration:** Instantaneous.
- Range:** Touch
- Effects:** **Disarm**

Flaming Weapon

- Description:** The caster imbues either themselves or a target's weapons with the element of fire.
- Duration:** 20 seconds.
- Range:** Touch
- Effects:** The wielder of the weapons can make multiple calls of **Flaming** for the next five hits, within 20 seconds of casting.

Waters of Life

- Description:** The caster channels the soothing power of water to heal their own or an ally's wounds.
- Duration:** 10 seconds
- Range:** Touch





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Effects: Your target is healed by two hit points to the location(s) of your choice, as per the **heal** call. This can be two hit points to one location or one hit point each to two locations. This spell does not pause the target's death count.

Tier 3 (Expert): 5 Magic Points
Gorgon Armour

Description: This spell will clad the caster or a chosen target in stone, protecting them against attack.

Duration: 30 minutes

Range: Touch

Effects: They gain 10 global points when this spell is cast upon them. These points remain until depleted or until half an hour has passed. This spell cannot be stacked with any armour spell.

Breathless

Description: The caster sucks the air from their target's lungs, causing magic damage to their head.

Duration: Instantaneous.

Range: 10 meters.

Effects: **5 Damage: Chest**

Incinerate

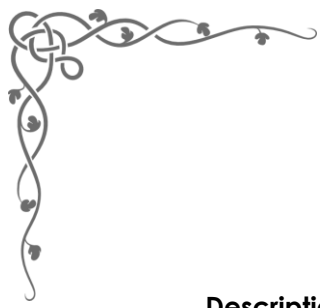
Description: The caster engulfs their enemies in a raging inferno.

Duration: Instantaneous.

Range: 10 meters

Effects: **3 Damage: Chest** to two targets, each of whom take damage as per the **flaming** call.



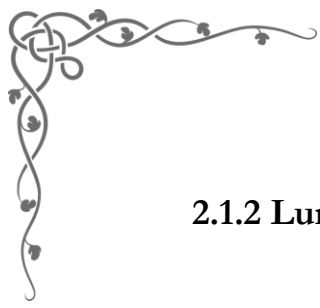


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Fountain of Life

- Description:** The caster uses the power of the sphere of water to completely heal two targets.
- Duration:** Instantaneous.
- Range:** Touch.
- Effects:** Regardless of their state, two living targets touched by the caster regain all of their body hits instantly. They must be touched within fifteen seconds of the spell vocals finishing.





2.1.2 Lumomancy: Light Magic

Tier 1 (Novice): 1 Magic Point

FREE:

Healing Glow

- Description:** Healing light reaches out and knits the targets wounds together.
- Duration:** 10 seconds
- Range:** Touch
- Effects:** Restores one health point, as per the **heal** call, to one location of the casters choice after ten seconds of chanting. Death Count is not paused during casting. The caster must remain in contact throughout the spell.

LEARNT:

Lesser Shield

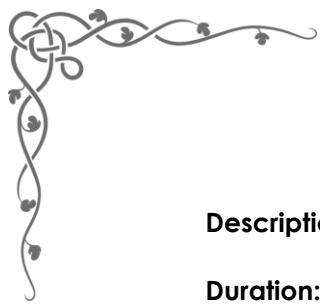
- Description:** Protective light enfolds the target, shielding them from harm.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The target of the spell has two extra global hits for five minutes. Does not stack with any armour spells.

Stay With Me

- Description:** Using the power of the sphere of light, the caster keeps a target stable for an indefinite amount of time.
- Duration:** As long as contact and chanting are maintained.
- Range:** Touch
- Effects:** Pauses the targets death count as long as chanting and contact is retained.

Resist Darkness





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- Description:** Your target is imbued with healing light, protecting them from infection.
- Duration:** 30 minutes
- Range:** Touch
- Effects:** This spell leaves you, or a single target, resistant to any form of infection, such as a vampire. This spell will also allow the target to resist poison and disease to a degree.

Luminescence

- Description:** This spell enables the caster to throw a ball of glowing light, revealing the area for a short time.
- Duration:** 5 minutes
- Range:** Personal
- Effects:** The caster gains **Detection: Novice**, as per the **Detection** skill.

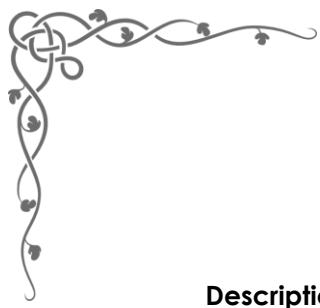
Inspire

- Description:** The caster strengthens the target's mind, fortifying their will.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** The target gains three calls of 'No Effect' against **fear** for the next five minutes. This can be used on the caster.

Turn Undead

- Description:** The undead are turned from the purity of your light.
- Duration:** Instantaneous
- Range:** 30 ft
- Effects:** Causes **fear** on three undead targets.





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Voice of Reason

- Description:** Your voice reaches out to those lost, providing a guiding light.
- Duration:** 5 minutes
- Range:** Touch
- Effects:** Insanity caused by magic is cured; that induced by other causes is cured for 5 minutes, after which insanity is restored. This spell can also be used to calm those who are angry or emotionally distressed. Please roleplay appropriately.

Sunflare

- Description:** The caster strikes the target with burning light. This spell causes a single hit to the Torso (or chosen location) of the target.
- Duration:** Instantaneous
- Range:** 10 meters
- Effects:** **1 Damage: Torso.**

Tier 2 (Adept): 3 Magic Points

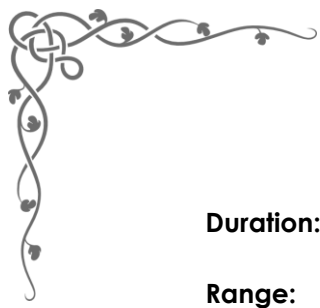
Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a spell aimed at them.
- Duration:** Instantaneous
- Range:** 10 meters
- Effects:** Spell vocals are not needed for this ability: simply call 'Counterspell' and don't take any effects of one spell aimed at you.

Shield of Light

- Description:** The caster is enfolded in protective light, shielding them from harm as long as they keep chanting.





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- Duration:** 30 seconds
- Range:** Personal
- Effects:** The caster is immune to all damage as long as they remain chanting for up to thirty seconds. They cannot use any offensive abilities, such as weaponry, during this time. They can still be affected by calls such as **bound** or **knockdown**, but do not take any damage from the strikes.

Freedom

- Description:** This spell instantly releases any restraints placed on the target, whether by magical or non-magical means.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** This spell directly negates any **bound** effects for the next 20 seconds, and may have further effects at a referee's discretion.

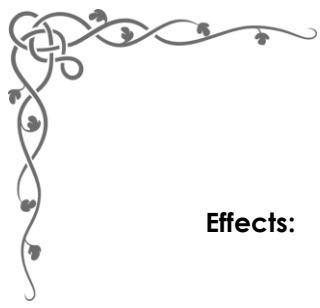
Inspiring Aura

- Description:** This enchantment causes anyone in sight of you to feel uplifted by your presence.
- Duration:** 2 minutes
- Range:** 10 meters
- Effects:** As long as the caster is stable, all allies within Area call 'No Effect' to Fear for two minutes.

Blessing

- Description:** Blesses a person, granting their weapons the ability to pierce any darkness.
- Duration:** 10 minutes
- Range:** Touch





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Effects: The person must call **Blessed** on the next 5 attacks with any melee or ranged weapons, including thrown. Expires if unused by end of duration.

Bolster Ability

Description: Sometimes inspiration comes with a flash of light.

Duration: 30 minutes

Range: Touch

Effects: Grant a single target an increase in one skill for a 30 minutes equivalent to an additional skill pick in that skill. For example, if cast on someone with Melee 2 and they choose to increase Melee, for half an hour they would temporarily have Melee 3. This cannot be used for crafting slots as they represent effort over time but can be used on crafting skills for the purpose of repair: e.g. Increasing crafting for faster armour repair. This spell can only affect two people at a time, requiring a separate cast for each, and only being applicable once per person. This spell may not provide a bonus to any Magical skill or the Devotion skill.

Healing Light

Description: The power of light knits your targets wounds.

Duration: 10 seconds

Range: Touch

Effects: Your target is healed by two hit points to the location(s) of your choice, as per the **heal** call. This can be two hit points to one location or one hit point each to two locations. This spell does not pause the target's death count.

Tier 3 (Expert): 5 Magic Points

Sanctuary

Description: Create an impenetrable barrier surrounding you and your companions.

Duration: 2 minutes

Range: 10 meters





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Effects: This spell can be maintained for up to two minutes. Everyone, friend or foe, within the Area is immune to damage, taking **No Effect** from any attacks or call. No-one can enter or leave without the caster's bidding. The caster cannot move or cast any other spell during this time.

Exorcism

Description: The caster purges the target of any malign forces, using lumomancy to return the target to its natural state.

Duration: Situational

Range: Touch

Effects: This spell enables you to attempt to force a possessing entity – daemonic or otherwise - from its host, an item or from an area, be it caused by an item or person. Due to the highly variable context of this spell, a referee should supervise casting. This spell can also be used as a direct counter to the **Umbramancy: Tier 3** spell, Possession. However, this spell cannot be used to resist Possession directly cast in response against the caster.

Resurrection

Description: The caster brings life back to one who has recently departed, calling back the soul before it leaves this world.

Duration: Situational

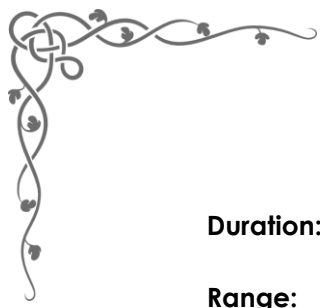
Range: Touch

Effects: This spell has a chance to resurrect a dead target of the caster's choice, restoring their inner light. This must be cast within 10 minutes after the target's death count has hit zero. The health of a successfully resurrected character depends on the marble drawn during the resurrection process. Armour and Global hits count as normal.

Healer's Blessing

Description: Lumomantic magic flows from the caster into the target, knitting together all their wounds as if they had never come to harm.





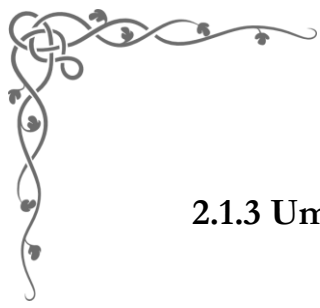
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Duration: 10 seconds

Range: Touch

Effects: After 10 seconds of chanting, up to four targets, friend or foe, touching the caster have all of their Body Hits restored.





2.1.3 Umbramancy: Shadow Magic

Tier 1 (Novice): 1 Magic Point

FREE:

Shadow Walking

- Description:** This spell allows the caster to pass somewhat undetected through the shadows.
- Duration:** 2 minutes
- Range:** Personal
- Effects:** Caster gains **Stealth: Adept** for two minutes. They cannot bring others into stealth with them.

LEARNT:

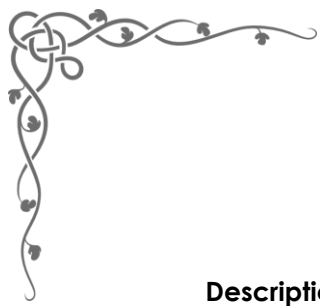
Blood Transfusion

- Description:** The Caster transfers the life force of another into the target to renew their vigour.
- Duration:** 5 seconds
- Range:** Touch
- Effects:** The caster can transfer one health point per casting from one willing or unresisting target (including themselves) to another. It takes five seconds to transfer the health point. Death count is not paused during casting.

Befriend

- Description:** Shadow magic clouds the target's mind, making them believe the target is one of their best friends.
- Duration:** 2 minutes
- Range:** Touch
- Effects:** For two minutes, the target feels as though the caster is a close personal friend. They still have free will and are not under the casters control. This spell is broken if the caster attacks the target.





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Reanimate Corpse

- Description:** The caster resurrects one nearby corpse, bending it to their will.
- Duration:** 2 minutes
- Range:** Touch
- Effects:** The indicated corpse receives two Body hits per location for two minutes, and follows any instructions given from the caster. Note: this is a corpse, please roleplay appropriately. The caster can only control one corpse at a time.

Haunted

- Description:** The target is overcome with a sense of dread.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** Upon touch or a successful hit, this spell causes **Fear** on a single target.

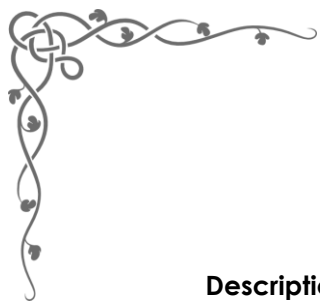
Shadow Strike

- Description:** Inflicts one point of damage on the indicated target.
- Duration:** Instantaneous
- Range:** 10 meters
- Effects:** **Damage 1: Chest.**

Deanimate Corpse

- Description:** The caster dispells the magic animating a single corpse.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** This does not work with bodies controlled by Revenant. This can work on a corpse controlled by another.





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Whispers in the Dark

- Description:** The caster may attempt to call upon the spirits in the area to provide an answer to one question.
- Duration:** 2 minutes
- Range:** Personal
- Effects:** This spell may grant information, at a referee's discretion, but the spirits may not show patience to those who repeatedly call out for aid.

Illusion

- Description:** You create an illusion in a specified direction, distracting a target.
- Duration:** 2 minutes
- Range:** 10 meters
- Effects:** Your indicated target is distracted by a sudden sound in a specified direction. This will occupy them for two minutes, unless something else draws their attention.

Tier 2 (Adept): 3 Magic Points

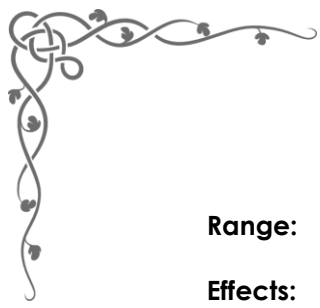
Counterspell

- Description:** The caster uses their magical abilities to counter the effects of a spell aimed at them.
- Duration:** Instantaneous
- Range:** 30ft
- Effects:** Spell vocals are not needed for this ability: simply call 'Counterspell' and don't take any effects of one spell aimed at you.

Death Stare

- Description:** Calling upon nameless terrors, the caster can cause anyone in sight of them to turn around and run away screaming.
- Duration:** Instantaneous





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Range: 10 meters
Effects: This spell induces **fear** in three indicated targets.

Inflict Pain

Description: Shadow magic courses through the target's veins, igniting their nerves with jolts of pain
Duration: Instantaneous
Range: 10 meters
Effects: Inflicts **pain** upon two indicated targets.

Blood Frenzy

Description: Shadow magic fills the targets mind, clouding their judgement, numbing their senses until they feel nothing but the call of blood and death.
Duration: 10 seconds
Range: 10 meters
Effects: The target is driven into a blood frenzy, attacking all in their line of sight. Target ignores damage received for ten seconds but sustains all damage once spell wears off. This does not allow the target to ignore any Call affects, only the damage caused by them.

Bend Will

Description: The caster speaks but a word, which the target must obey. Eg. *'With the power of Adept Umbramancy I bend your will to make you **dance**.'*
Duration: 20 seconds
Range: Touch
Effects: The caster can give the target one word command which they must obey for twenty seconds.





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Chains of the Underworld

- Description:** This spell calls up dark tendrils from the shadows and trap your target, holding them helpless.
- Duration:** Instantaneous (under the **Bound** affect)
- Range:** 10 meters
- Effects:** This spell causes **Bound** on the target.

Enthral

- Description:** The target falls into a trance, lured in by the casters voice.
- Duration:** 5 minutes
- Range:** 10 meters
- Effects:** For up to five minutes, the target follows the caster in a trance, as long as the caster continues vocalising.

Tier 3 (Expert): 5 Magic Points

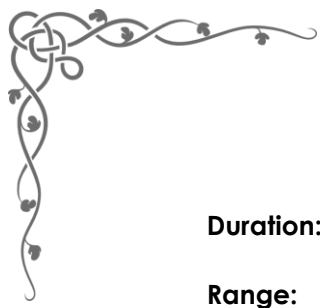
Kiss of Death

- Description:** On the casters next successful strike on their opponent, the life drains from their body. Only the fastest hands can hope to save this doomed victim, for Lady Death has come for them.
- Duration:** Instantaneous
- Range:** Touch
- Effects:** The caster must either strike the opponent with a melee weapon or touch them with a hand to complete the effect. The caster must succeed within 30 seconds of casting the spell or there is no effect. On a successful strike, the wielder does 8 damage to the chest. This does NOT bypass armour or global hits. This may be parried.

Revenant

- Description:** The caster calls into the world beyond, calling back the soul of the recently departed... for a time.





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Duration: 30 minutes

Range: Touch

Effects: This spell will call back a person from the dead for half an hour, during which they will entirely be under the caster's control. The person is fully restored but can only be healed by magical means. Once this spell wears off, or the victim is reduced to death count, the body turns to ash.

Possession

Description: The caster gains full control over the victim for up to 5 minutes. Their will becomes your will, their mind your mind. A referee must be present during the casting of this spell – please get a referee before casting the spell.

Duration: 5 minutes

Range: Touch

Effects: The victim cannot perform any action that will directly harm themselves. The victim is unaware of any action they take unless you decide otherwise. If the victim is put on their death count or knocked unconscious, this spell ends.

Shadow Form

Description: You dissolve into the shadows themselves, and nothing but the power of light can harm you.

Duration: 10 minutes

Range: Personal

Effects: You cannot be harmed by any physical and magical attacks, unless they are from the Lumomancy discipline. You can utilise **Stealth: Tier 3** at will without the need for cover. You cannot attack anyone whilst in this state.





2.2 Thaumaturgy

Thaumaturgy is gained through the magical research skill. It gives you the ability to create new spells and magical abilities, or to improve upon existing ones using thaumaturgy work points (TWP). Thaumaturgy requires the individual to be proficient in at least one of the magical spheres: Naturamancy, Lumomancy or Umbramancy. You receive TWP as follows:

Magical Research Skill:

	At Events	Downtime
Tier 1	5	10
Tier 2	10	20
Tier 3	15	30

Thaumaturgy does not have a standard crafting list, nor can researchers collaborate due to the personal nature of magical research. Characters may assist each other with their research roleplay - which, if well done, may give you a small bonus to your research at the supervising referees discretion - but may not contribute points to a single, shared project. They may, however, work with crafters on talisman projects if required.

To use Thaumaturgy, you need to think of a spell from your magic discipline that you want to adapt; or have an idea for a completely new spell drawing on a discipline you have studied. You will be told by a referee how much this proposed project will cost, and you may decide whether or not you wish to go forwards with it and invest the points. The number of points invested overall will have an effect on how powerful the spell is. You can submit as many or as little points as you like each event, up to your maximum amount of TWP. It is not possible to work on more than one project at a time. If you have a project, you can contribute a number of points to it each downtime until it is complete. Once it is complete, you will receive a card or 'lammie' in your player pack at the start of the next event with the details of the spell on. Be warned though; magic is not a precise science, and your spells may have some unforeseen effects, which your supervising ref will let you know in advance.

Thaumaturgy can now be submitted between events, using a Thaumaturgy Project Form. Although you can submit a paper form at an event, it is easier for us if you do it online.

