

# Advanced Rules Section

## Advanced Character Development

At End of Seasons we pride ourselves on a fast paced and simple combat resolution. This way the story is never overshadowed by the system. The Advanced Rules Section covers topics a player doesn't need to know during their first stop in the Realm of Seasons, including Vocations, Rites and Rituals and Weapon Construction.

Vocations are an advanced mechanic, and some players may choose to ignore them entirely preferring to rely only on the skills provided by their combat Archetype.

Rituals and Rites are mostly used by the spell casting Archetypes in End of Seasons and although most characters should know what they are, knowing how they work is not a requirement. Although most spell-casters, especially the Ritualist Archetype, are encouraged to read the Rituals section, it isn't mandatory, as this Archetype doesn't have to acquire these skills.

Weapon and armor construction is not for the faint of heart, but there is a small chapter on how to construct them in this section. End of Seasons sells boffer weapons, and can recommend some online sites for more exotic tastes.

# Section 1: Vocations

## Vocations

### Introduction

Vocations are a way for your character to have a secondary skill that complements your fighting and magical prowess. You can advance in your vocation using Vocation Points (V.P.s).

Vocations are ranked from level 1 to 10. At levels 1 through 3, you are considered an Apprentice; 4 through 6 a Journeyman; 7 through 9 a Master; and level 10 a Grandmaster. At each tier above Apprentice (Journeyman, Master, and Grandmaster) you must complete a quest. These quests usually take on the form of the production of a masterwork appropriate to your Vocation, though other “forms” and “tests” to gain the next Tier are not unheard of.

### VP Cost

The cost to learn a Vocation level and the level itself are the same i.e. to learn level 7 in a Vocation will cost you 7 VP. The only difference in this is level 1: each additional vocation that you pick up costs you 1 extra VP for the first level. For example, if you learn Scholar it will cost you 1 VP to get to level 1. If you want to also learn how to be an Entertainer, it will cost you 2 VP to learn level 1. The reason for this is that it becomes more difficult to diversify your interests in vocations, though once you get started progression is the same.

When you begin the game, you cannot start with more than three levels in a particular vocation i.e. you cannot start above Apprentice level.

You earn Vocation Points at the same rate you earn Character Points. Character Points and Vocation Points are different entities, and there is no crossover i.e. you cannot spend VP to purchase CP based skills, and vice-versa. The exception to this is that you can use CP to purchase Vocations UP TO APPRENTICE LEVEL i.e. you may use CP to purchase up to level 3 in a particular vocation.

### Phases

Vocational skills can be used during 2 distinct Phases: **Intervening** and **Throughout**.

Throughout equates to skills you may use during the course of the event. Intervening are skills that you may only use between events at the Vocation Station (see below in the Vocation Station section), which is only available on-line (you must have internet access to use Intervening vocational skills). Intervening skills can be played **from one week AFTER an event until one week BEFORE an event** to give the staff enough time to process your requests. Note that Throughout and Intervening skills are NOT interchangeable.

### Production Points and Collaboration

Your level in your Vocation allows you to generate a like number of Production Points (PP) during the Intervening phase of Vocations. For example if you have Alchemy Level 3, you will generate 3 PP during the Intervening phase. Production Points are used to create Products, look for Raw Materials and Components, do research, and to generally make use of your Vocation.

Production Points can be traded between players at the Vocation Station, allowing players to collaborate to create Products or research specific topics, with the following rules:

- You can only transfer Production Points to someone who is a higher tier than you
- You may only transfer half your level of Production Points (rounded down) per Intervening period.
- You may only transfer your Production Points to one person per intervening period. per vocation.

The first rule takes into account the ability of higher level artisans to coordinate the actions of those who serve them. The second two rules involve the nature of the work you might do – you can only spend half of your PP and still be able to perform the core duties of your Vocation, and the level of work and concentration you must dedicate means you can only help one person in your field of expertise.

Production Points can be “banked” between events if you so choose - this is the default action for PP if you neglect to log in and handle them. PP are only accumulated during events that you have attended.

## Recipes and Actions

'Recipe' is a broad term that we use to indicate a set of instructions for using a Vocation to create a physical effect; they can be as varied as the instructions for making armor to a special method for Bureaucrats to use. A Recipe is usually broken down as follows:

**Name:** the name of the recipe

**Materials:** the items needed to create the effect specified in the Recipe

**Production Points:** the PP needed to create the recipe. Note that these PP can be from different vocations; for example, you need Alchemist PP and Bureaucrat PP in order to create Product: Poison Salve

**Effect:** what you get when you combine all the ingredients and the proper PP

Note that you DO NOT need to be able to read and write to use a recipe, unless otherwise stated. Additionally, Recipes can only be used during the Intervening phase of the game, unless otherwise specified.

Actions are activities your character can take that have a direct effect. Sometimes these Actions have a material object (Product, Raw Material, or Component) necessary to “activate” them. Other times they can be performed without any material assistance. Actions can take place both in the Intervening and Throughout phases of the game – see the “Timeframe” next to the Action to see when you may use it. Unless otherwise noted, **all Throughout Actions take 100 seconds to use.** If an Action requires a material, that material is consumed and should be dropped in an Out of Game box every time you use that Action, unless otherwise noted.

## Products, Raw Materials, and Components

All items in the End of Seasons game-world are divided into 3 distinct groups: **Products, Raw Materials, and Components.**

Products are items that a character can make using PP combined with Raw Materials and/or Components. Every Product has a tag associated with it, allowing you to sell or trade these items in game. In addition, every Product has an expiration date associated with it; if no expiration is listed, the Product never expires. If you neglect to use a Product before the expiration date, that Product cannot be used and must be turned in or destroyed at the earliest opportunity.

Raw Materials are (generally) produced by Laborers and Hunters, and are usually limited to ore and foodstuffs. Raw Materials frequently need to be extracted from their habitat, and it is rare to find a Raw Material ‘in the wild’ during the course of the game.

Components are divided into 3 categories - Animal, Vegetable, and Mineral. Components can be generated by Explorers as well as found “in the wild” during the course of a game. Anyone who finds a Component can pick it up and carry it – there is no requisite for being able to find or identify Components. Components do not have an expiration date – note, however, that they all have a season attached to them (Winter, Spring, Summer, or Autumn). This season is not endemic to a specific Component, so it is possible to have a *Component: Crystalized Mana (Winter)* and *Component: Crystalized Mana (Spring)*. More on the uses of Components can be found in the Alchemy Vocation.

## The Vocation Station

In order to allow Vocation management to go smoothly, there will be a “check-in” and “check-out” portion of the event. During the Intervening period, you will spend your Production Points at the Vocation Station (available on-line, as previously discussed) in order to create Products. These Products will be available for you during check-in when you come into game.

At the end of the event you must check out your vocation skills. During this time we will make a “check-out” box available for you, along with some envelopes. You must fill out an envelope with your name, your character’s name, and your player number FOR EACH character who played the event.

Each envelope should contain a Product: Meal (or 2 if you're playing somebody with the Hungry Quality), to indicate that your character is eating between events, and five silvers worth of maintenance (the material cost of living.) In addition, you can put as many Raw Materials, Components, or Products in the envelope as you wish. These items will be put in the “bank” for you, allowing you to use your Vocations during the Intervening period.

Additionally, you can put the following items into your check-out envelope to be applied to your character:

Spellbooks you wish to scribe scrolls from (Scholar only)  
Recipes you wish to memorize  
Mines you wish to start working on (Laborer only)  
Money (though see below)

**Note:** Recipes may NOT be stored in the bank unless you are memorizing them. Any recipes that are handed in will attempt to be automatically memorized before you begin the Intervening period. If you do not have sufficient PP to memorize a Recipe, that Recipe will be destroyed!

You may withdraw goods from your account at any time during the Intervening period (from one week after an event to one week before it). Goods that are withdrawn will be available for you at check-in. If you opt to withdraw goods, you can't change your mind and put them back – once an item is slotted for withdrawal, it cannot be put back until the Check-Out phase of the upcoming event.

The only exception to this is money - you may only DEPOSIT money into an account or TRANSFER money between accounts. You can NEVER withdraw it, but you may use it to purchase Intervening goods. If you are a Merchant and choose to receive payment via the Vocation Station for a Transaction, sale of goods, etc. be aware that you cannot remove this money from your account. If you wish to receive physical coin for goods, you must sell the goods in-game.

## **The Vocations**

There are 11 vocations in total:

Alchemist – These fellows brew potions that enhance characters  
Bureaucrat – They dabble in government and information gathering  
Cook – Preparing foods for players to eat that can give them bonuses  
Doctor – Skilled at healing the masses  
Engineer – Both lock pickers and inventors  
Entertainer – Skilled at lightening the hearts and enhancing the heroes  
Explorer – Explorers find resources and Mines  
Laborer – Skilled at getting resources from the earth  
Merchant – Those that buy and sell items in the world  
Scholar – This vocation can do research on arcane subjects  
Smith – Crafters that fashion things out of metal

Under the descriptions we've added a small section called “Attributes” - these are the types of people that usually gravitate towards these kinds of vocations; they are by NO MEANS written in stone, and you should feel free to play them as you like – they are merely guides if you're unsure of what kind of Vocation you wish to take based on your character concept. Again, to be clear, there is no reason you cannot play an Introverted Entertainer, for example – the sky's the limit!

## **Basic Vocation Skills**

All Vocations start with a base set of skills; these skills are available regardless of which vocation you choose:

Level 3: Memorize Recipe: Apprentice  
Level 6: Memorize Recipe: Journeyman  
Level 9: Memorize Recipe: Master  
Level 10: Create Recipe (varies)

## **Create Recipe**

Grandmaster's have the ability to create recipes for others to use. The cost and method of this varies, and is an in-game component; the method by which recipes can be created will be as varied as the recipes themselves!

**Memorize Recipe**

By spending PP, you can memorize a written recipe. Once a recipe is memorized, it will always be available to you at the Vocation station; however, once it is memorized, the Recipe disappears. You may only memorize recipes up to the appropriate skill level (i.e. an Apprentice cannot memorize a Journeyman recipe) and you may only memorize recipes for which you have the appropriate vocation (a Master Scholar cannot memorize an Apprentice Bureaucrat recipe, for example).

<i>Cost of Memorizing Recipes per Level</i>	
Apprentice:	3 PP / recipe
Journeyman:	5 PP / recipe
Master:	7 PP / recipe

## Alchemist

Alchemists are chemists and philosophers, studiers of the elements and experimenters extraordinaire. They are brewers, herbalists, and snake-oil merchants. Alchemists have a close relationship with the natural world that surrounds them, and are constantly cultivating, boiling, brewing, and (occasionally) drinking their concoctions.

*Attributes: Curious, Nature-Loving, Scatter-brained, Introverted*

*Gameplay: Mostly Off-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Recipe	Product: Ink	Intervening
	Recipe	Product: Clothweave Solution	Intervening
2	Action	Distill Component: Apprentice	Intervening
3	Recipe	Product: Potion (Apprentice)	Intervening
<b>4 (Journeyman)</b>	Recipe	Product: Leatherwash Solution	Intervening
	Action	Distill Component: Journeyman	Intervening
6	Recipe	Product: Potion (Journeyman)	Intervening
<b>7 (Master)</b>	Recipe	Product: Steelbind Solution	Intervening
	Action	Distill Component: Master	Intervening
9	Recipe	Product: Pente	Intervening
	Recipe	Product: Potion (Master)	Intervening

### Distill Component

By using this skill, an Alchemist can combine Components to form a Component of their choosing. The difficulty of this task has a base of 10, and is assigned the following modifiers:

<i>Component Modifier</i>	<i>Modifier</i>
Each Component that is of your Season (see Components for more details):	-1
Each Component used during your Throne's Favored Season:	-1
Each Component that is opposite your Throne's Season: (opposite season is defined as Winter/Summer, Fall/Spring)	+1
Rarity of the Component you wish to create:	+1 to +5
Each "Very Rare" Component used in the conversion:	-1
Each "Unique" Component used in the conversion	-2
Your rank in Distill Component:(Apprentice to Master)	-1 / -3 / -5

The end number is the number of Production Points you must spend to convert to the Component you wish. This will all be handled in the Vocation Station, allowing you to do some (minor) experimentation to get the best results. Note that you must create a component in one shot, so you may need to bank Production Points for more difficult or advanced Components. Regardless of you target number, you must always use 1 Component and 1 Production Point to Distill a Component.

Components created via Distill Component inherit the quality of whichever Throne you belong to i.e. a Winter Alchemist distilling a Component of Black Rose will create a Component: Black Rose (Winter)

*Ex. It is winter. Vladimir is a Master Alchemist in the Throne of Winter with the Distill Component: Master skill. He wishes to convert a handful of Components he has to Lich Dust, a Unique Rarity component that is very difficult to find.*

*Vladimir starts at 10.*

*He adds 5 to this for the Unique component.*

*He subtracts 5 from the Difficulty because he has Distill Component: Master, giving him a target of 10 PP, a little rich for his blood.*

*Vlad checks his inventory and finds that he has 3 Components he wishes to use in the distillation;*

*2 of the Season: Winter and 1 Very Rare Component of the Season: Summer. This gives him a -5 on the Difficulty:*

*2 Winter Components = -2*

*1 Very Rare Summer Component = 0 (see below)*

*3 Components used during Winter = -3*

*Total: -5*

*It costs a total 5 production points to create (10 – 5). Note that the Very Rare Summer component cancels out its bonus (-1 for Very Rare, but +1 for an opposing season).*

*Vlad spends his 5 PP, indicates which Components he's losing at the Station, and finds the Lich Dust in his inventory, waiting to be used.*

*Ex 2. Vlad has been desperately trying to find Component: Black Rose, a Common Component, but has had no luck. He decides to Distill one on his own.*

*Vlad starts at 10, adds 1 for the Rarity of the Component he wants, and subtracts 5 for his level. This gives him a target of 6 Production Points.*

*Master Status = -5*

*Common Component Distillation: +1*

*Total: 6 PP*

*It is currently Spring. Even though Vlad has tons of components in his inventory, he has to pick ones that are of his Season in order for them to be useful to him. He finds he has 3 Components whose Season is Winter, all of rarity Rare or lower. He converts these to give him a target of 3 PP. Grumbling, Vlad spends the 3 PP and gets the Component: Black Rose in his inventory.*

**Product: Clothweave Solution**

Materials: 2 Component: Leviathan Oil

Profession: Alchemist

Production Points: 1 PP

Phys Rep Required: No

Effect: Clothweave solution can be used by Laborers to make Reinforced Cloth

**Product: Ink**

Materials: 2 Component: Squid Ink

Profession: Alchemist

Production Points: 1 PP (Alchemist)

Phys Rep Required: No

Effect: Ink can be used by Scholars to scribe scrolls, rites, and spells.

**Product: Leatherwash Solution**

Materials: 2 Component: Salt

Production Points: 1 PP (Alchemist)

Phys Rep Required: No

Effect: Leatherwash Solution can be used by Explorers to make Cured Hides.

**Product: Pente**

Materials: 1 Component: Frostwort, 1 Component: Lich Dust, 1 Raw Material: Manarock, 1 Component: Crystallized Mana, 5 Product: Influence

Profession: Alchemist

Production Points: 15 PP Alchemist

Phys Rep Required: No

Effects: This product is the core for many Rites, and of great value to the Thrones. Pente is thought to be a derivative of Korba, though whether or not this is true the Grandmaster Alchemists refuse to say. It is a complex Alchemical process to create Pente, and Pente is heavily regulated by the Thrones to prevent a glut in the market that could cause radical power shifts. As such, the ministrations of a skilled Bureaucrat and his Influence are necessary to allow Pente to be created.

**Product: Potion**

*See the section on Potions in Appendix II. All potions require a Potion bottle phys-rep, provided by EoS.*

**Product: Steelbind Solution**

Material: 4 Component: Carbon

Profession: Alchemist

Production Points: 2 PP

Phys Rep Required: No

Effect: This product is used by Laborers to produce Steel.

## Bureaucrat

Bureaucrats occupy a special niche in the Four Thrones – they are politicians, soldiers, and spies, bending their attentions to politics and intrigues (be they at the Imperial Court, or in a back alley). Bureaucrats are the sole practitioners of the Game of the Houses (see the **Game of Houses** section for more details), and use their skills to benefit their Throne as a whole in sweeping gestures. Bureaucrats govern all manner of maneuvering across the entire realm, whether it be through the movement of troops, the greasing of economic wheels, or the discovery of some intrigue or purpose.

Bureaucrats also interact with **Contacts**, along with Merchants. While a Merchant usually tries to build a contact up, Bureaucrats excel at tearing them down.

Every Contact has 3 attributes - Loyalty, Prestige, and Protection – with a rating between 1 and 100. Loyalty is how loyal the contact is to his employer (and, thus, how easy he is to “tempt away” with a better offer), Prestige is how resourceful the Contact is, and Protection indicates how “hidden” they are from the eyes of others. Protection and Prestige can be increased by Product: Influence, while Loyalty can be increased by the Merchant skill Improve Contact. Note that these attributes are more or less permanent - they do not need to be “redone” at any point, unless the rating has been dropped by the actions of another player or NPC.

*Attributes: Scheming, Extroverted, Stealthy, Militant*

*Gameplay: Hybrid*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Research: Apprentice	Intervening
2	Create	Voting Chit (Apprentice)	Intervening
3	Action	Vicious Rumors	Intervening
	Recipe	Product: Influence (Apprentice)	Intervening
<b>4 (Journeyman)</b>	Action	Research: Journeyman	Intervening
5	Recipe	Voting Chit (Journeyman)	Intervening
6	Action	Better Offer	Intervening
	Recipe	Product: Influence (Journeyman)	Intervening
<b>7 (Master)</b>	Action	Research: Master	Intervening
8	Create	Voting Chit (Master)	Intervening
9	Recipe	Product: Influence (Master)	Intervening

### **Better Offer**

By using this skill, a Bureaucrat may try to inhibit a rival throne by removing a random contact from one of its Merchants. This skill is not always successful, and is a percentage chance based on the number of PP spent in Better Offer vs. the contact's Loyalty. This percentage chance is calculated on the back-end of the Vocation Station, and you will only be notified if you succeed or fail.

In addition, coin may be used to influence a Better Offer, increasing your Production Points for the purposes of the offer. A base rate of coin will be set at the beginning of each Intervening period, and offer the following bonuses:

<i>Better Offer Bribe Chart</i>	
Production Points	Cost
Up to 5 PP:	1 x base rate of coin / each PP
6 – 10 PP:	3 x base rate of coin / each PP
11 – 15 PP:	5 x base rate of coin / each PP
16+:	10x base rate / each PP

*Ex. To gain 6 extra PP for a Better offer, a Bureaucrat must spend 8 x base rate to raise his PP 6 points ( ( 5 x 1 ) + ( 1 x 3 ) ). To go to 10 PP, a Bureaucrat must spend 20 x base rate ( ( 5 x 1 ) + ( 5 x 3 ) ), etc.*

The maximum amount of PP you may gain in this way is 25. You may trade money for PP for Better Offer in the Vocation Station.

Each PP spent gives you a 1% chance to remove a contact. Each contact is rolled for, and on success, 5 \* PP spent is compared against the contact's Loyalty. If the Production Point number exceeds the contact's Loyalty, the contact leaves. For every Contact you manage to "kill", you gain 1 Product: Influence.

*Ex. Barishnikov is a Master Bureaucrat in the Throne of Winter Sky. He decides that the House of Spring Rain is a bit heavy in the contacts department, evidenced by the fact they always seem to have better equipment than his house. Barishnikov decides to spend 7 PP to attempt to eliminate a random contact. Because tempers and emotions have been running high due to a recent (apparent) assassination attempt against the Throne of Spring, the current base rate of coin is 5 silver, a little too rich for Barishnikov's blood. He tells himself that this will be just a preliminary feeler.*

*Mike the Merchant is a Spring Merchant who has a contact with a Loyalty of 30, a Prestige of 35, and a Protection of 20. Barishnikov sends out his Better Offer, and has a 7% chance of pulling Mike's contact (since he spent 7 PP). A randomizer is rolled by the Vocation Station and, sadly, a 5 is rolled. Comparing Barishnikov's 35 (5 x PP spent) to Mike's contact's Loyalty of 30 means Mike's contact leaves for greener pastures, and Barishnikov gains 1 Product: Influence for his efforts.*

**Product: Influence**

Materials: None

Profession: Bureaucrat

Production Points:

- Apprentice: 3 PP / 1 Influence
- Journeyman: 2 PP / 1 Influence
- Master: 1 PP / 1 Influence

Phys Rep Required: No

Effect: Product: Influence is unique among products in that it represents a conceptual idea rather than a physical object. Product: Influence has several uses, including (but not limited to):

- Merchants may turn in Product: Influence at Check-Out and use the Influence to increase their contacts' Prestige or Protection. You may increase one contact's Prestige / Protection by 2 per Influence. You must indicate which facet you are increasing during checkout (Prestige or Protection)
- Several recipes (including the recipe for Pente) require Influence to demonstrate the ability of the Vocationist to navigate the complex political waters to create an item of power

Players may use Product: Influence to influence the events in the Game of the Houses (see that section for details)

**Research**

By expending PP, a Bureaucrat may research a particular question and attempt to find an answer. Players must make a written request of the desired information and wait one event for it to show up in their queue at the Vocation Station. Each inquiry will be assigned a Solution Level, and only that many PP can "unlock" the full answer. Bureaucrats are limited to asking questions of a political, military, or espionage nature. Note that sometimes Research comes up with a weak or unsatisfactory answer, so make sure to ask the right questions!

Some common costs for Research:

Production Points	Topic
1	Answer to question where answer is commonly known, i.e. which can be read up on with one days work
5	Basic background information and foundation of a topic, which can be learned within a week
10	Current common understanding of topic, which can be learned within a month
20	Answer to question where common understanding of topic is enough, requiring no new research
40	Answer to question where answer is basically known or knowable, but requires extensive search of existing knowledge and some new research
50	Feasibility and estimate for new research or invention
50+	Answer to questions where answer is unknown in available research material, but is knowable (new research)

**Product: Voting Chit**

This Skill allows the Bureaucrat to generate one Voting Chit for use during the Game of the Houses (see that section for details). Voting chits are accumulated at the following rates:

Apprentice: 1 PP / 1 Chit  
Journeyman: 1 PP / 2 Chits  
Master: 1 PP / 3 Chits

**Vicious Rumors**

By using Vicious Rumors, a Bureaucrat may attempt to lower at random the Prestige and Loyalty of one or more contacts of a rival Throne. The more PP spent, the more likely it will affect multiple targets of increasingly higher level. Only a contact's Protection is any safeguard against Vicious Rumors.

You may only target one Throne per event, including your own Throne if you wish. The roll to see if Vicious Rumors succeeds will take place just before the NEXT Intervening phase, not during the current one i.e. you will have to wait until the next intervening phase to see if you are successful.

*Ex. Barishnikov is a Master Bureaucrat in the Throne of Winter Sky. He decides that the House of Summer Thunder has been getting too uppity lately, and feels they might need to drop some resources into defending their contacts. Barishnikov decides to dump 7 PP into Vicious Rumor against Summer Thunder.*

*Barishnikov's 7 PP give him a base 35% chance to harm the contacts in the Throne of Summer Thunder. Each contact subtracts their Protection level from this 35% chance, and a randomizer is rolled. If the randomizer is less than (base cost – protection), between 1 and 7 points are lost from Prestige and Loyalty.*

*So, to further the example – Mike the Merchant has a contact with a Loyalty of 30, a Prestige of 35, and a Protection of 20. In the example above, Mike's chance of being hurt by a Vicious Rumor is 15%. A randomizer is rolled by the Vocation Station and, sadly, a 12 is rolled – Mike's contact falls prey to a Vicious Rumor – the randomizer is rolled again, and Mike's contact loses 5 points of Loyalty and 4 points of Prestige.*

## Cook

Anxious for people to be fed and happy, Cooks cover everyone from the chef du cuisine to the local innkeeper to the mess sergeant slopping gruel for the troops. In addition to the normal meals that everyone requires to function day-to-day, Cooks collect recipes to bolster the strength and morale of their diners, and are said to be able to make food from almost nothing.

*Attributes: Portly, Extroverted, Mothering, Easily insulted (if you're talking about their food, that is!)*  
*Gameplay: Mostly Offstage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Recipe	Product: Meal (Apprentice)	Intervening
2	Recipe	Product: Rabbit Foot Stew	Intervening
3	Recipe	Product: Jumpjuice Improvise Meal (Apprentice)	Intervening Intervening
<b>4 (Journeyman)</b>	Recipe	Product: Turtleshell Dinner	Intervening
	Recipe	Product: Honeyed Quartz	Intervening
5	Create	Product: Meal (Journeyman)	Intervening
6	Recipe	Product: Poppy Surprise Improvise Meal (Journeyman)	Intervening Intervening
<b>7 (Master)</b>	Recipe	Product: Ghasttongue Sandwich	Intervening
8	Create	Product: Meal (Master)	Intervening
9	Recipe	Product: Frostwort Blossom Improvise Meal (Master)	Intervening Intervening

### **Improvise Meal (Create Raw Material: Foodstuff)**

By tapping into their innate ability to make something from nothing, a cook may improvise a Foodstuff from raw components.. The levels are as follows:

Apprentice	10 Components / 1 Foodstuff
Journeyman	5 Components / 1 Foodstuff
Master	3 Components / 1 Foodstuff

Each Foodstuff you wish to make costs a flat 2 PP.

### **Product: Frostwort Blossom**

Materials: 1 Component: Frostwort  
 Profession: Cook  
 Production Points: 4 PP  
 Phys Rep Required: No  
 Effect: Self Vocation Greater Resist: Blight

Any who consume a Frostwort Blossom receive the effect mentioned above. It takes 10 seconds to consume a Product: Frostwort. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Blight effect or save it for something more dangerous.

### **Product: Ghasttongue Sandwich**

Materials: 1 Component: Ghast Tongue  
 Profession: Cook  
 Production Points: 3 PP  
 Phys Rep Required: No  
 Effect: Self Vocation Greater Resist: Maim

Any who consume a Ghasttongue Sandwich receive the effect mentioned above. It takes 10 seconds to consume a Product: Ghasttongue Sandwich. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Maim effect or save it for something more dangerous

**Product: Meal**

Materials: 2 Raw Material: Foodstuff

Profession: Cook

Production Points:

- Apprentice                    3 PP
- Journeyman                   2 PP
- Master                         1 PP

Phys Rep Required: No

Effect: n/a

A Product: Meal must be turned in by every character at the end of the event to indicate that they are feeding themselves in the intervening months. Meals can expire, so check the date of expiration before turning the Meal in!

**Product: Honeyed Quartz**

Materials: 1 Component: Quartz, 1 Component: Dried Cicada

Profession: Cook

Production Points: 2 PP

Phys Rep Required: No

Effect: Self Vocation Greater Resist: Disarm

Any who consume a Honeyed Quartz receive the effect mentioned above. It takes 10 seconds to consume a Product: Honeyed Quartz. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Disarm effect or save it for something more dangerous.

**Product: Jumpjuice**

Materials: 1 Component: Henbane, 1 Component: Black Rose

Profession: Cook

Production Points: 1 PP

Phys Rep Required: No

Effect: Self Vocation Greater Resist Slow

Any who consume a Jumpjuice receive the effect mentioned above. It takes 10 seconds to consume a Product: Jumpjuice. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Slow effect or save it for something more dangerous.

**Product: Poppy Surprise**

Materials: 2 Component: Bloodroot

Profession: Cook

Production Points: 3 PP

Phys Rep Required: No

Effect: Self Vocation Greater Resist Pain

Any who consume a Poppy Surprise receive the effect mentioned above. It takes 10 seconds to consume a Product: Poppy Surprise. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Pain effect or save it for something more dangerous.

**Product: Rabbit Foot Stew**

Materials: 1 Component: Rabbit Foot

Profession: Cook

Production Points: 1 PP

Phys Rep Required: No

Effect: Self Vocation Greater Resist Root

Any who consume a Rabbit Foot Stew receive the effect mentioned above. It takes 10 seconds to consume a Product: Rabbit Foot Stew. The tag should be dropped in an Out of Game box after the food is consumed. This

resist is considered to be a “smart” resist, in that the player may choose whether to resist a Root effect or save it for something more dangerous.

**Product: Turtleshell Dinner**

Materials: 2 Component: Turtle Shell

Production Points: 3 PP (Cook)

Phys Rep Required: No

Effect: Self Vocation Greater Resist Stun

Any who consume a Turtleshell Dinner receive the effect mentioned above. It takes 10 seconds to consume a Product: Turtleshell Dinner. The tag should be dropped in an Out of Game box after the food is consumed. This resist is considered to be a “smart” resist, in that the player may choose whether to resist a Stun effect or save it for something more dangerous. Note that this will not revive a person who is in their Stun count – only a Remedy: Stun will do that!

## Doctor

Doctors encompass a larger number of professions than you would think at first glance – medics and physicians, certainly – but also torturers, necromancers, assassins, and poison-merchants. Doctors are fascinated with the workings of mortal physiology, and it is a small step to use this knowledge for weal rather than woe.

*Attributes: Intelligent, Brooding, Curious, Unflappable*

*Gameplay: Mostly On-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Beginners First Aid	Throughout
2	Action	Advanced First Aid	Throughout
3	Action	Repair Limb	Throughout
<b>4 (Journeyman)</b>	Recipe	Product: Lesser Healing Salve	Intervening
	Recipe	Product: Lesser Poison Salve	Intervening
5	Action	Revive	Throughout
6	Action	Repair Limb: Greater	Throughout
	Recipe	Product: Salve of Agony	Intervening
<b>7 (Master)</b>	Recipe	Product: Bandages	Intervening
	Recipe	Product: Healing Salve	Intervening
8	Recipe	Product: Smelling Salts	Intervening
	Recipe	Product: Poison Salve	Intervening
9	Recipe	Product: Greater Healing Salve	Intervening
	Recipe	Product: Greater Poison Salve	Intervening

### **Beginners First Aid**

By holding a hand above the target (a few inches) and saying “Vocation Sense Status”, the player can tell you what maladies are currently afflicting them (limited to Alive, Bleeding, Dead, and Unconscious). This skill also convey the ability to stop the target's Bleed Count if they are Bleeding, though the Bleed Count must be resumed once the contact is broken from the point where it was left off.

*Ex. DaVinci the Dwarf has been struck down by a handful of goblins on the road. He is counting out his Bleed Count and gets to 79 when his friend Rafael runs over to him and places a packet on his chest, whispering 'Sense Status.' DaVinci says “Bleeding,” and halts his bleed count. Suddenly, a few more goblins step out of the woods and Rafael is forced to break contact to defend himself. DaVinci takes up his count again at 79 and hopes for a miracle...*

A Doctor may only use this skill if they are conscious and have one hand free (including weapons, shields or packets) this hand must be the one administering first aid. A player may invoke this ability on two targets at the same time, in order to keep two targets from bleeding to death; however the character is unable to remedy bleeding, until stopping first aid on one the recipients. This skill may be used as many times as the player likes.

### **Product: Bandages**

Materials: 1 Raw Material: Textile

Profession: Doctor

Production Points: 2 PP

Phys Rep Required: Yes (bandages)

Effect: Skill Remedy Bleeding

Bandages empower the recipient with the ability to use the Stabilize skill, as the Doctor skill of the same name. If the recipient also has the Stabilize skill (i.e. is a Doctor of level 2 or greater), the time period to perform a Stabilize is reduced to 10 seconds. The Product is consumed when used, and the tag should be dropped in an Out of Game box at first opportunity. You may only use this product if you are conscious and have both hands free (including no weapons or packets).

### **Product: Healing Salve (Lesser, Standard, Greater)**

Materials:

– Lesser: 2 Component: Silverweed, 2 Component: Saracen Confound

- Standard: 1 Component: Sweetgrass, 2 Component: Goldweed
- Greater: 1 Component: Unicorn Horn, 1 Component: Liferoot

Profession: Doctor

Production Points:

- Lesser 3 PP
- Standard: 5 PP
- Greater: 7 PP

Phys Rep Required: No

Effect: Vocation (1/2/3) Healing

This product can be applied to a person in any State to heal them for 1, 2, or 3 points (Lesser=1, Standard=2, Greater=3). The Salve must be opened and applied to the target. It can revive someone who is Bleeding and allow them to skip the Stun period (as if they were hit with a healing spell). If applied to a person who is Stunned, however, it does not Remedy the stun, though it will heal that many body points.

**Product: Poison Salve (Lesser, Standard, Greater)**

Materials:

- Lesser: 4 Component: Newt Eye, 2 Component: Lead, 1 Product: Influence
- Standard: 1 Component: Woad, 1 Component: Rutilated Quartz, 1 Component: White Lotus, 2 Product: Influence
- Greater: 1 Component: Lich Dust, 2 Component: Woad, 3 Product: Influence

Profession: Doctor

Production Points:

- Lesser 4 PP Doctor
- Standard: 6 PP Doctor
- Greater: 8 PP Doctor

Phys Rep Required: No

Effect: Weapon Blight Greater Favor Quality Poison (1/2/3)

This product Favors a melee weapon (not a person) with the ability to hit for an additional point of damage whose source is “Blight” per tier of the Salve (a melee weapon with a Lesser Poison Salve hits for **one** “Blight 2” attack, a melee weapon with a Standard Poison Salve hits for one “Blight 3” attack, etc.).

The Salve must be opened and applied to the melee weapon by the user. It cannot be applied to claws or to fists. In most lands it is illegal to be in possession of a Product: Poison, and the Bureaucrat Production Points are to needed to “grease the wheels” of government to allow for the Salve to be created

**Product: Salve of Agony**

Materials: 1 Ghost Tongue, 1 Obsidian, 1 Bloodroot, 2 Product: Influence

Profession: Doctor

Production Points: 5 PP (Doctor)

Phys Rep Required: Yes (potion bottle, provided by EoS)

Effect: Blight Greater Favor Quality Pain

This product Favors a melee weapon (not a person) with the ability to hit for **one** “Blight: Pain” attack. The Salve must be opened and applied to the melee weapon by the target

The Salve must be opened and applied to the melee weapon by the target. It cannot be applied to claws or to fists. It is illegal to be in possession of a Product: Salve of Agony, and the Bureaucrat Influence is needed to “grease the wheels” of government to allow for the Salve to be created.

**Product: Smelling Salts**

Materials: 4 Component: Stinkweed

Profession: Doctor

Production Points: 4 PP

Phys Rep Required: No

Effect: Vocation Remedy Stun

Smelling Salts Empower the recipient with the ability to Revive (Remedy: Stun), as the Doctor skill of the same name. The Product is consumed when used, and the tag should be dropped in an Out of Game box at first opportunity. You may only use this product if you are conscious and have both hands free (including no weapons or packets).

### **Repair Limb (Standard/Greater)**

By touching the target with a packet and saying “Skill Vocation Remedy Maim/Greater Maim”, you may remedy one maim or greater maim effect on another person. This packet cannot be thrown. The Doctor must administer (role-play fixing the maimed limb) to the patient for 100 seconds in order to gain this ability. Note that the target does not have to enter Rest in order for this effect to be used, so they do not have to lose any beneficial effects they might have on their person. A Doctor may only use this skill if they are conscious and have both hands free (including no weapons or packets). This skill may be used as many times as the player likes.

### **Revive**

By touching the target with a packet and saying “Vocation Remedy: Stun”, you may remedy one Stun effect on another person. This packet cannot be thrown. This skill takes a count of 50 to execute, and can be used as many times as the player likes. A Doctor may only use this skill if they are conscious and have both hands free (no weapons and may only have a single packet).

### **Advanced First Aid**

By holding a hand above the target (a few inches) and saying “Vocation Sense Status”, the player can tell you what maladies are currently afflicting them (limited to Alive, Bleeding, Dead, and Unconscious). This skill also conveys the ability to stop the target's Bleed Count if they are Bleeding, though the Bleed Count must be resumed once the contact is broken from the point where it was left off.

The Doctor can also Remedy Bleeding after they maintain contact with the target with a free hand for 50 seconds, and say “Vocation: Remedy Bleeding” at which point the target must stop their Bleed Count and begin their 100 second Stun count. A Doctor may only use this skill if they are conscious and have one hand free (including weapons, shields or packets). This skill may be used as many times as the player likes.

# Engineer

A fascination with all things mechanical and “man-made” is the pre-requisite for the Engineer, who include among their number mechanics, tinkers, rogues, and civil and mechanical engineers. Engineers have a fascination with the manufacturing of all sorts of tools, and are said to be able to tap into a peculiar type of “magic” to work their will on the locks and traps that seek to hide and harm.

*Attributes: Organized, Calm, Dexterous, Planning*

*Gameplay: Mostly On-Stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Recipe	Product: Lockpicks	Intervening
2	Action	Lock Mechanics	Throughout
	Action	Trap Mechanics	Throughout
	Action	Rogue Magic: Apprentice	Intervening
3	Recipe	Product: Diffuser (Apprentice)	Intervening
<b>4 (Journeyman)</b>	Recipe	Product: Lock	Intervening
5	Action	Rogue Magic: Journeyman	Intervening
6	Recipe	Product: Diffuser (Journeyman)	Intervening
<b>7 (Master)</b>			
8	Action	Rogue Magic: Master	Intervening
9	Recipe	Product: Diffuser (Master)	Intervening

## Lock Mechanics

Lock Mechanics allows a skilled Engineer to physically pick any Product: Lock he or she comes across (see **Rogues and Rogue Magic**), provided they have a Product: Lockpicks.

## Product: Diffuser (Apprentice, Journeyman, Master)

Materials:

- 1 Component: Carbon, 1 Component: Talc (Apprentice)
- 2 Component: Carbon, 2 Component: Talc (Journeyman)
- 4 Component: Carbon, 4 Component: Talc (Master)

Profession: Engineer

Production Points:

- 3 PP (Apprentice)
- 5 PP (Journeyman)
- 7 PP (Master)

Phys Rep Required: Yes (tools of some sort)

Effect: n/a

Diffusers allow Engineers with the Trap Mechanics skill to remove traps set out by the Hunter archetype or any other source (more details on traps can be found in the **Rogues and Rogue Magic** section, below). Once a Diffuser is used to remove a trap, it is consumed and should be dropped in an Out of Game box at first opportunity.

## Product: Lock

Materials: 1 Product: Steel, 2 Raw Material: Iron

Production Points: 5 PP (Engineer)

Phys Rep Required: Yes (a lock, provided by EoS)

Effect: n/a

Product: Locks are physical locks that can be picked by an Engineer with the Lock Mechanics skill and a set of Product: Lockpicks. See the section on **Rogues and Rogue Magic** for details.

## Product: Lockpicks

Materials: 1 Raw Material Tin

Production Points: 3 PP (Engineer)

Phys Rep Required: Yes (tools of some sort)

Effect: n/a

Effect: Product: Lockpicks, together with the Lock Mechanics skill, allow an Engineer to physically pick any lock they might come across, provided that lock has a Product: Lock tag attached to it. See the section on **Rogues and Rogue Magic** for details.

### **Rogue Magic**

This skill allows a player to pick a certain number of keys or combinations based on their level of expertise (see **Rogues and Rogue Magic**).

Apprentice: 3 PP / 1 Pick  
Journeyman: 3 PP / 2 Picks  
Master: 3 PP / 3 Picks

### **Trap Mechanics**

This skill allows an Engineer to remove traps the Hunter Archetype have set out to snare or injure the unwary. You must have a Product: Diffuser to remove a trap (see **Goods** for a description of this product).

## **Rogues and Rogue Magic**

Rogues are, at their heart, Engineers of a sort. The ability to find and remove traps as well as unlock complex devices requires a logical mind, a steady hand, and nerves of steel.

The Rogue ability of **Lock Mechanics** allows a player to attempt to unlock any lock he or she comes across, provided that lock has a Product: Lock attached to it. You must have a Product: Lockpicks in order to attempt to pick a lock. We will be using between 5 and 10 lock types recommended by TOOOL (<http://www.toool.nl/index-eng.php>), the Open Source lockpicking club.

Locks will be available for purchase for in-game coin – you cannot bring Locks from home for use in the game (though you may, of course, bring them for personal use). Locks may also be created by Engineers; if you create a lock, one will be provided for you with your Product: Lock – this tag should be attached to the lock.

As a safety note, under NO CIRCUMSTANCES should the lock be used on a door or in any container where a person (tiny or big) could fit inside. Locks may be hung with string from a door handle, or taped on the wall next to a locker, but should not be used in any way to inhibit the “real world” movement of another person. You may feel free to use locks on chests and boxes if you desire.

In addition to the physical action of picking locks, Rogues are also able to tap into a primitive form of Rogue Magic, tapping into the unused energy of the divine to create a tangible focus of their will. During the Intervening phase of events, a Rogue may opt to take random picks from the Rogue Bag. These picks will be keys or luggage tags with all (or part) of a combination written on them. These keys and tags must be carried on a player provided keychain with your player number written somewhere on it. The keychain and the keys and tags thereon are visible, but they are bound to you and unable to be removed from your person – just as your will created them, so to does your will bind them to you.

Our keychain must be turned in at the end of the event so that we can collect the keys on it. Not turning in your keychain and then attempting to use that chain at the next event is in violation of the rules. We simply want to prevent people from making copies of the keys in-between events, then turning in their keys at the next event; accidents happen, but repeated violations will be dealt with accordingly.

Rogues are also able to remove traps (usually set by the Hunter Archetype), provided they have the Trap Mechanics skill and a Product: Diffuser of the appropriate level. The traps may be spotted by anyone, but only players with the Trap Mechanics skill and a Product: Diffuser of the appropriate level can attempt to move the trap to the side:

Apprentice (Snap Traps) – These traps do 1 damage, and require a Product: Diffuser (Apprentice) to remove.

Journeyman (Mouse Traps) – These traps do 3 damage, and require a Product: Diffuser (Journeyman) to remove

Master (Buzzer / Noise Traps) – These traps do 5 damage, and require a Product: Diffuser (Master) to remove.

A trap may either be destroyed (in which case it may be set off and carefully removed from play) or may be moved in a 5 foot radius from where it was originally found. Note that if a Rogue decides to move (rather than remove) the trap and accidentally sets it off (the mousetrap snaps shut, he crushes a snap trap beneath his toe, etc.) he takes the full effect of the trap.

## Entertainer

Musicians, thespians, jugglers, dancers, gamblers make up this Vocation – any and all who are skilled in the interaction with others in an open and unguarded way. An Entertainer can make a fair bit of coin just for being charming, and are able to tap into the magic of voice and song to imbue themselves with power.

*Attributes: Extroverted, Talented, Happy-go-lucky, Uninhibited*

*Gameplay: Mostly On-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Income: Apprentice	Intervening
2	Action	Chant: Apprentice	Throughout
3	Action	Performance: Apprentice	Throughout
<b>4 (Journeyman)</b>	Action	Income: Journeyman	Intervening
	Action	Efficacious Chant	Throughout
5	Action	Chant: Journeyman	Throughout
	Action	Efficacious Performance	Throughout
6	Action	Performance: Journeyman	Throughout
	Action	Income: Master	Intervening
<b>7 (Master)</b>	Action	Puissant Chant	Throughout
	Action	Chant: Master	Throughout
8	Action	Puissant Performance	Throughout
	Action	Performance: Master	Throughout
9	Action		

### Chant

This skill allows you to use Chants to Empower or Channel power to yourself (and yourself only). These chants have different effects listed under the **Bard Magic** section. You may only use a Chant that you have access to – for example, if you are an Apprentice Entertainer you may not use a Master Chant until you are of the appropriate rank. You may only use **each** Chant 1 time / weekend (though see Efficacious and Puissant Chant). If you are Chanting, you must be standing and you are not allowed to move your feet. If your Chanting is interrupted in any way, your Chant is rendered inert and is consumed for the weekend,

### Efficacious Chant / Performance

This skill allows you to use **each** Chant or Performance twice in one weekend.

### Income (Entertainer)

Income is, just as it states, raw coin coming into your pocket. Depending on economic conditions, this amount of income is a multiplier for the amount you can receive at the start of the event.

Apprentice: 1 x core amount  
 Journeyman: 3 x core amount  
 Master: 5 x core amount

Using Income costs the multiplier in PP (1 for Apprentice, 3 for Journeyman, and 5 for Master). You may only spend PP on one rank per Intervening period – so if you are a Master rank you may spend up to 9 PP (1 for Apprentice, 3 for Journeyman, and 5 for Master) and receive 9 x core amount. This money is automatically withdrawn for you (in fact, it is the only type of money in the Bank that can be withdrawn) and will be available at the next event you play.

### Puissant Chant / Performance

This skill allows you to use **each** Chant or Performance three times in one weekend. It replaces Efficacious Chant / Performance (i.e. they are not stackable effects).

### Performance

Like Chant, Performance allows an Entertainer to Invoke certain abilities based on the Performance recipe. If your Performance is interrupted in any way, your Performance is rendered inert and is consumed for the weekend.

## Explorer

Hunters, rangers, leatherworkers, outdoorsmen, and barbarians are all considered Explorers. Explorers possess a keen eye for recognizing a natural resource's presence; able to find the best spots to coax any variety of ores from the ground, or the best forested areas for logging. Additionally, Explorers are skilled in the reading of tracks and the hunting and killing of animals for food and hide.

*Attributes: Introverted, Hard-bitten, Unkempt, Cold-hearted*

*Gameplay: Mostly Off-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Exploration (Apprentice)	Intervening
2	Create	Skinning (Apprentice)	Intervening
3	Create	Hunting (Apprentice)	Intervening
	Action	Discover Mine (Apprentice)	Intervening
<b>4 (Journeyman)</b>	Action	Exploration (Journeyman)	Intervening
	Recipe	Product: Cured Hides	Intervening
5	Create	Skinning (Journeyman)	Intervening
6	Create	Hunting (Journeyman)	Intervening
	Action	Discover Mine (Journeyman)	Intervening
<b>7 (Master)</b>	Action	Exploration (Master)	Intervening
8	Create	Skinning (Master)	Intervening
9	Create	Hunting (Master)	Intervening
	Action	Discover Mine (Master)	Intervening

### Exploration

Exploration allows a player to gain random Components by expending PP. The type of components found is based on level. These components are randomly determined and are automatically placed in your "withdraw" queue at the Vocation Station.

Apprentice      2 PP / 1 Component  
 Journeyman    1 PP / 1 Components  
 Master          1 PP / 2 Components

### Discover Mine

This skill allows the Explorer to discover the location of a Mine. The Raw Material: Ore in the mine can be extracted by a skilled Laborer. Mines have between 1 and 5 units in them – each unit produces 1 Raw Material of the appropriate type. Common Raw Materials are usually found at lower tiers (Apprentice, Journeyman) while rare goods are usually found by Masters. Finding a mine costs a flat 5 PP.

### Hunting (Create Raw Material: Foodstuff)

This skill permits you to create a Raw Material: Foodstuff at the following rate:

Apprentice:      4 PP / 1 Foodstuff  
 Journeyman:    3 PP / 1 Foodstuff  
 Master:          2 PP / 1 Foodstuff

### Skinning (Create Raw Material: Hide)

This skill allows you to produce Raw Material: Hide based on your tier and the number of PP you spend:

Apprentice:      3 PP / 1 Hide  
 Journeyman:    2 PP / 1 Hide  
 Master:          1 PP / 1 Hide

### Product: Cured Hides

Materials: 4 Raw Material: Hides, 1 Leatherwash Solution

Profession: Explorer

Production Points: 4 PP

Phys Rep Required: No  
Effect: n/a

Cured hides can be used by Smiths to make Light armor types.

## Laborer

The workers of the land, Laborers are the pillars upon which the Thrones are built. Farmers, herders, fishermen, miners, lumberjacks count themselves among their number, and they produce raw food and materials for the Thrones to thrive, hopefully making a tidy profit in the process.

*Attributes: Hard-working, Down-to-Earth, Realistic, Unflappable*

*Gameplay: Mostly Off-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Harvest (Apprentice)	Intervening
2	Create	Farming (Apprentice)	Intervening
3	Create	Weaving (Apprentice)	Intervening
<b>4 (Journeyman)</b>	Action	Harvest (Journeyman)	Intervening
5	Create	Farming (Journeyman)	Intervening
6	Create	Weaving (Journeyman)	Intervening
	Recipe	Product: Reinforced Cloth	Intervening
<b>7 (Master)</b>	Action	Harvest (Master)	Intervening
8	Create	Farming (Master)	Intervening
9	Create	Weaving (Master)	Intervening

### Weaving (Create Raw Material: Textile)

This skill allows you to produce Raw Material: Textile based on your tier and the number of PP you spend:

Apprentice: 3 PP / 1 Textile

Journeyman: 2 PP / 1 Textile

Master: 1 PP / 1 Textile

### Farming (Create Raw Material: Foodstuff)

This skill permits you to create a Raw Material: Foodstuff at the following rate:

Apprentice: 3 PP / 1 Foodstuff

Journeyman: 2 PP / 1 Foodstuff

Master: 1 PP / 1 Foodstuff

### Harvest

This skill allows you to harvest the Raw Materials from Mines and Thickets by expending PP at the following rates:

Apprentice: 4 PP / 1 unit

Journeyman: 3 PP / 1 unit

Master: 2 PP / 1 unit

Harvested materials go directly into your Bank, where they can be withdrawn before an event.

*Ex. Manny the Miner is a Journeyman Laborer with the Harvest Raw Material (Standard) skill. He obtains a Mine of Manarock from his friend Ed the Explorer. Manny puts this Mine into his Check-out folder and, a week after the event, checks the Vocation Station. He finds that the Mine has 5 units in it – not a bad little take for a little bit of work. Manny sinks 6 PP into the mine (which happens to be all his PP) and is able to extract 2 Raw Material: Manarock, which go directly into the bank. The Mine has 3 units left in it before it is cashed out – he can choose to withdraw from the Mine and give it to someone else if he wants, or he can continue mining next month.*

### Product: Reinforced Cloth

Materials: 4 Raw Material: Textile, 1 Clothweave Solution

Profession: Laborer

Production Points: 4 PP

Phys Rep Required: No

Effect: n/a

This product is used by Smiths to create Medium and Heavy Armors

## Merchant

If Laborers are the pillars of the economy, the Merchant is the gears and wheels that make everything move. Go-betweens, jewelers, teamsters, and businessmen define this Vocation, and it is the fastest way to become very wealthy very quickly. Merchants are always wary of Bureaucrats, however, for they find them constantly in the way, whether accidentally or not, and they must be constantly careful of not angering the wrong person. Merchants also possess a sharp eye, and are able to assess the value of goods presented to them, as well as any enchantments these goods might have.

Merchants also interact with **Contacts**, along with Bureaucrat. While a Bureaucrat usually tries to tear a Contact down or chase them away, Merchants try to cultivate relationships with them and build them up.

Every Contact has 3 attributes - Loyalty, Prestige, and Protection – with a rating between 1 and 100. Loyalty is how loyal the contact is to his employer (and, thus, how easy he is to “tempt away” with a better offer), Prestige is how resourceful the Contact is, and Protection indicates how “hidden” they are from the eyes of others. Protection and Prestige can be increased by Product: Influence, while Loyalty can be increased by the Merchant skill Improve Contact. Note that these ratings are more or less permanent – they do not need to be “redone” at any point, unless the rating has been dropped by the actions of another player or NPC.

*Attributes: Conniving, Friendly, Sharp-eyed, Cutthroat*  
*Gameplay: Mostly Off-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Transactions: Apprentice	Intervening
	Action	Generate Local Contact	Intervening
2	Action	Income: Apprentice	Intervening
	Action	Appraise Goods: Apprentice	Intervening
	Action	Improve Contact: Apprentice	Intervening
3	Action	Detect Magic: Apprentice	Intervening
<b>4 (Journeyman)</b>	Action	Generate Throne Contact	Intervening
	Action	Transactions: Journeyman	Intervening
5	Action	Appraise Goods: Journeyman	Intervening
	Action	Improve Contact: Journeyman	Intervening
	Action	Income: Journeyman	Intervening
6	Action	Detect Magic: Journeyman	Intervening
<b>7 (Master)</b>	Action	Transactions: Master	Intervening
8	Action	Appraise Goods: Master	Intervening
	Action	Improve Contact: Master	Intervening
	Action	Income: Master	Intervening
9	Action	Detect Magic: Master	Intervening

### Appraise Goods

This skill allows the player to appraise the value of goods. Items in game will have a numbered tag associated with them that should be placed in the Check-out folder if you wish to try to identify the item. Items have a certain amount of PP they need to “unlock” them – this number will be indicated to you at the Vocation Station, so you may spend accordingly. Items also have a Tier level associated with them, so that a Master Tier item can only be identified by someone with a Master rank in appraise.

Be warned, also, that certain items may appear to have a value at the Apprentice tier (for example), but a different (and more accurate) value when looked at by someone who is a Master!

### Detect Magic

This skill works in all ways like Appraise Goods, but allows you to detect the general enchantments upon a magical item. Some items, however, have an Activation or Binding phrase associated with them – only a skilled Scholar or Bureaucrat will be able to find out what that phrase is by using their Research skill.

### **Generate Local Contact**

By using this skill, you may cultivate a relationship with one local contact. Contacts have the following core attributes:

*Loyalty* – a contact's loyalty to you affects the price they are willing to sell to you. Every contact starts with a Loyalty of 1. *Prestige* – a contact's prestige indicates how resourceful they are, and what kinds of materials they can get their hands on; the higher their prestige, the rarer the items they can produce (as a general rule – you need a Prestige of at least 90 to traffic in Korba, and a Prestige of at least 25 to obtain components higher than Rare). Contacts start with a random prestige between 1 and 10. Prestige can be increased by using Product: Influence (a Bureaucrat product).

*Protection* – a contact's Protection indicates how 'hidden' they are from the searching eyes of enemy Bureaucrats. Protection can be increased by using Product: Influence (a Bureaucrat product). Every Contact starts with a Protection of 0.

Local contacts will offer a random sampling of goods based upon current market conditions in the immediate area – if there is a steel shortage, for example, only contacts with high Prestige will be able to get their hands on it and, even when they do, they may only be willing to part with it for a very high price.

Generating a Local Contact costs a flat 3 PP.

*Ex. Todd the Trader is a Journeyman Merchant. He spends 3 PP to gain a contact for himself – this contact has a Loyalty of 1, a Prestige of 6, and a Protection of 0. Todd checks and finds his contact is willing to sell him 3 Common components and 1 suit of light armor at a fairly decent price. Todd takes his contact up on his offer, and the contact's Loyalty goes up 1. Todd then decides to spend 3 more PP on Improve Contact (see below), raising the contact's Loyalty to him by 6 more (8 total). Todd also contacts his friend Barry the Bureaucrat to see if he would be willing to send some Product: Influence to him so he could increase his contact's Prestige and Protection to get better stuff and to protect his investment.*

### **Generate Throne Contact**

This works in all ways like a Local Contact, but you may request specific items from a Throne contact. Depending on the economic conditions of your Throne (through actions by Bureaucrats in the Game of the Houses), as well as your contact's Prestige and Loyalty, these items may be obtained swiftly, at a snail's pace or, occasionally, not at all!

Generating a Throne Contact costs a flat 5 PP.

### **Income (Merchant)**

Income is, just as it states, raw coin coming into your pocket. Depending on economic conditions, this amount of income is a multiplier for the amount you can receive at the start of the event.

Apprentice: 1 x core amount  
Journeyman: 2 x core amount  
Master: 3 x core amount

Using Income costs the multiplier in PP (1 for Apprentice, 2 for Journeyman, and 3 for Master). You may only spend PP on one rank per Intervening period – so if you are a Master rank you may spend up to 6 PP (1 for Apprentice, 2 for Journeyman, and 3 for Master) and receive 6 x core amount. This money is automatically withdrawn for you (in fact, it is the only type of money in the Bank that can be withdrawn) and will be available at the next event you play.

### **Improve Contact**

By spending PP, you may improve your contact's Loyalty to you. Loyalty starts at 0 and goes to 100.

Apprentice: 1 PP – 1 point  
Journeyman: 1 PP – 3 points  
Master: 1 PP – 5 points

Loyalty also increases by the number of times you transact with a Contact, but at a much slower rate. Each time you buy from a Contact during the Intervening period, their Loyalty goes up 1 point.

### **Transactions**

Merchants are the only Vocation that are permitted to facilitate trade between players during the Intervening phase; all other Vocations must request their items during the Intervening phase, get them during the start of the game, trade them during the game, and put them back in during the Check-Out phase!

Players may send any items they wish to a Merchant. Once the Merchant has the item, he may spend the appropriate PP to send the item to its ultimate destination. Be careful! If you have overspent your PP up to this point, you may not be able to handle the Transaction, and be accused of being unscrupulous or worse!

Apprentice:	1 PP / 1 Transaction
Journeyman:	1 PP / 2 Transactions
Master:	1 PP / 3 Transactions

## Scholar

Scholars are scientists, researchers, and linguists – they have a love for buried information and the unearthing of hidden secrets. Scholars have mastered the magic of the written word, much like Rune Wardens, and are frequently seen in groups discussing arcane bits of lore, or sharing in their latest magical discovery.

*Attributes: Intelligent, Introverted, Curious, Sickly*

*Gameplay: Hybrid*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Read / Write	Throughout
	Action	Research: Apprentice	Intervening
2	Recipe	Product: Spellbook (Apprentice)	Intervening
	Recipe	Product: Vellum	Intervening
	Action	Read Scroll: Apprentice	Throughout
3	Recipe	Product: Scroll (Apprentice)	Intervening
	Action	Scribe Spell: Apprentice	Intervening
	Recipe	Product: Ritual Board	Intervening
<b>4 (Journeyman)</b>	Action	Research: Journeyman	Intervening
5	Recipe	Product: Spellbook (Journeyman)	Intervening
	Action	Read Scroll: Journeyman	Throughout
6	Recipe	Product: Scroll (Journeyman)	Intervening
	Action	Scribe Spell: Journeyman	Intervening
<b>7 (Master)</b>	Recipe	Product: Spellbook (Master)	Intervening
	Action	Read Scroll: Master	Throughout
	Action	Research: Master	Intervening
8	Recipe	Product: Scroll (Master)	Intervening
	Action	Scribe Spell: Master	Intervening
9	Action	Scribe Rite	Intervening

### **Product: Ritual Board**

Materials: 3 Product: Ink, 1 Raw Material: Hide, 1 Component: Crystalized Mana

Profession: Scholar

Production Points: 5 PP

Phys Rep Required: Yes (ritual board)

Effect: n/a

See the section on Rituals for more details on the Ritual Board.

### **Product: Scroll (Apprentice, Journeyman, Master)**

Materials:

1 Product: Vellum, 1 Product: Ink (Apprentice)

1 Product: Vellum, 2 Product: Ink (Journeyman)

1 Product: Vellum, 4 Product: Ink (Master)

Profession: Scholar

Production Points: 2 PP (Apprentice); 4 PP (Journeyman); 6 PP (Master)

Phys Rep Required: Yes (parchment paper with spell written on it, provided by EoS)

Effect: n/a

A scroll is a magical parchment that contains the essence of a spell bound to paper by runes and sigils. For someone to use a Scroll, he must possess the Scholar skill Read Scroll of the appropriate level (to read an Apprentice scroll, one must have Read Scroll: Apprentice or higher, to read a Journeyman scroll one must have Read Scroll: Journeyman or higher, etc.)

In order to produce a Scroll, the Scholar must have a Product: Spellbook of the appropriate level (see below). See the skill Scribe Scroll in **Skill Descriptions** for more information.

### **Product: Spellbook (Apprentice, Journeyman, Master)**

Materials: 5 Product: Vellum, 1 Product: Hide, 5 Product: Ink

Production Points: 4 PP Scholar (Apprentice); 6 PP Scholar (Journeyman); 8 PP Scholar (Master)

Profession: Scholar

Phys Rep Required: Yes (notebook or journal with at least 5 empty pages inside)

Effect: n/a

A Spellbook is a receptacle for up to 5 spells that can be scribed onto scrolls by a skilled scholar. The Spellbook must be of an appropriate tier in order to be able to scribe a spell into the book i.e. you cannot scribe a Master level spell into an Apprentice Spellbook, though you may scribe an Apprentice spell into a Master Spellbook if you so desire (see the descriptor for Scribe Spell in the **Skill Descriptions** section)

### **Product: Vellum**

Materials: 1 Raw Material: Hide, 1 Component: Talc, 1 Component: Lime

Production Points: 1 PP (Scholar)

Phys Rep Required: Yes (parchment paper)

Effect: n/a

This product is used by Scholars to scribe scrolls and create Spellbooks.

### **Read Scroll**

This skill allows you to read Scrolls of up to your current tier i.e. you may read and use Scrolls of Apprentice and Journeyman level if you are a Journeyman; Apprentice, Journeyman, and Master level if you are a Master, etc. A Scroll allows you to Invoke the spell written on it and cast it, just as if you were able to cast that spell. Spells cast from Scrolls do not use any Pool or Essence. Once a Scroll is used it is consumed and should be placed in an Out of Game box at the first opportunity.

### **Research**

By expending PP, a Scholar may research a particular question and attempt to find an answer. Players must make a written request of the desired information and wait one event for it to show up in their queue at the Vocation Station. Each inquiry will be assigned a Solution Level, and only that many PP can “unlock” the full answer. Note that sometimes Research comes up with a weak or unsatisfactory answer, so make sure to ask the right questions!

Some common costs for Research:

<b>Production Points</b>	<b>Topic</b>
1	Answer to question where answer is commonly known, i.e. which can be read up on with one days work
5	Basic background information and foundation of a topic, which can be learned within a week
10	Current common understanding of topic, which can be learned within a month
20	Answer to question where common understanding of topic is enough, requiring no new research
40	Answer to question where answer is basically known or knowable, but requires extensive search of existing knowledge and some new research
50	Feasibility and estimate for new research or invention
50+	Answer to questions where answer is unknown in available research material, but is knowable (new research)
200	New Apprentice Ritual
275	New Journeyman Ritual
350	New Master Ritual
425	New Grandmaster Ritual
300	New Apprentice Spell
400	New Journeyman Spell
500	New Master Spell
600	New Grandmaster Spell

### **Scribe Scroll**

This skill allows a player to scribe a scroll from a Spellbook onto a piece of Vellum to create a Product: Scroll. The player may only scribe up to his Tier in level of spells (so a Journeyman Scholar may only scribe Apprentice and Journeyman scrolls). The Spellbook must be in the bank in order for the Scholar to be able to scribe a scroll. See **Product: Scroll** for more details.

### **Scribe Spell**

With a Spellbook in hand, a player may scribe up to 10 spells of his Tier (Class Tier or Scholar Tier, whichever is lower) or less into a Spellbook. A spell is defined as any skill whose Source is “Magic”, unless otherwise noted in the skill description. By containing the magic in this way, a Scholar may sit down and carefully write out scrolls (using the Scribe Scroll skill) to use as one-shot magical spells. Once a spell is scribed into a Spellbook, it cannot be removed. Spellbooks are kept in the bank, and only Spells written in Spellbooks in the bank are available to be scribed onto Scrolls. See **Product: Spellbook** for more details.

*Ex. Pitor Ilyanovich is a Journeyman Weaponmaster. Even though Piotr cannot cast spells himself, he is a Master level Scholar. He sets about creating a Product: Spellbook (Master) for himself, and scribes 10 spells of a mix of Journeyman and Apprentice into his Spellbook (see the Skills section for details on what constitutes a “spell.”) He commits his Spellbook to the bank, and uses it to scribe Scrolls for his use.*

*Note that Piotr was only able to scribe Journeyman and Apprentice level spells in his book, despite being a Master Scholar – this is because his lowest Tier is Journeyman (Weaponmaster), and he is limited by that factor. If he had been a Master Weaponmaster and an Apprentice Scholar, he would only be able to scribe Apprentice level spells into a Spellbook. Also note that if Piotr only had a Product: Spellbook (Apprentice), he wouldn't be able to scribe spells higher than Apprentice level to it.*

*In summary, the three mitigating factors to scribing a spell: the level of the Product: Spellbook, the Tier of the Scholar, and the Tier of that scholar's Class. Lowest Tier always trumps.*

## Smith

Bowyers, fletchers, weaponsmiths, armorsmiths, and blacksmiths are all considered Smiths – a passion for metal and the heat of the forge are all that they require. No army marches without a contingent of Smiths at their backs, for their ability to repair weapons in battle as well as place enchantments upon blades can mean the difference between victory or defeat.

*Attributes: Hard-bitten, Rough-edged, Sharp-tongued, Muscular/Powerful*

*Gameplay: Mostly On-stage*

Level	Category	Name	Timeframe
<b>1 (Apprentice)</b>	Action	Repair: Small Weapon	Throughout
2	Action	Repair: Light Armor	Throughout
3	Recipe	Product: Magemetal Small Weapon	Intervening
	Recipe	Product: Magemetal Missile Weapon	Intervening
	Recipe	Product: Light Armor	Intervening
<b>4 (Journeyman)</b>	Recipe	Product: Steel	Intervening
	Recipe	Product: Whetstone	Intervening
5	Action	Repair: Missile Weapon	Throughout
	Action	Repair: Medium Armor	Throughout
6	Recipe	Product: Magemetal 1H Weapon	Intervening
	Recipe	Product: Medium Armor	Intervening
<b>7 (Master)</b>	Action	Repair: 1H Weapon	Throughout
	Recipe	Product: Diamondstone	Intervening
8	Recipe	Product: Magemetal 2H Weapon	Intervening
	Action	Repair: Heavy Armor	Throughout
9	Action	Repair: 2H Weapon	Throughout
	Recipe	Product: Mithrilstone	Intervening
	Recipe	Product: Heavy Armor	Intervening

### **Product: Diamondstone**

Materials: 1 Raw Material: Yoremetal

Profession: Smith

Production Points: 4 PP

Phys Rep Required: No

Effect: Weapon Vocation Channel Greater Resist Shatter

This product Favors a blade (not a person) with the effect mentioned above. Once this Favor is used, it takes 10 seconds to apply a Product: Diamondstone to a weapon, at which point the tag should be dropped in an Out of Game box at first opportunity.

### **Product: Heavy Armor (Plate)**

Materials: 2 Steel, 2 Cured Hides, 4 Reinforced Cloth

Profession: Smith

Production Points: 5 PP

Phys Rep Required: Yes (metal armor of the appropriate type)

Effect: n/a

Heavy Armor affords the most amount of protection, but is restricted to being used by certain Archetypes and skills.

### **Product: Light Armor (Leather)**

Materials: 3 Cured Hides

Production Points: 3 PP (Smith)

Phys Rep Required: Yes (leather armor of the appropriate type)

Effect: n/a

Light Armor affords a small amount of protection, but is wearable by almost everyone.

**Product: Magemetal (Small Weapon, Missile, 1H Weapon, 2H Weapon)**

Materials:

- Small / Missile (2 Raw Material: Magemetal, 2 Raw Material: Iron Ore)
- 1H (2 Raw Material: Magemetal, 4 Raw Material: Iron)
- 2H (2 Raw Material: Magemetal, 6 Raw Material: Iron Ore)

Profession: Smith

Production Points:

- Small / Missile: 3 PP
- 1H: 5 PP
- 2H: 7 PP

Phys Rep Required: No

Effect: Weapon Vocation True Favor Quality Magemetal

Magemetal weapons are vitally important to any who make their living by the blade and the spell. By expending this Product, a player may favor his blade with the Magemetal Quality – once the Product is used, it should be affixed on the weapon. If the weapon loses its tag, then the Magemetal has broken and cannot be restored.

Magemetal blades allow anyone who is able to cast spells to do so while the weapon is still in their hand. Spellwords are able to tap into the power of Magemetal to work even greater magics. Spellword who have a magemetal blade (although they must sanctify it as their own) restore one extra pool per meditation cycle. Finally, enhancing a weapon with Magemetal is the first step needed before more permanent magical Qualities can be placed within it.

Note that the Magemetal Quality of a weapon is lost if it is Shattered. It is rumored, however, that there are Grandmaster Smiths who are able to preserve the Qualities of a repaired blade...

Magemetal weapons must have four pieces of green duct tape running in ½ inch wide strips over the “metal” portion of the blade. If the weapon has a very small blade (such as on axes or certain polearms) the length of the shaft must be covered in four ½ inch wide strips running down the entire length. Magemetal weapons are not something easily hid.

**Product: Medium Armor (Chain)**

Materials: 1 Steel, 5 Reinforced Cloth

Profession: Smith

Production Points: 4 PP

Phys Rep Required: Yes (chain armor of the appropriate type)

Effect: n/a

Medium Armor affords a moderate amount of protection, but is more restrictive and, thus, only available to certain archetypes.

**Product: Mithrilstone**

Materials: 1 Raw Material: Mithril Ore, 1 Raw Material: Yorematal

Profession: Smith

Production Points: 6 PP

Phys Rep Required: No

Effect: Weapon Vocation Channel Damage 3

Mithrilstones invokes a weapon with the ability deal one extra attack at +3 damage i.e. “Skill 4”. It takes 10 seconds to apply a Product: Mithrilstone to a weapon, at which point the tag should be dropped in an Out of Game box at first opportunity. The enchantment on the weapon lasts until it is used or until the end of the event, whichever comes first.

**Product: Steel**

Material: 3 Raw Material: Iron Ore, 1 Product: Steelbind Solution

Profession: Laborer

Production Points: 6 PP

Phys Rep Required: No

Effect: n/a

This product is used by Smiths to create Heavy Armor and weapons.

**Product: Whetstone**

Materials: 3 Raw Material: Iron Ore

Production Points: 2 PP (Smith)

Phys Rep Required: No

Effect: Vocation Remedy Shatter <weapon type>

Whetstones allow the user to repair a broken weapon as the Smith skill Repair Weapon. If the recipient already has the Repair Weapon skill of the appropriate type, the time to repair a weapon is dropped to 10 seconds. Unfortunately, any Enchantments on the weapon are removed when this skill is used. The Product is consumed when used, and the tag should be dropped in an Out of Game box at first opportunity.

**Repair Weapon (1H Weapon, 2H Weapon, Missile Weapon, Small Weapon)**

By using this skill, a Smith may empower a “Vocation Remedy: Shatter <weapon type>” and apply it to a weapon without the item needing to be brought to the Forge. Any Qualities on a weapon are, however, lost. This Action takes the standard 100 seconds.

**Repair Armor Types (Light, Medium, Heavy)**

By administering to a combatant who has suffered damage to his Armor, a Smith may empower “Vocation Repair: X Armor” and repair the appropriate Armor type as per skill without the target having to enter Rest. This Action takes the standard 100 seconds to perform.

<b>Name</b>	<b>Armor Restored</b>
Repair: Light Armor	1
Repair: Medium Armor	2
Repair: Heavy Armor	3

It should be noted that this skill can be used on armor that is heavier than listed. However it only repairs up to the maximum value of the skill.

Example: Sinvan the Bold a heavy armor wearing warrior has his armor reduced by a furious combat, setting his armor to 0. If Bernard the Bold, a level 3 smith appears and offers help, although he cannot fully restore the suit he can at least restore one point to it.

## **Bard Magic**

### **Chants**

Chants are spoken words, frequently rhymed, that have great powers in the hands of a skilled Bard. The Chant must be spoken in a conversational tone, at the least – if the Chanter is has the Quality of Silent; (underneath the Silence effect) he or she is unable to Chant until that Quality is removed. Chants are only usable by the bard himself.

Each Chant may only be used 1 time per weekend. This number increases when the Bard obtains the Efficacious Chant and Puissant Chant Skills (to twice and thrice, respectively). A Chanter may not move his or her feet while Chanting, though he may fight if he desires. If the Chant is broken in any way, (this includes calling damage or calling defenses) it is expended for the Weekend and does not take effect. (*note: these are all taken from poems available in the public domain. See the Bibliography in the Appendix for citations*).

*Ex. William the Silver is an Apprentice Entertainer, and he is in a bit of a pickle – it seems the young lass he was wooing last night has a friend with a quick temper and a sharp sword. The “friend” gets the jump on Will and hits him with a Root spell from afar, then draws his blade and closes ranks. Quickly, Will recites the **Chant of the Lambs** and frees his legs from the Root – because he does not have Efficacious or Puissant Chant, he cannot use that Chant again this weekend. He turns to run, but not before his new buddy hits him the leg with a Maim.*

*Will turns and faces off, defending himself as best he can. He begins reciting the **Chant of the Knight** while deftly parrying the sword strokes of his opponent. His opponent hits him once, but Will keeps his cool and finishes the Chant and Remedys the Maim upon himself.*

*Again Will tries to run and actually gets a few steps ahead, but his opponent burns a Scroll and hits him with a Slow spell. Will begins the **Chant of the Winds**, but midway through thinks better of it – he takes out a Scroll of Maim and casts that instead. Because Will interrupted his Chant, however, it is lost to him for the weekend, even though it didn't take effect. Will Maims his opponent's arm and makes quick work of him with his blade. Once his opponent is down, Will wanders off in search of greener, and safer, pastures!*

#### **Apprentice**

##### **Chant of the Paths**

Effect: Self Vocation Remedy: Root

*Mind my feet and mend my path  
And take me from my enemies' wrath.*

##### **Chant of the Pools**

Effect: Self Vocation 1 Healing

*By the pools of Springtime lands  
Heal my wounds with graceful hands.*

##### **Chant of the Stones**

Effect: Self Remedy: Maim

*I beseech thee, o' Lord of Stones  
To heal my body and mend my bones.*

##### **Chant of the Winds**

Effect: Self Vocation Remedy: Slow

*By the wind and by the sea  
Grant me a boon of liberty.*

#### **Journeyman**

##### **Chant of the Mountains**

Effect: Self Vocation Remedy Greater Slow

*I placate you with dulcet sound  
And summon you from 'neath the ground.  
To fill my limbs with mercury  
And let my flesh run truly free.*

### **Chant of the Rivers**

Effect: Self Vocation 3 Healing

*The River rushes as a flood  
To staunch my wounds and stay my blood.  
I sing to you in voice of man  
So I might run and fight again.*

### **Chant of the Thieves**

Effect: Self Vocation Remedy Greater Root

*I weave a circle round me thrice,  
and pray to free me from this vice.  
By Lords of Thieves and Lords of Wind  
Take me to my home again.*

### **Chant of the Trees**

Effect: Self Vocation Remedy Greater Maim

*Severed twig and broken bough  
Acorn buried 'neath the plow.  
Oak and thistle, thorn and pine  
Heal these broken limbs of mine.*

### **Master**

#### **Chant of Bells**

Effect: Self Defense Channel Resist Silence

*My voice is clear as ringing bell,  
From domes of Heaven to vaults of Hell.  
It shakes the columns of the Rains,  
And shatters glass and windowpane.  
Give my voice right now to me  
And I will sing thee righteously.*

#### **Chant of the Blighted**

Effect: Self Defense Channel Resist Blight

*Healing touch and healing voice  
In your power I rejoice.  
I offer up my voice to thee,  
To save me from my enemy.  
I am a servant in thy sight.  
Save me from the pain of Blight.*

#### **Chant of the Incorruptible**

Effect: Self Defense Channel Resist: Corruption

*My heart is untainted filled  
My body is for thee fulfilled.  
My mind untouched by shadow'd thought.  
My action without evil fraught.  
Bless me with the power of Sun*

*Until my holy deed is done.*

### **Chant of the Lover**

Effect: Self Restore: Essence 1

*Drink thee deeply from the well  
And rest my head in leafy dell.  
Where nearby I hear rivers weep  
And sing me softly into sleep.  
And while I sit in halls of bliss,  
Give to me your golden kiss.*

### **Chant of Wax**

Effect: Self Defense Channel Resist: Voice

*I hear fell voices on the wind  
Whispering to me all my sins.  
I beg to have the voices end  
And call on thee with voice of friend.  
Save me from these unholy fears.  
I ask of thee to stop my ears*

## **Performances**

Unlike Chants, Performances are Bardic magic that must be shared with others through song, instrumentation, or dance. In order for the magic in Performances to Empower its target(s), the target(s) must be able to hear the music or watch the dance and be somewhat attentive to it – this means they cannot be directly engaged in combat or casting spells. Put another way, for any performance that allows the Bard to affect a person, the person being affected must be attentive to the Bard.

Each Performance may only be used 1 time per weekend. This number increases when the Bard obtains the Efficacious Performance and Puissant Performance Skills (to twice and thrice, respectively). A Performer may move as much as he or she desires, but they cannot fight or cast spells. If the Performance is broken in any way, it is expended for the Weekend and does not take effect.

### **Songs**

You may feel free to sing any traditional *A cappella* songs you wish, provided they follow the following rules:

Apprentice: The Song must have at least 1 verse and 1 chorus, or 2 verses. The verses must each be at least a quatrain (4 lines).

Journeyman: The Song must have at least 2 verses and 1 chorus, or 3 verses. The verses must each be at least a quatrain (4 lines).

Master: The Song must have at least 4 verses and 1 chorus, or 5 verses. The verses must each be at least a quatrain (4 lines).

The song should also be thematically appropriate in some way, and should ideally be a traditional hymn, folk song, or shanty. Some bards find that if their songs aren't appropriate, that their magic fails to work.

### **Dance and Instrumentation**

You may dance or play an instrument if you wish, provided the performance follows the following rules:

Apprentice: The dance or music must last at least 3 minutes.

Journeyman: The dance or music must last at least 4 minutes

Master: The dance or music must last at least 5 minutes.

### Apprentice Performances

- Bardic Bravery: Favor up to 3 people with 1 Skill: Skill 3
- Bardic Safety: Favor 1 person with 1 Defense Channel Resist: Maim OR 1 Defense Channel Resist: Pain. The Bard can choose on a case-by-case basis.
- Bardic Mending: Self Lesser Favor Remedy: Shatter up to 3 weapons. The weapons must be arrayed around the Bard, pointed towards him, but they do not need to be held. The Bard is prohibited from moving while singing this song.
- Bardic Rest: The bard gains Self Lesser Favor “Magic Restore Essence: 1” and Self Lesser Favor “Magic Restore Pool: 5” that you may use on one target.

### Journeyman Songs

- Skald’s Courage: Favor up to 5 people with 2 Skill: Skill 3
- Skald’s Unfettering: Favor up to 2 people with 1 Defense Channel Resist: Greater Maim OR 1 Defense Channel Resist: Greater Root. The Bard can choose on a case-by-case basis.
- Skald’s Darning: Self Lesser Favor: Remedy: Shatter upon up to 5 weapons (as Song of Mending). Additionally, Self Favor: Repair Armor (as Smith skill) upon up to 3 people.
- Skald’s Refreshment: The bard gains Self Lesser Favor “Restore: Essence 2” and Self Lesser Favor “Restore Pool: 10” to be used on one target.

### Master Songs

- Maestro’s Audacity: Favor up to 8 people with 3 Skill: 3
- Maestro’s Sanctuary: Favor up to 3 people with 1 Defense Channel Resist: Blight OR 1 Defense Channel Resist: Corruption. The Bard can choose on a case-by-case basis.
- Maestro’s Restoration – Self Lesser Favor “Remedy: Shatter” upon up to 8 weapons (as Song of Mending), Self Lesser Favor: Repair Armor up to 5 people (as Song of Darning), and Self Favor “Magic 1 Healing” to up to 3 people.
- Maestro’s Tranquility: The bard gains Self Lesser Favor “Restore: Essence 3” and Self Lesser Favor “Restore Pool: 15” to be used on one target.

Finally, if you're stumped for ideas, here are some sample songs. We have midis of these lyrics on the End of Seasons website.

### Apprentice

#### **Bardic Bravery** (“The Pub with No Beer”)

*It's lonesome away from your kindred and all  
By the camp fire at night where the wild dingos call  
But there's nothing so lonesome so morbid or drear  
Than to stand in a bar of a pub with no beer*

*Now the publican's anxious for the quota to come  
There's a far away look on the face of the bum  
The maid's gone all cranky and the cook's acting queer  
What a terrible place is a pub with no beer*

#### **Bardic Safety** (“The Nightingale”)

*One morning, one morning, one morning in May  
I spied a young couple all on the highway  
And one was a lady so bright and so fair  
And the other was a soldier, a brave volunteer*

*Good morning, good morning, good morning to thee,  
Now where are you going my pretty lady?  
I'm going to travel to the banks of the sea  
To see the waters gliding, hear the nightingales sing.*

#### **Bardic Mending** (“Crooked Jack”)

*Come Countrymen both young and stern  
With adventure in your soul  
There are better ways to spend your days  
Than in working down a hole*

*Chorus:*

*I was tall and true, all of 6 foot 2  
But they broke me across the back  
By a name I'm known and it's not my own  
They call me Crooked Jack*

*The ganger's blue-eyed boy was I  
Big Jack could do no wrong  
And the reason simply was because  
I could work hard hours and long*

*Chorus*

**Bardic Rest** (“The Water is Wide”)

*The water is wide, I cannot get oer  
Neither have I wings to fly  
Give me a boat that can carry two  
And both shall row, my love and I*

*A ship there is and she sails the sea  
She's loaded deep as deep can be  
But not so deep as the love I'm in  
I know not if I sink or swim*

Journeyman

**Skald's Courage**

As the Bardic Bravery, but add the verse:

*Then the stock-man rides up with his dry dusty throat  
He breasts up to the bar a wad from his coat  
But the smile on his face quickly turns to a sneer  
When the barman said sadly: 'The Pub's got no beer'*

**Skald's Unfettering**

As the Bardic Safety, but add the verse:

*They hadn't been there but an hour or two  
Till out of his knapsack a fiddle he drew  
The tune that he played caused the vallies to ring.  
O harken, says the lady, how the nightingales sing.*

**Skald's Darning**

As the Bardic Mending, but add the verse and chorus:

*I've seen men old before their time  
Their faces drawn and gray  
I never thought so soon would mine  
Be lined the self same way*

*Chorus*

**Skald's Refreshment**

As the Bardic Rest, but add the verses:

*I leaned my back against an oak*

*Thinking it was a trusty tree  
But first it bent and then it broke  
So did my love prove false to me*

*I reached my finger into some soft bush  
Thinking the fairest flower to find  
I pricked my finger to the bone  
And left the fairest flower behind*

#### Master

#### **Maestro's Audacity**

As the Skald's Courage, but add the verses:

*There's a dog on the 'randa-h for his master he waits  
But the boss is inside drinking wine with his mates  
He hurries for cover and cringes in fear  
It's no place for a dog round a pub with no beer*

*Old Billy the blacksmith first time in his life  
Has gone home cold sober to his darling wife  
He walks in the kitchen she says 'You're early my dear'  
But he breaks down and tells her 'The pub's got no beer'*

#### **Maestro's Sanctuary**

As Skald's Unfettering, but add the verses:

*Pretty lady, pretty lady, 'tis time to give o're.  
O no, pretty soldier, please play one tune more.  
I'd rather hear your fiddle at the touch of one string  
Than to see the waters gliding, hear the nightingales sing.*

*Pretty soldier, pretty soldier, will you marry me?  
O no, pretty lady that never can be.  
I've a wife at my homestead and children twice three.  
Two wives in the army is too many for me.*

#### **Maestro's Restoration**

As the Skald's Darning, but add the verses and chorus

*I've cursed the day that I went away  
To work on the hydro dams  
For sweat and tears or hopes and fears  
Bound up in shuttering jams*

*Chorus*

*They say that honest toil is good  
For the spirit and the soul  
But believe me boys it's for sweat and blood  
That they want you down a hole*

*Chorus*

#### **Maestro's Tranquility**

As the Skald's Refreshment, but add the verses:

*Oh love be handsome and love be kind  
Gay as a jewel when first it is new  
But love grows old and waxes cold  
And fades away like the morning dew*

*Must I go bound while you go free  
Must I love a man who doesn't love me  
Must I be born with so little art  
As to love a man who'll break my heart*

*When cockle shells turn silver bells  
Then will my love come back to me  
When roses bloom in winter's gloom  
Then will my love return to me*

## Potions

Though Potions are Products, they are varied enough to warrant a section all their own. Potions are created by Alchemists. Unless otherwise noted, all Potions are Channel effects. (Which indicates you can only have one active at a time.) Potions must be quaffed to be effective. A potion cannot be administered to a character that is unable to drink it – they must be conscious and not Stunned. An unwilling character cannot be forced to drink a potion, even if restrained.

All potions are generated by an Alchemist and all production points stem from their abilities. Most potions expire after a period of time, common durations are two seasons to one full year.

### Apprentice

#### **Product: Potion of Boneknitting**

Material: 1 Component: Salt, 1 Component: Silverweed

Production Points: 2 PP (Alchemist)

Effect: Self Vocation Remedy: Maim

#### **Product: Potion of Concentration**

Material: 2 Component: Stinkweed, 1 Component: Scurvy Grass

Production Points: 4 PP (Alchemist)

Effect: Self Defense Channel Resist: Stun

#### **Product: Potion of Dexterity**

Material: 1 Component: Talc, 1 Component: Eagle Feather

Production Points: 2 PP (Alchemist)

Effect: Self Remedy Slow

#### **Product: Potion of Healing: Lesser**

Material: 1 Component: Saracen Confound, 1 Component: Goldweed

Production Points: 3 PP (Alchemist)

Effect: Self 1 Healing

#### **Potion of Iron Heart**

Material: 1 Component: Lead, 1 Component: Carbon, 1 Component: Quartz

Production Points: 4 PP (Alchemist)

Effect: Self Defense Channel Resist: Repel

#### **Product: Potion of Panacea**

Material: 1 Component: Lime, 1 Component: Squid Ink, 1 Component: Bear Claw

Production Points: 4 PP (Alchemist)

Effect: Self Defense Channel Resist: Pain

#### **Product: Potion of Steelbones**

Material: 1 Component: Newt Eye, 1 Component: Henbane, 1 Component: Copper

Production Points: 4 PP (Alchemist)

Effect: Self Defense Channel Resist: Maim

#### **Product: Potion of Surefoot**

Material: 1 Component: Rabbit Foot, 1 Component: Dried Cicada

Production Points: 4 PP (Alchemist)

Effect: Self Defense Channel Resist: Root

#### **Product: Potion of Sweetvoice**

Material: 1 Component: Black Rose, 1 Component: Lime

Production Points: 2 PP (Alchemist)

Effect: Self Vocation Remedy: Silence

#### **Product: Potion of Unbinding**

Material: 1 Component: Leviathan Oil, 1 Component: Fish Scales  
Production Points: 2 PP (Alchemist)  
Effect: Self Remedy: Root

#### Journeyman

**Product: Potion of Greater Boneknitting**

Material: 1 Component: Woad  
Production Points: 3 PP (Alchemist)  
Effect: Self Remedy: Greater Maim

**Product: Potion of Greater Dexterity**

Material: 1 Component: Turtle Shell  
Production Points: 3 PP (Alchemist)  
Effect: Self Remedy: Greater Slow

**Product: Potion of Greater Steelbones**

Material: 1 Component: Malachite, 1 Component: Rutilated Quartz  
Production Points: 5 PP (Alchemist)  
Effect: Self Defense Channel Resist: Greater Maim

**Product: Potion of Greater Surefoot**

Material: 1 Component: Red Snail, 1 Component: Lapis Lazuli  
Production Points: 5 PP (Alchemist)  
Effect: Self Defense Channel: Greater Root

**Product: Potion of Greater Sweetvoice**

Material: 1 Component: Sweetgrass  
Production Points: 3 PP (Alchemist)  
Effect: Self Remedy: Greater Silence

**Product: Potion of Greater Unbinding**

Material: 1 Component: Frog Leg  
Production Points: 3 PP (Alchemist)  
Effect: Self Remedy: Greater Root

**Product: Potion of Healing**

Material: 2 Component: Rotsunk Herb  
Production Points: 4 PP (Alchemist)  
Effect: Self 2 Healing

**Product: Potion of Magicwash**

Material: 1 Component: Mercury, 1 Component: Zircon  
Production Points: 6 PP (Alchemist)  
Effect: Weapon Vocation Favor: Quality Magic

This potion must be applied to a weapon to be effective. It cannot be applied to claws. This Quality is lost if the weapon is shattered, if the wielder rests, or if another person or creature picks up the weapon.

**Product: Potion of Strength**

Material: 2 Component: Asarabacca  
Production Points: 4 PP (Alchemist)  
Effect: Self Vocation Favor "Skill 3"

**Product: Potion of Sunwash**

Material: 1 Component: White Lotus, 1 Component: Quartz  
Production Points: 5 PP (Alchemist)  
Effect: Weapon Vocation Favor Quality Sun

This potion must be applied to a weapon to be effective. It cannot be applied to claws. Weapons with Sunwash on them Channel the Quality of "Sun" and swing "Sun" as their source (i.e. Sun 1). This Quality is lost if the weapon is shattered, if the wielder rests, or if another person or creature picks up the weapon.

#### Master

##### **Product: Potion of Clawgrowth**

Material: 1 Component: Obsidian, 1 Component: Bloodroot

Production Points: 8 PP (Alchemist)

Effect: Self Favor Quality Corrupt and Quality Claws

This Potion causes claws to grow from the imbiber's hands. These claws function in all ways as the Unmaker Divine Power **Claws of Darkness** i.e. you take on Quality: Corrupt and Claws until rest.

##### **Product: Potion of Deerfoot**

Material: 1 Component: Unicorn Horn, 2 Component: Rabbit Foot

Production Points: 8 PP (Alchemist)

Effect: Self Defense Channel Dodge

##### **Product: Potion of Greater Healing**

Material: 3 Component: Goldweed, 1 Component: Silverweed

Production Points: 5 PP (Alchemist)

Effect: Self Healing 3

##### **Product: Potion of Ironskin**

Material: 1 Component: Tourmaline, 1 Component: Rutilated Quartz

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Skill

##### **Product: Potion of the Moon**

Material: 1 Component: Obsidian, 3 Component: Silverweed

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Sun

##### **Product: Potion of the Mundane**

Material: 2 Component: White Lotus, 1 Component: Black Rose

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Magic

##### **Product: Potion of Pure Deed**

Material: 1 Component: Ghastr Tongue, 1 Component: Mercury

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Voice

##### **Product: Potion of Pure Heart**

Material: 1 Component: Bloodroot, 1 Component: Sweetgrass

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Corruption

##### **Product: Potion of Pure Thought**

Material: 1 Component: Liferoot, 1 Component: Woad

Production Points: 7 PP (Alchemist)

Effect: Self Defense Channel Resist: Blight

##### **Product: Potion of Restoration**

Material: 2 Component: Unicorn Horn

Production Points: 8 PP (Alchemist)

Effect: Self Restore Essence:1

## The Game of the Houses

In order to keep the peace among the various Thrones, the Zeniths created the Game of the Houses to channel their aggressions in a more positive bent. The Game of the Houses is generally played among the Bureaucrats and those of influence in society; it is a carefully thought out series of maneuvers, culminating in one Throne being victorious over all the others. The game is played whenever the 4 Thrones meet in one place.

This game was limited to a once-a-year celebration in years past; now, because of the proximity of the Thrones to one another at the Center of the World, the game is played much more frequently (approximately once a month). To accommodate this new development, the 4 Zeniths have added additional rules to the Game of the Houses – the Will of the People and the Will of the Thrones (see below).

The Throne that is victorious gains the following benefits for ALL characters belonging to that Throne **for the next event only**. These are the likely results of a successful win in the game but may change based on game events:

- All players in the Throne gain +1 Body Point
- All players in the Throne gain +2 Essence
- All contacts belonging to the Throne gain +20 Loyalty and +20 Prestige
- All Entertainers and Merchants using the Income skill double their result.
- Occasionally the Zeniths add a “bonus” to the victorious Throne. This bonus has been anything from a shipment of Magemetal weapons to a powerful ritual giving additional bonuses to the Throne.

### The Game

The Game of the Houses is broken down into 3 distinct portions; you must win 2 out of the 3 portions for your Throne to be victorious.

#### The Will of the Thrones

The Zeniths of the 4 Thrones all cast their vote for one Throne. Usually, this vote goes to the Throne whose Season is at the apex (i.e. in Winter, the Zeniths usually cast their vote for the Throne of Winter).

#### The Will of the Caucus

Before breakfast on Sunday, any Bureaucrat who possesses a Voting Chit may cast that Chit in favor of his or her Throne (and his or her Throne only). In addition, any character who possesses a Product: Influence may cast a vote in favor of his or her Throne (and his or her Throne only). Each chit or product spent in this way results in a +1 vote for their Throne. The results are displayed in an up-to-the-minute fashion by the Arbiter, who will formally announce who is voting, and how many votes they have cast i.e. "Claudius bids 4 for the Throne of Summer."

After breakfast, Bureaucrats (only) may enter into the second phase of play. All Bureaucrats must be in attendance to play – if a Bureaucrat is late to the beginning of the second phase, they are disqualified. By spending 1 Voting Chit, they may SUBTRACT one vote from **any** Throne they choose. Note that players with Product: Influence CANNOT influence this portion of the proceedings. Again, the results are displayed in an up-to-the-minute fashion by the Arbiter, who will formally announce who is voting, and how many votes they have cast i.e. "Marcus subtracts 3 votes from the Throne of Summer."

The order of voting is in reverse order of seniority (level 1 Bureaucrats must vote first, and level 10 vote last). The voting goes by season (Winter->Spring->Summer->Autumn), and whichever Throne currently won the last Game must go first. Voting passes through the seasons before going up to the next level of seniority, i.e. if Winter won the last contest, they're level 1 Bureaucrats would go first, followed by Spring, Summer, and Autumn before moving to level 2.

*Ex. The Throne of Spring won the last game, and Claudius of the Throne of Autumn wants revenge. He has 7 Voting Chits to his name; before breakfast, he casts 3 Chits for his Throne and settles down to enjoy his breakfast, speaking with a few other Bureaucrats from the Throne of Summer, who were a bit put out by the Throne of Spring's actions over the past month. At the end of breakfast, he stands and checks the board above the Arbiter – much to his chagrin, he sees that the Throne of Spring is leading his Throne by 3 votes. Claudius registers himself with the Arbiter, who makes note of his Rank (10, a Grandmaster) and Throne.*

*Claudius eyes Marcus from the Throne of Spring, and the two sit down to watch the board. The Arbiter calls the lower Rank Bureaucrats first, who cast a few chits here and there. It is now up to the Rank 10 Bureaucrats, and Spring still leads Autumn by 3 votes.*

*Marcus must vote first, since his Throne is the current Champion. He steps up and casts 5 Chits against Autumn, increasing Springs lead by 8. Smiling, he sits back down, winking at Claudius. But Claudius cultivated his friends carefully this month – Summer votes next, and they cast 4 votes against Spring. Claudius casts his 4 chits against Spring as well – Spring and Autumn are now tied! Winter is next, and they cast 1 chit against Spring – Marcus can only sit and watch as the victory goes to Autumn. Claudius nods in Winter's direction, and motions their Grandmaster Bureaucrat towards the back door – he DID promise him some coin, after all...*

#### The Will of the People

Commonly, the vote must go to the Will of the People in order to settle one way or the other. For a set 10 minutes, anyone is able to vote, whether they be peasant or king. Each person who wishes to play is given one voting chit that they must place in a receptacle designated by the Arbiter – they may only vote for the Throne that they belong to. The various Thrones may try to inhibit each other in any way they wish, though they may only participate if they have a voting chit (you cannot sit on the sidelines and take potshots at the other Thrones). The remaining rules are determined by the Arbiter at the site of the contest.

#### Still no Winner?

Though a fairly uncommon occurrence, if there is still no winner the Arbiter decides who the ultimate victor will be, based upon his or her assessment of the Throne's involvement and dedication to the Game of the Houses.

# Goods

## Raw Materials

These are the most common raw materials found in the End of Seasons world. All Raw Materials have a phys-rep attached to them.

<i>Raw Materials</i>
Raw Material: Angelstone
Raw Material: Fiendstone
Raw Material: Foodstuff
Raw Material: Gold Ore
Raw Material: Hide
Raw Material: Iron Ore
Raw Material: Magemetal
Raw Material: Manarock
Raw Material: Mithril Ore
Raw Material: Silver Ore
Raw Material: Runestone
Raw Material: Textile
Raw Material: Tin Ore
Raw Material: Yoremetal

## Components

Components are divided into 5 groups of increasing rarity: *Common, Uncommon, Rare, Very Rare, and Unique*. Additionally, each Component has a Season attached to it: Winter, Summer, Spring, and Autumn. Components of your Throne are more readily usable by you, and reach the blush of their powers during the appropriate season. Thus, if you are in the Throne of Summer, and are using a Black Rose (Summer) during the Summer months, you can reap the greatest reward from the Component – if the component were a Black Rose (Winter), however, it would be less attuned to you.

<i>Components</i>		
<b>Name</b>	<b>Type</b>	<b>Rarity</b>
Asarabacca	Vegetable	Uncommon
Bear Claw	Animal	Uncommon
Black Rose	Vegetable	Common
Bloodroot	Vegetable	Very Rare
Carbon	Mineral	Common
Copper	Mineral	Uncommon
Crystalized Mana	Mineral	Unique
Dried Cicada	Animal	Uncommon
Dried Dung Beetle	Animal	Uncommon
Eagle Feather	Animal	Common
Fish Scales	Animal	Common
Frog Leg	Animal	Rare
Frostwort	Vegetable	Unique
Ghast Tongue	Animal	Very Rare
Goldweed	Vegetable	Uncommon
Henbane	Vegetable	Common
Lapis Lazuli	Mineral	Uncommon
Lead	Mineral	Common
Leviathan Oil	Animal	Common
Lich Dust	Animal	Unique
Liferoot	Vegetable	Very Rare
Lime	Mineral	Common
Malachite	Mineral	Uncommon
Mercury	Mineral	Rare
Newt Eye	Animal	Common
Obsidian	Mineral	Very Rare
Quartz	Mineral	Uncommon
Rabbit Foot	Animal	Uncommon
Red Snail	Animal	Rare
Rotsunk Herb	Vegetable	Uncommon
Rutilated Quartz	Mineral	Rare
Salt	Mineral	Common
Saracen Confound	Vegetable	Common
Scurvy Grass	Vegetable	Uncommon
Silverweed	Vegetable	Common
Squid Ink	Animal	Common
Stinkweed	Vegetable	Common
Sweetgrass	Vegetable	Rare
Talc	Mineral	Common
Tourmaline	Mineral	Very Rare
Turtle Shell	Animal	Rare
Unicorn Horn	Animal	Very Rare
White Lotus	Vegetable	Rare
Woad	Vegetable	Rare
Zircon	Mineral	Rare

## Section 2: Rites and Rituals

### Rites

Rites are simpler and, therefore, weaker than full rituals. Rites create magical effects which are somewhere between ordinary spells and full rituals. Many of them are more powerful versions of existing spells. Like rituals, the instructions for rites are recorded on a magical scroll. Rite scrolls must be acquired in-game, and they are typically jealously guarded by the casters who own them.

All rites must be cast from a rite scroll. Rites use a weaker magical substance than korba, called pente, one dram of which is about 1/5 as powerful as 1 dram of korba. Both divine and arcane versions of rites exist.

All rites, unlike rituals, automatically succeed if the ritualist has the proper scroll, has the ability to cast rites, has the requisite number of pente and a rite cloth.

Players may take one pick in the Arcane Rites or Divine Rites skill.

In order to perform a Rite, the player needs the following:

Ritual Deck – These are personal to the rituals

(and are unlocked by knowing basic rites. See Advancement)

Rite Sheet – These are specific to each rite, and have all relevant information on them.

### Ritual Deck

The Ritual deck consists of a standard Tarot Deck with only:

- Ace – 10 of Cups, Wands, Swords and Pentacles
- The Tower
- Judgment
- The Devil
- Justice
- Strength
- The Chariot
- The Lovers
- Death
- The Sun
- The Moon

### Rite Sheet

The Rite Sheet possesses all of the relevant information that is needed for a player to perform a rite. Listed below are the categories necessary.

- Components Required – This is the list of components that must be ‘burned’ before the rite can even begin.
- Rite Type - There are two types of Rite Types:
  - Fixed – These rites have a static result. The drawing from the deck is symbolic, nothing more, as it has no effect on the outcome of the rite.
  - Random – These rites have a “random” result. The possible results are described on the rite sheet, though they are typically a standard result, a critical success result, and a flaw result.
- Rite Effect – This is the description of the rite. It is separated into two sections:
  - Flavor text – This is the text that explains how the rite will work in terms ‘in-game’.
  - Mechanic Text – This is the out of game explanation of what the ritual effects will be.

## Divine Rites:

### **Body of Light** (Maker, Journeyman, Min. Pool 4, Dur. Until Rest, Pente 2)

This rite will regenerate all maims for a period until rest. This includes any maiming sustained during that until reset period.

Incant: *Holy Creator, infuse this being with your holy light, and sustain the muscles and sinews of their body, so that they may undertake your sacred service.*

### **Creator's Feast** (Maker, Journeyman, Min. Pool 4, Dur. Instant, Pente 1-4)

This rite enables the caster to increase the nutrition and quantity of food. For every pente used (up to four) the caster may create 3 product meals from 3 existing product meals. Therefore, if he has two drams of pente and 6 product meals, the rite will create 6 product meals, so that he now has 12 product meals. The new food will be fresh (dated six months from creation) and non-magical.

Incant: *Holy Creator, grant us the bounty of your blessed creation so that we may feast and slake our thirst upon your generous victuals.*

### **Curse of Dust** (Unmaker, Journeyman, Min. Pool 6, Dur. Until Rest, Pente 2)

This rite enables the caster to levee a temporary curse upon one target. Within five seconds after completing the rite, the caster must incant “*By the Unmaker, I curse you with Nothingness*” and then must hit the target with a spell packet. The target is then affected as if hit with a “Shatter” on any weapon he’s holding, this “Shatter” effect ignores any weapon qualities while taking effect. Furthermore, until rest thereafter, anything the target holds is affected as if they were hit with a shatter. This can only be removed with a Remedy Corruption.

Incant: *In the name of the Unmaker, I call upon the forces of entropy and chaos, to bring the curse of dust upon the wretched and hapless victim of his unholy power.*

### **Dispel Initiate Power** (Unmaker, Master, Min. Pool 8, Dur. Instant, Pente 1)

This rite allows the caster to negate an active divine power. Within five seconds after completing the rite, the caster must incant “*By the Unmaker, I remedy this initiate power*” and throw a spell packet at a target saying “Remedy Initiate Power”. If the packet strikes a creature that has an active initiate power in effect the power will be instantly dispelled.

Incant: *In the name of the Unmaker, I call upon the forces of darkness to destroy the power of this initiate and render him vulnerable to me.*

### **Righteous Fury** (Soliran, Master, Min. Pool 8, Dur. Until Rest, Pente 3)

This rite bestows upon one weapon the ability to deliver “*Magic 3*” as a contact attack in the next ten attacks. After rest or the delivery of the tenth attack, the weapon will take a “Shatter” effect. During this time the weapon may be dropped, but it cannot be broken or destroyed. Remedy Magic that affects the target negates the rite.

Incant: *I call upon the righteous to arm myself in the fury of magic and the power of justice.*

### **Form of Undeath** (Grumach, Master, Min. Pool 8, Dur. Until Rest, Pente 1-4)

This rite will turn one person into an undead creature until rest. The rite may be used on the caster, or on a willing or unwilling (but immobile) target. If 1 dram of pente is used the person is changed into a zombie (6 BP, 2 Skill Maims); 2 pente will produce a dread zombie (8 BP, 4 Skill Maims) During the effect the undead form retains the memory, will, and abilities of the rite’s target. Remedy Magic that affects the target negates the rite.

Incant: *I bring forth the foul essence of Grumach to transform this poor creature into the visage of holy and putrid death.*

**Remedy Death** (Maker/Soliran/Unacia, Grand Master, Min. Pool 12, Dur. Instant, Pente 2)

This rite will give the caster the ability to cast one Remedy Death spell. This spell will instantly resurrect one dead creature, repair all their limbs, remedy all their ills, heal all their wounds, and remove any disease. Within five seconds after completing the rite, the caster must incant “By <the Maker / Soliran/Unacia> I grant you life,” and strike the target with a spell packet and say “Remedy Death”. Remedy Magic that affects the caster before he throws the packet negates the rite.

Incant: *In the name of all that is holy, bring this servant of righteousness back to the living so that he may continue the struggle of light.*

**Living Sacrifice** (Divine, Journeyman, Min. Pool 6, Dur. Until Rest, Pente 4)

Once this rite is complete, the caster will be able use living sacrifices as a replacement for korba in the casting of a divine ritual. The sacrifice of each sentient being with Maker’s Gifts, willing or unwilling, will replace one dram of korba, up to a maximum of three for each time this rite is cast. Use of one or more unwilling sacrifices for this purpose will automatically grant the Quality: Fate Allergy. This doubles any damage from the Fate source. The ritual must be started within the duration of this rite. Remedy Magic that affects the caster negates the rite.

Incant: *The life force and the power of korba are one and the same, for me to command and focus as I will.*

**Mass Repair Limbs** (Faya, Journeyman, Min. Pool 6, Dur. Instant, Pente 3)

At the completion of this rite, any person or creature within sight of the caster will be instantly healed of all broken limbs, just as if the Repair Limb spell had been cast on each limb. This rite will not regenerate lost limbs. The effect is delivered via “Voice: Remedy Maim”

Incant: *I call upon the name of Faya, Goddess of Joy and Healing, to repair all broken and shattered limbs within my sight.*

**Minor Protection from Blight Magic** (Maker, Journeyman, Min. Pool 6, Dur. Weekend Long, Pente 2)

This rite will protect one individual with a “Defense Channel Greater Resist Blight” for the duration of the weekend.

Incant: *Blessed Maker, shroud your servant in thy divine light, and offer your protection from the dark and angry death of thine enemy.*

**Unacia’s Shield of Purity** (Unacia, Master, Min. Pool 12, Dur. Instant, Pente 1-4)

This rite can be cast upon 1-4 individuals other than the caster at a cost of one dram of pente per person. The recipients will be immune to all range, and skill attacks from undead and will call “No effect” when struck by such attacks.

Incant: *In the name of Unacia, Goddess of Purity and Defense, I bestow upon these worthy recipients the glow and protection of your Purity, so they may stand unthwarted against Corruption.*

**Revelry** (Faya, Min. Journeyman, Pool 6, Dur. Until Rest, Pente 2)

With this rite the caster may cause all living creatures within one room or within 50 feet, whichever is smaller, to become drunk until rest, gaining the Quality: Happy Drunk. While drunk all affected creatures will be in a good mood and will be unable to initiate any aggression. They can still take action against any aggressors, however. Remedy Magic that affects a target negates the rite on that target.

Incant: *<Any rambling phrase for ten seconds followed by> May the Feast Begin!*

**Sever Initiation** (Unmaker, Master, Min. Pool 12, Dur. Instant, Pente 3)

This powerful rite will completely sever the connection between one initiate of any faith and their deity for the duration of the weekend. Within five seconds after completing the rite, the caster attempt to hit the target with a spell packet while saying “*Greater Suppress Initiation.*” If the packet strikes an initiate, he will lose all benefits of his initiation. There is no defense or resistance against this effect if the packet strikes. Any divine power the initiate has currently active is immediately ended. The only way to restore initiation prior to the end of an event is with a Ritual of Initiation.

Incant: *May the forces of darkness encircle the soul of mine enemy and separate them from all hope and comfort.*

**Stout** (Faya, Master, Min. Pool 8, Dur. Day Long, Pente 4)

This rite will bestow upon one creature the benefits of a stout physique. The result is a +1 bonus to body (BP), which will last through the next cycling of the nexus. This rite will not stack with any bonus BP earned in any manner, whether from boon or ritual. Remedy Magic that affects the target negates the rite.

Incant: *Grant this poor creature the benefits of a good life well lived, and all the fruits of Faya’s joy.*

**Strengthen Undead** (Grumach, Apprentice, Min.Pool 3, Dur. Until Rest, Pente 2)

This rite will strengthen one undead creature negating their “*Sun Allergy*” quality until rest. During this period the Undead does not take double damage from Sun based attacks. Remedy Magic that affects the target negates the rite.

Incant: *I call upon the necromantic forces to strengthen and putrefy this undead servant of our unholy lord.*

**Unbreakable Shield** (Maker, Master, Min. Pool 8, Dur. Day Long, Pente 3)

This rite makes a shield immune to spells or effects that would break it, including Shatter. This protection lasts until the next cycling of the nexus. The shield can still be disarmed. Remedy Magic that affects the target negates the rite.

Incant: *I beseech the Maker to enforce my power and protect this shield, even as it protects me from the power of mine enemies, so that it may resist any power of destruction.*

**Unbreakable Sword** (Maker, Master, Min. Pool 12, Dur. Day Long, Pente 3)

This rite makes a sword immune to spells or effects that would break it, including Shatter. This protection lasts until the next cycling of the nexus. The sword can still be disarmed. Remedy Magic that affects the target negates the rite.

Incant: *I beseech the Maker to enforce my power and protect this sword, even as I wield it against the power of mine enemies, so that it may resist any power of destruction.*

**Weapon of Justice** (Soliran, Master, Min. Pool 8, Dur. Day Long, Pente 4)

This rite enchants one weapon with the ability to be especially effective at attacking any one entity, which must be uniquely identified by name at the end of the rite. In the next battle where it is wielded, the weapon will be able to affect the stated foe regardless of any defenses or abilities the target may possess. After the battle, the rite’s effect is ended. To gain the rite’s effect, the weapon may only be wielded by an initiate of Soliran. For the duration of the battle the weapon is unbreakable and provides for Skill Maim x 2 with Melee Weapon, or Skill Maim x 4 with Melee Weapon if the truename was used. Remedy Magic that affects the target negates this rite.

Incant: *Soliran, bestow your power upon this weapon so that your initiates may justly do battle against thine enemy, for the day of judgment is upon <proper name> !*

## Arcane Rites:

**Aura of Reflection** (Arcane, Grand Master, Min. Pool 16, Dur. Day Long, Pente 4)

This rite will provide the caster with two “*Self Defense Packet Reflect*” This works against any packet attacks regardless of source. Remedy Magic that affects the target negates the rite.

Incant: *Surround this mage with an aura of reflection so that my enemies will be foist upon their own spells.*

**Dragon’s Breath** (Arcane, Apprentice, Min. Pool 2, Dur. Until Rest, Pente 2)

This rite imbues the recipient with the ability to breathe fire for a maximum of three times until rest. The recipient may deliver up to three ranged attacks of “*Magic 3.*” Remedy Magic that affects the target negates the rite.

Incant: *By the power of the dragons of old, I call upon thy very life’s breath to hear my beckon and breathe within me, thy Master, once again.*

**Fire Arrow** (Arcane, Journeyman, Min. Pool 6, Dur. Day Long, Pente 1-4)

This rite will turn two normal arrows per dram of pente used into fire arrows until the next cycling of the nexus. The tips of the arrows will be licked with magical flame. When shot, the arrows will deal “*Magic 3.*” It costs 1 pool to fire up to 5 arrows from your crossbow or hand-crossbow. Remedy Magic that affects a target negates the rite on any arrows carried.

Incant: *I call upon the forces of the elements to envelop these arrows in flame, hotter than the forge in which they were made, to immolate their target.*

**Greater Reflect** (Arcane, Master, Min. Pool 8, Dur. Day Long, Pente 2)

This rite will cast a “*Defense Greater Reflect*” spell on one recipient. A Greater Reflect is a smart Reflect spell. Remedy Magic that affects the target negates the rite.

Incant: *May the arcane powers form a barrier, which can turn back a mage’s attack from those protected.*

**Hands of the Earth** (Arcane, Apprentice, Min. Pool 3, Dur. Until Rest, Pente 2)

This rite will cause the very earth to reach up from the ground and root the caster’s target. The caster can cast two “*Magic Root*” as ranged attacks, but must do so within the duration of the rite. Remedy Magic that affects the target negates the rite.

Incant: *I summon the earth to rise at my command and take hold of those, mine enemies, with an iron grip which will snare them fast to the ground on which they stand.*

**Scorpion’s Tail** (Blight Magic, Master, Min. Pool 8, Dur. Until Rest, Pente 4)

This rite will imbue any one hand-held weapon of the recipient with the ability to deliver up to 6 “*Blight 2*” until rest. If the weapon is dropped or given to another person, the rite ends. Remedy Magic that affects the target negates the rite.

Incant: *I infuse this weapon with the power of chaos and darkness so that it may sting our foes as the scorpion wields its tail.*

## Ritual Magic

Arcane and Divine Rituals are the most powerful forms of magic in the game system. Arcane Rituals tap directly into the mana energies present in the world, while Divine Rituals draw power from the priest's deity. Rituals are used to create permanent magic items, enchant locations or individuals, perform divinations, summon unearthly beings, or many other magical effects.

The casting of Arcane and Divine Rituals can be a very dangerous act for the novice ritualist. While any spell caster with the appropriate skill can attempt these powerful magics, it is highly recommended that a character wait until a comprehensive understanding of magical forces is gained. It is possible for a character to die (or worse!) in the event of a critical failure of an Arcane or Divine Ritual.

During the casting of a ritual, the ritualist must remain in one place and cannot travel more than 10 paces from the center of the ritual, while he is drawing his cards. The ritualist must also focus on the ritual for the duration of casting and cannot engage in conversation or other activity.

Once a ritual is successfully completed, its effect will manifest. Depending on its level, it may also be undone by a ritual such as Dispel Minor Ritual, Dispel Ritual, or Magical Dissipation.

Before casting a ritual, a character must meet the following requirements:

1. The ritualist must have the appropriate ritual skill level to perform the ritual.
2. The caster must have one of the following: A tome or scroll of the ritual, a ritual focus (an item containing a specific ritual), or having the Memorize Ritual skill for it. Note: Most rituals are found on scrolls and in order to use one a character must have the Read & Write skill.
3. They must also possess a deck of trumps, (a modified Tarot deck) to play the Game of Trumps in order to enact the ritual.
4. A Ritual Board, a Ritual board is a special place to lay down the cards while dealing with a spirit of fate. These items can be enchanted enabling casters to "bend" the rules of the game of Fates when dealing with the spirits. The board requires that you place the number of tokens that the caster has Pool upon it. This shows to the Spirit of Fate how much pool the caster has.
5. The caster must have the proper amount of korba. The amount of korba required varies with each ritual, but is specified on the ritual scroll. The instant the ritual is begun; all korba is consumed, regardless of whether the ritual is interrupted or the eventual result.
6. A Spirit of Fate must be present during the ritual casting. Traditionally spirits of Fate can only be found during the hours of 5 pm and 6 pm of events. Spirits of Fate are powerful entities that help the ritualist focus his energy, but they also are servants of Fate and can be very dangerous if not treated with respect.

Each ritualist is encouraged to develop her own style when roleplaying the ritual casting, as long as she conforms to the requirements listed on the ritual scroll. The caster should be undisturbed for the duration of the ritual. The caster is considered to have been disturbed if he or she engages in combat, is affected by a spell, or leaves the area. Once disturbed, the ritual has been interrupted and the caster can take any actions she deems necessary. During the interruption, the countdown of the casting time of the ritual is suspended, and instead the length of the interruption must be monitored. If the interruption, for whatever reason, is longer than the total casting time of the ritual, the ritual is disrupted and cannot be continued. Otherwise, the caster can choose to continue the ritual at any time, but if she is disturbed again another interruption occurs. Each interruption reduces the ritual's chance for success. These breaks in rituals are often moderated by the Spirit of Fate that the ritualist is trying to interact with.

In order to perform a Ritual, the player needs the following:

- Ritual Deck – These are personal to the rituals (and are unlocked by knowing basic rites. See Advancement)
- Ritual Sheet – These are specific to each ritual, and have all relevant information on them.

## Ritual Sheet

The Ritual Sheet possesses all of the relevant information that is needed for a player to perform a ritual. Listed below are the categories necessary.

- Level: This is used to derive cost to lay an additional pillar. (see below)
- Pillar of Fate: This determines the maximum number of pillars that can be in play
- Components: This is where the basic components to start the ritual must be sacrificed to the Spirit of Fate.
- Criteria: This specifies what types of cards must be in play for the player to succeed. Failure to meet these criteria result can result in unforeseen circumstances (as specified in the ritual). Additionally, this specifies critical success criteria.
- Hazard Mitigation: This specifies what types of cards must be in play in order to prevent hazardous results when the ritual ends.
- Ritual Effect: This is the description of the rite. It is separated into two sections:
  - Flavor text – This is the text that explains how the ritual works ‘in-game’.
  - Mechanic Text – This is the out of game explanation of what the ritual effects are.

## Casting a Ritual

Transactions	Cost in Pool
Drawing card	0
Laying card	0
Laying new Pillar	Cost equal to Ritual Tier
Building existing Pillar	0
Drawing an additional card	1

Cards Stack in the following order:

1. Wands
2. Cups
3. Pentacle
4. Swords

A full stack is called a Season

A half Stack is called a Half Season

## Casting a Ritual

### Shuffle your deck

#### Draw a card:

- If the card is a suit, you may pay the ritual level in pool to create a pillar.
- If the card is an arcana, you must sacrifice a pillar to it. (see below)
- If at any time, you can't play a card for any reason, the ritual ends, and success/hazard are calculated based off the Pillars currently in play.
- You may pay 1 pool to draw an additional card. The ritualist may play whichever of the two cards he wishes, discarding the one not chosen, and playing the other regularly

#### To create a Season or a Half Season

- Suits can stack (in a cyclical manner): Wands, Cups, Pentacles, Swords
- Any two stack is a Half Season. Note: A season can count as a Half Season if the caster wishes

### **Sacrificing a pillar to an Arcana**

Arcana have numbers on them (odds, or evens). Arcana will only take pillars who's topmost card shares the "odd or even" of the Arcana. If you choose to sacrifice a pillar, you lose all cards in the pillar. If no valid pillars exist for an Arcana, the ritual is over (for better or worse). Once a pillar has been sacrificed to an Arcana, all of the pillars cards are placed together at the base of the ritual board, and the Arcana is placed on top of the stack, facing the caster. **Note:** Cards suppressed by an Arcana are **NOT** in play, and therefore cannot be counted for Critical Successes. Additionally, some rituals may require an Arcana to have been appeased/sacrificed to in order to succeed.

### **Assisting in casting**

If a person wishes to assist, they draw a card at the beginning of the casting. At any time, they may place the card in a valid location, though they may not show the card to anyone until they play it. Smart/good assistants are key to achieving success, while foolish/sinister assistants can kill an unwary ritualist. Assistants can create pillars, though the ritualist **MUST** pay the cost to establish the pillar, or the ritual immediately fails. Assistants that are Spellswords, Ritualists, or Magi can use their abilities (below) when they play their card. (allowing a Spellword assistant to play a sword to create a pillar free of cost for the person casting the ritual) Once the assistant plays their card, they are no longer part of the ritual.

### **Interrupting a ritual casting**

- The standard method of interrupting a ritual in progress is the strike the caster. There are two permutations of this:
- If an assistant is struck: their card is discarded, and they may then act freely. The disadvantage here is the ritualist is deprived of the aid the assistant might have lended.
- If the caster is struck, they must hand their card to the spirit of fate. That spirit plays the card as it will, and the RITUALIST pays the pool cost. If they cannot pay, the ritual fails (as described above).
- If the caster is struck unconscious, the spirit of fate continues to play for the caster, likely resulting in cataclysmic failure.

### **True Magic**

While any caster archetype (listed above) can perform a ritual, archetypes that are predominantly magicians have additional benefits when executing rituals.

- Spellword: A spellword can form a pillar with a sword for no pool cost.
- Ritualist: The ritualist can invoke this ability once per day. It allows them to draw two cards on every pull, free of cost, and play one.
- Magi: At each tier of master (apprentice, journeyman, expert, grandmaster), the magi chooses one arcana. They announce these arcane at the beginning of the ritual to the spirit of fate. If the Magi plays those arcana, they are wild cards, capable of emulating any card the magi wishes.

### **Hazards**

Dealing with Spirits of Fate can be a dangerous prospect. The spirits of Fate are capricious and dangerous entities, if the practitioners of a ritual fails to meet his Hazard and make the appropriate tithes to Fate, they'll have a dangerous entity on their hands.

## **Divine Rituals**

**Name:** Anointing

**Level:** Journeyman

**Category:** Spirit Lore

**Pillars of Fate:** 5

**Components:** Korba 8

**Criteria:** 3 Wands in play

**Critical Success:** The Character becomes known to his god in a very specific way. Spirits of your god may know your name.

**Have any of the following cards in play:**

- Judgment
- Strength
- The Sun
- The Moon

**Hazard:** 2 Half Seasons or 1 Full Season

**Prerequisites:** Ascended

**Description:** Before undergoing this ritual, the initiate must spend time in prayer and reflection, or other preparatory activities as appropriate to their church. The effects of this ritual are lost only if the recipient loses his initiation. Completion of this ritual is dependant upon the completion of a holy quest, which will be bestowed directly by the casters god.

**Effect:** This ritual grants the initiate the quality of Anointed.

**Failure:** Nothing happens

**Name:** Ascension

**Level:** Master

**Category:** Spirit Lore

**Pillars of Fate:** 6

**Components:** Korba 12

**Criteria:** 4 Wands in play

**Critical Success:** The Character becomes known to his god in a very specific way. Spirits of your god may know your name.

**Have any of the following cards in play**

- Judgment
- Strength
- The Lovers

**Hazard:** 1 Full Season in Play, 1 Half Season in Play

**Duration:** Instant

**Prerequisites:** Ascended

This ritual elevates the status of an initiate to that of a high priest. Before undergoing this ritual, the initiate must spend time in prayer, fasting, or other preparatory activities as appropriate to their church. The effects of this ritual are lost only if the recipient loses his initiation. Sacrifices may be used in this ritual to increase the caster's ES. Completion of this ritual is dependant upon the completion of a holy quest, which will be bestowed directly by the casters god after the casting of this ritual.

**Effect:** This ritual grants the initiate the quality of Ascended.

**Failure:** Nothing happens

**Name: Banishment****Level:** Journeyman**Category:** Spirit Lore**Pillars of Fate:** 5**Components:** Korba 4 + 1 per creature**Criteria:** 3 Wands in Play**Critical Success:** So long as the caster of the ritual is exists, the creature cannot return to the mortal plane.**Have any of the following cards in play**

- Judgment
- Justice
- The Sun
- Death

**Hazard:** 1 Full Season in play**Duration:** Instant

This ritual will banish any creatures that are not mortal and native to the material plane from this plane. The creatures will be sent to their place of origin, whether that is the spirit plane, the Void, or other. The creatures must be present for the duration of the ritual, and will likely have to be restrained or bound to the area, since they will resist this agonizing ritual. The ritual will not be able to affect creatures that have secured themselves in the material plane by, for example, possessing an individual, or being bound to a phylactery or focus that is in the material plane.

**Effect:** This ritual applies a Greater Favor to the caster to either cast Voice (Truename) Fate Death, or Outsider Fate death, via packet.**Failure:** Nothing happens**Name: Call to the Flock****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 2**Criteria:** 2 Wands or 2 Cups in play**Critical Success:** Half the resources are returned to the caster by fate.**Have any of the following cards in play**

- Ace of Cups
- Ace of Wands
- The Chariot
- The Tower
- The Lovers

**Hazard:** 1 Half Season in play**Duration:** Instant

This ritual will send a spirit to all initiates of the caster's deity within several miles. The initiates will know that a member of their faith is in need of their aid and where to go, although they are not compelled to take any action. The exact range of the calling, and the time it takes to reach all initiates in range is somewhat variable, and determined by how quickly the summoned spirit moves.

**Effect:** This ritual allows the caster to recite a message to the spirit of faith, which it will then convey to others of the caster's initiation.**Failure:** Nothing happens

**Name: Chaos**

**Level:** Apprentice

**Category:** Empowerment

**Pillars of Fate:** 4

**Components:** Korba 2 + 1 per creature

**Criteria:** 2 Pentacles or 2 Wands in play

**Critical Success:** The Mutation is guaranteed to be beneficial to the target.

**Have any of the following cards in play**

- Ace of Pentacles
- Ace of Wands
- The Moon
- The Devil
- Death

**Hazard:** 1 Full Season in play

**Duration:** One year or One gift

**Prerequisite:** Unmaker

This ritual may be cast on willing or unwilling recipients, who will be infused with the essence of chaos.

**Effect:** The target creatures will gain the Quality: Corrupt. If the Quality is not removed before the Intervening period, the person gains a random Mutation. The caster cannot control the mutation. If the quality is removed, the Mutation is as well.

**Failure:** Nothing happens

**Name: Consecrate True Temple**

**Level:** Grandmaster

**Category:** Spirit Lore

**Pillars of Fate:** 7

**Components:** Korba 20

**Criteria:** 4 Wands, 2 Swords in play

**Critical Success:** The Temple gains a power usable by initiates, to be delivered by a Spirit of your god sometime within the next day.

**Have any of the following cards in play**

- The Tower
- Judgment

**Hazard:** 1 Full Season, 2 Half Seasons

**Duration:** Instant

**Prerequisite:** Ascended

This ritual consecrates the ground in an area of 1000 square feet to the god to which the priest casting the ritual is initiated, creating a True Temple.

**Effect:** True Temples all have the power to Suppress Initiation for all but the faithful. To do so, an initiate must invoke the power while at the True Temple's Altar. Otherwise they act just like a shrine.

**Failure:** Nothing happens

**Name: Consecration****Level:** Journeyman**Category:** Spirit Lore**Pillars of Fate:** 5**Components:** Korba 12**Criteria:** 3 Wands in play**Critical Success:** The Shrine becomes a True Temple.

Have any of the following cards in play

- The Tower
- Judgment
- The Sun
- The Moon

**Hazard:** 1 Full Season in play**Duration:** Instant

This ritual consecrates the ground in an area of 100 square feet to the god to which the priest casting the ritual is initiated, creating a shrine.

**Effect:** Shrines become holy places where characters may both may offerings and appeals to their gods. This is also where characters come to be raised when they lose a gift. While within shrines, initiates of the Shrine's faith may enact the ritual of life returning a spirit to corporeal form.

**Failure:** Nothing happens**Name: Transformation: Skeletal Undead****Level:** Journeyman**Category:** Transformation**Pillars of Fate:** 5**Components:** Korba 2 per creature**Criteria:** 3 Swords in play**Critical Success:**

Have any of the following cards in play

- Justice
- Death
- Judgment
- The Moon

**Hazard:** 1 Full Season in play**Duration:** Instant**Prerequisite:** Grumach

This ritual turns up to five of the faithful into skeletal minions of undeath.

**Effect:** This ritual must be cast upon up to 5 initiates, and they must be adorned in a manner suitable for Skeletal Undead (including make-up). They are effected with a Fate Greater Favor Quality: Skeleton Undead with all the benefits and disadvantages of this state. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Transformation: Corporeal Undead**

**Level:** Apprentice

**Category:** Transformation

**Pillars of Fate:** 4

**Components:** Korba 3 per creature

**Criteria:** 2 Swords or 2 Pentacles in play

**Critical Success:**

**Have any of the following cards in play**

- Death
- Judgment
- The Devil
- Ace of Swords
- Ace of Wands

**Hazard:** 1 Full Season in play

**Duration:** Instant

**Prerequisite:** Grumach

This ritual turns up to five of the faithful into corporeal minions of undeath.

**Effect:** This ritual must be cast upon up to 5 initiates, and they must be adorned in a manner suitable for Corporeal Undead (including make-up). They will effected with an Fate Greater Favor Quality: Corporeal Undead with all the benefits and disadvantages of this state. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Transformation: Ghast Form**

**Level:** Apprentice

**Category:** Transformation

**Pillars of Fate:** 4

**Components:** Korba 4

**Criteria:** 2 Swords or 2 Wands

**Critical Success:**

**Have any of the following cards in play**

- Death
- Judgment
- The Devil
- Ace of Swords
- Ace of Wands

**Hazard:** 1 Full Season, 1 Arcana

**Duration:** Instant

**Prerequisite:** Grumach

This ritual turns the faithful into a greater minion of undeath.

**Effect:** Blood from the fresh scar of a willing victim must be dripped onto the initiate, and they must be adorned in a manner suitable for a Ghast (including Make-up). From there, the Ritual may begin. Once the ritual is complete it will transform the initiate into a Ghast form, and Grant him a Fate Greater Favor Qualities: Ghast, Undead. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Transformation: Ghoul Form**

**Level:** Apprentice

**Category:** Transformation

**Pillars of Fate:** 4

**Components:** Korba 3

**Criteria:** 2 Swords or 2 Wands, 1 Arcana in play

**Critical Success:**

**Have any of the following cards in play**

- Death
- Judgment
- The Moon
- Ace of Swords
- Ace of Wands

**Hazard:** 1 Full Season in play

**Duration:** Instant

**Prerequisite:** Grumach

This ritual turns the faithful into a powerful minion of undeath.

**Effect:** Blood from the fresh scar of a willing victim must be dripped onto the initiate, and they must be adorned in a manner suitable for a Ghoul (including Make-up). From there, the Ritual may begin. Once the ritual is complete it will transform the initiate into a Ghoul form, and Grant him a Fate Greater Favor Qualities: Ghoul, Undead. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Demon Bane Weapon**

**Level:** Apprentice

**Category:** Empowerment

**Pillars of Fate:** 4

**Components:** Korba 4

**Criteria:** 2 Pentacles, or 2 Wands in play

**Critical Success:** Another initiate can be selected as a target for this ritual as well.

**Have any of the following cards in play**

- Strength
- Justice
- The Sun
- Ace of Wands
- Ace of Pentacles

**Hazard:** 1 Half Season in play

**Duration:** Until Rest

**Prerequisite:** Soliran

**Effect:** This ritual is cast upon a single target with the Quality: Initiate Soliran. Once complete, the ritualist is given the ability to Fate Favor Quality: Suntouched to a single initiate. The Suntouched Quality allows for the bearer to swing for 2 Sun by Magic. This effect can be remedied by a Remedy Magic.

**Failure:** Nothing happens

**Name: Desecration****Level:** Journeyman**Category:** Spirit Lore**Pillars of Fate:** 5**Components:** Korba 8**Criteria:** 3 Wands, or 2 Wands and 2 Cups in play**Critical Success:** The place desecrated can never be consecrated to that god again.**Have any of the following cards in play**

- Death
- Judgment
- The Sun
- The Moon

**Hazard:** 1 Full Season, 1 Half Season**Duration:** Instant

This ritual will desecrate a consecrated shrine or true temple, completely removing the consecration from the area where the ritual is cast.

**Effect:** Once the Ritual is completed, the caster is granted a Fate Remedy Consecration, deliverable via packet to the consecrated area. During the hours of recharge, you must make a supplication to a Spirit in order for it to appear in the enemy shrine in order to complete this ritual. Occasionally the caster must deal directly with the Spirit of Fate that may inhabit the shrine or temple, this always makes for a very dangerous transaction.

**Failure:** Nothing happens**Name: Remedy Ritual****Level:** Journeyman**Category:** Natural Order**Pillars of Fate:** 5**Components:** Korba 2**Criteria:** 3 Cups in play**Critical Success:** The effect can be delivered “Fate Remedy Journeymen and Apprentice Rituals”**Have any of the following cards in play**

- Death
- Judgment
- Ace of Cups
- The Moon

**Hazard:** 1 Full Season in play**Duration:** Instant

This ritual will remedy and remove the effects of any journeyman ritual or less, that has a duration that is not Instant.

**Effect:** The recipient of the ritual to be removed or the object or area of its effect, must be within sight of the caster for the duration of the ritual. Within five seconds of its completion, the caster must hit the target recipient, object, or area with a spell packet, and call “Fate Remedy Journeymen and Apprentice Rituals”

**Failure:** Nothing happens

**Name: Divestment****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 1 + 1 per person**Criteria:** 2 Wands, or 2 Cups in play**Critical Success:** For a year and a day, an unwilling target cannot reinitiate, if it's a willing target the character regains any lost CP on powers for that god.**Have any of the following cards in play**

- Judgment
- The Sun
- The Moon
- Ace of Wands
- Ace of Cups

**Hazard:** Half Season, 1 Arcana in play**Duration:** Instant**Prerequisite:** Ascended**Effect:** This ritual removes the Quality: Initiation from one or more initiates of the same god as the high priest casting the ritual. The target(s) must be willing; otherwise the hazard effects are increased in duration by one step, causing a true suppression. Once complete, the targets lose access to all initiate powers and closed lists of their erstwhile god.**Failure:** Nothing happens**Name: Divine Travel****Level:** Master**Category:** Spirit Lore**Pillars of Fate:** 6**Components:** Korba 8, Spirit Gate**Criteria:** 4 Wands in play**Critical Success:****Have any of the following cards in play**

- The Chariot
- The Sun
- The Moon

**Hazard:** 1 Full Season, 1 Half Season, 1 Arcana in play**Duration:** Day Long

With this ritual the caster may attune a gate that can transport up to 12 willing individuals to one of the divine planes of the gods. The caster must be a high priest of the god whose plane it is or must possess an item that originates on the plane. The recipients' bodies and carried belongings will be physically transported. They will remain upon the divine plane until the next cycling of the nexus, at which time they will automatically return to the material plane. While on a divine plane their bodies will behave as normal with respect to spirit counts, tethering, and severing. If a person transported to a divine plane dies and fades while on the plane his spirit can be raised anywhere on that plane by an initiate of the plane's god, otherwise it will be lost upon the spirit plane and cannot return until rescued.

**Effect:** Once the ritual is over, the caster must tell the Spirit of Fate what their desired destination is. The gate will then become active within a few hours.**Failure:** Nothing happens

**Name: Fervor****Level:** Master**Category:** Empowerment**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Pentacles in play**Critical Success:** The recipient of this ability gains the ability to use Fervor twice instead of once.**Have any of the following cards in play**

- Strength
- Judgment
- The Lovers

**Hazard:** 1 Full Season, 1 Arcana in play**Duration:** Instant

This ritual bestows upon one initiate of the caster's god the fervor of their faith. At any time after the ritual is complete, but before the loss of the current Gift, the recipient may invoke the name of her deity and ask to be filled with divine fervor.

**Effect:** She can only do this once. Until rested she will be granted +2 body, which can be healed as normal and will be immune to Waylay. She will also have a x3 Maims, 1 x Voice Fate Repel against initiates of her enemy faith. Any weapon she wields during this time will be magical. Finally, at the moment of invocation she regains any reserve pool she has already cast that day.

**Failure:** Nothing happens**Name: Greater Chaos****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 4 + 2 per creature**Criteria:** 3 Pentacles, or 2 wands, Cups and Swords in play**Critical Success:** The Mutation is guaranteed to be beneficial to the recipient.**Have any of the following cards in play**

- The Moon
- The Devil
- Death

**Hazard:** 2 Arcana, 1 Full Season in play**Duration:** Permanent**Prerequisite:** Unmaker Initiate

This ritual may be cast on willing or unwilling recipients, who will be infused with the essence of chaos.

**Effect:** The target creatures will gain the Quality: Greater Corrupt. If the Quality is not removed before the Intervening period, the person gains a random Mutation. The caster cannot control the mutation. If the quality is removed, the Mutation is as well.

**Failure:** Nothing happens

**Name: Transformation: Guardian****Level:** Master**Category:** Transformation**Pillars of Fate:** 6**Components:** Korba 10**Criteria:** 4 Swords in Play**Critical Success:****Have any of the following cards in play**

- The Moon
- The Sun
- The Tower

**Hazard:** 1 Full Season, 1 Half Season in play**Duration:** Permanent**Effect:** This ritual transforms a person into a gargoyle, and must be performed in shine or temple. This gargoyle will only be able to use its powers in a specific area, otherwise its stats are equal to the basic player's. Upon completion the target gains the Quality: Construct. Before the recipient can receive the boon of being a Gargoyle, they must assume its form (re: Makeup).**Failure:** Nothing happens**Name: Resistance to Blight****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 4**Criteria:** 3 Pentacles in play**Critical Success:** The recipient may call upon the shield one additional time per month.**Have any of the following cards in play**

- Ace of Pentacles
- The Moon
- The Tower
- The Sun

**Hazard:** 1 Full Season, 1 Arcana in play**Duration:** One year or One gift**Prerequisite:** Unacia**Effect:** This ritual will Favor one creature with the Quality: Unacia's Shield. Once per day, the possessor of this quality may say, "I call upon the protection of Unacia!" Until they rest, they are immune to Blight effects.**Failure:** Nothing happens

**Name: Initiation****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 1 + 1 per person**Criteria:** 2 Wands or 2 Pentacles in play**Critical Success:** The Character becomes known to his god in a very specific way. Spirits of your god may know your name.**Have any of the following cards in play**

- Judgment
- The Sun
- The Moon
- The Lovers

**Hazard:** 2 Half Seasons in play**Duration:** Instant**Prerequisite:** Ascended

This ritual creates the bond of initiation between the recipient and the deity of the high priest casting the ritual. At the time of the ritual, the deity will focus his attention on the prospective initiate and will deem him either worthy or unworthy.

**Effect:** The Target is affected by a True Favor: Initiate (God of the Ascended). Initiation can be removed voluntarily by the recipient at the time of a loss of a Gift and is otherwise permanent. The only rituals that can remove initiation are the Divestment and Purge rituals, although the Geas power can also do so.

**Failure:** Nothing happens**Name: Token of the Child****Level:** Apprentice**Category:** Empowerment**Pillars of Fate:** 4**Components:** Korba 1 per 3 tokens**Criteria:** 2 Pentacles, or 2 Cups in play**Critical Success:** The yield of Tokens is increased by +1.**Have any of the following cards in play**

- Ace of Pentacles
- Ace of Cups
- The Sun
- The Chariot
- The Lovers

**Hazard:** 1 Arcana, 1 Half Season in play**Duration:** Instant**Prerequisite:** Initiate of Faya

**Effect:** This ritual creates three Token of the Child per korba used in it. Each token can be used once to return the user to one body. Once used, it must be turned in to an End Of Seasons marshal.

**Failure:** Nothing happens

**Name: Mark of Scorn****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 2**Criteria:** 3 Pentacles in play**Critical Success:** The Mark will be not be removed with a normal Remedy Ritual.**Have any of the following cards in play**

- Ace of Pentacles
- Judgment
- The Devil
- Justice

**Hazard:** 1 Arcana in play**Duration:** One year

**Effect:** This ritual will place upon any one living creature the symbol of the caster's deity, granting them the Quality: Scorned. The target must be known personally to the caster or must be present for the duration of the ritual. The target must wear a headband (or clearly obvious make-up) displaying the symbol and cannot use any means to conceal it. They will know the recipient to be an enemy of their faith and less intelligent creatures will almost always attack those so marked. Mark of Scorn cannot be covered up, but that does not mean that it stands out more than the person stands out. When you are hidden, whether due to actual physical hiding, the Mark does not act as a beacon. Essentially the Mark will only show if you are seen. Ascended have the ability to Reveal Scorn at will by voice.

**Failure:** Nothing happens**Name: Mass Purity****Level:** Master**Category:** Natural Order**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Cups in play**Critical Success:** The duration of the effect is day long.**Have any of the following cards in play**

- The Lovers
- The Moon
- Strength

**Hazard:** 1 Full Season, 1 Half Season, and 1 Arcana in play**Duration:** Until Rest**Prerequisite:** Initiate of Faya

**Effect:** At the end of this ritual, the Ritualist call's upon Faya's Purity, and states, "May the Purity of Faya cleanse your soul! Voice Gifted Favor Immune Blight". Those affected will be immune to all blight effects.

**Failure:** Nothing happens

**Name: Mass Regeneration****Level:** Apprentice**Category:** Natural Order**Pillars of Fate:** 4**Components:** Korba 1 + 1 per creature**Criteria:** 2 Cups, or 2 Pentacles in play**Critical Success:** It grants the targets of the ritual "Favor Resist Maim" until recharge.**Have any of the following cards in play**

- Ace of Pentacles
- Ace of Cups
- The Lovers
- The Sun
- Strength

**Hazard:** 1 Arcana, 2 Half Seasons in play**Duration:** Instant**Prerequisite:** Initiate of Faya

The ritual completely restores all individuals who are the target of the ritual to a state of physical wholeness.

Effect: This ritual can regenerate limbs or body parts that have been affected by Maim, up to and including true maim.

**Failure:** Nothing happens**Name: Matrimony****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 1**Criteria:** 2 Wands, or 2 Pentacles in play**Critical Success:** As long as both married people are on the field, they are both Immune to Frenzy.**Have any of the following cards in play**

- Ace of Pentacles
- Ace of Wands
- The Lovers
- The Sun
- The Moon

**Hazard:** 1 Arcana in play**Duration:** Instant

This ritual gives significance to the bond of love shared between two married people. The ritual will fail if one of the two recipients is insincere in their commitment at the time it is cast.

Effect: The ritual's effect is to prevent the recipients from knowingly taking any offensive or harmful action against the other. This protection supercedes Frenzy. These effects are not prevented, but the recipients will not act against each other. Either recipient may remove the ritual after losing a Gift or a year has gone by.

**Failure:** Nothing happens

**Name: Preserve the Plan**

**Level:** Master

**Category:** Spirit Lore

**Pillars of Fate:** 6

**Components:** Korba 2

**Criteria:** 4 Wands in play

**Critical Success:** The Preserve the plan ritual works twice before being dispelled.

**Have any of the following cards in play**

- Justice
- Strength
- The Moon

**Hazard:** 1 Full Season, 1 Half Season in play

**Duration:** One year or One Gift

**Prerequisite:** Initiate of the Maker

**Effect:** This ritual will bestow upon one child of the Maker one Remedy: Death which will not take effect until the target has died and reached the last second of his spirit count. This ritual is not superceded by Defy the Plan.

**Failure:** Nothing happens

**Name: Protect Infant**

**Level:** Apprentice

**Category:** Spirit Lore

**Pillars of Fate:** 4

**Components:** Korba 1

**Criteria:** 2 Wands, or a 2 Pentacles in play

**Critical Success:** The child is marked by the god of the priest who does the ritual.

**Have any of the following cards in play**

- Justice
- The Lovers
- The Moon
- Ace of Wands
- Ace of Pentacles

**Hazard:** 1 Arcana in play

**Duration:** Instant

**Prerequisite:** Initiate of the Maker

**Effect:** This ritual protects the spirit of a child less than seven days old. Its effects last until the child's fourteenth birthday or until the loss of a Gift. Also, any attempted use of the child as a sacrifice or attempt to magically imprison, use, or otherwise manipulate the child's spirit will fail. This divine protection does not detect for enchantments.

**Failure:** Nothing happens

**Name: Protection from Possession and Transformation**

**Level:** Journeyman

**Category:** Spirit Lore

**Pillars of Fate:** 5

**Components:** Korba 5

**Criteria:** 3 Wands in play

**Critical Success:** You are refunded half the resources for this ritual.

**Have any of the following cards in play**

- Strength
- The Sun
- The Moon
- Ace of Wands

**Hazard:** 1 Full Season in play

**Duration:** One year or One Gift

**Effect:** This ritual will protect one individual against any form of possession or transformation, willing or not.

**Failure:** Nothing happens

**Name: Purge**

**Level:** Grandmaster

**Category:** Natural Order

**Pillars of Fate:** 7

**Components:** Korba 8

**Criteria:** 4 Cups in play

**Critical Success:** The character has a Resist Corruption 1 / day for this gift or a year and day.

**Have any of the following cards in play**

- The Moon
- Death

**Hazard:** 1 Full Season, 3 Arcana in play

**Duration:** Instant

**Prerequisite:** Initiate of Faya

This ritual completely purges one individual of all taint, disease, Corruption, and possession, as well as all magical and ritual effects on their person

**Effect:** It removes all non Essence Qualities and Effects from the target, including the Essence Quality: Initiation. It will even remove Initiation, Matrimony, Anointing, Ascension, and the effects of other rituals that result in supplications.

**Failure:** Nothing happens

**Name: Purification****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 4**Criteria:** 2 Wands or 2 Cups in play**Critical Success:** The character has a Resist Corruption 1 / day for this gift or a year and day.**Have any of the following cards in play**

- Justice
- The Lovers
- The Moon
- Ace of Wands
- Ace of Cups

**Hazard:** 1 Arcana, 1 Half Season in play**Duration:** Instant**Prerequisite:** Initiate of the Maker

This ritual cleanses one individual with divine Purity.

**Effect:** It will remove all Corruption Qualities. It may also remove the effects of other dark rituals and powers.**Failure:** Nothing happens**Name: Release****Level:** Master**Category:** Natural Order**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Cups in play**Critical Success:** If the possessing creature only has a spirit form it will be banished to it's natural plan on a critical success.**Have any of the following cards in play**

- Justice
- Judgment
- The Moon

**Hazard:** 2 Full Seasons in play**Duration:** Instant

This ritual must be cast upon a creature that is currently possessed or transformed.

**Effect:** Once the ritual has started, the ritualist may deliver one Voice (Truename) Greater Stun to the target, if its truename is known. The ritual, if successful, will end the possession and remove the entity from the target creature. The Spirit of Fate will Remedy Greater Stun to the target if it has been so afflicted. The entity will not otherwise be harmed.**Failure:** Nothing happens

**Name: Soliran's Judgment****Level:** Master**Category:** Spirit Lore**Pillars of Fate:** 6**Components:** Korba 10**Criteria:** 4 Wands in play**Critical Success:** The Spirit of Justice will prophesize some other creature in need of justice in this period.**Have any of the following cards in play**

- Justice
- Judgment
- The Moon

**Hazard:** 1 Full Season, 1 Half Season in play**Duration:** Instant**Prerequisite:** Initiate of Soliran

This ritual will call upon Soliran himself to judge a specific situation. Upon the successful completion of the ritual, the caster must state the specific question to be judged.

**Effect:** Soliran will manifest his judgment and sentence, through the Spirit of Fate. The manifestation will also carry out any sentence rendered.

**Failure:** Nothing happens

**Name: Soulbind****Level:** Master**Category:** Spirit Lore**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Wands in play

**Critical Success:** The Binding Ritual bestows the Quality: Undroppable to the sword so long as it is wielded by the Soulbound.

**Have any of the following cards in play**

- The Lovers
- The Moon
- The Tower

**Hazard:** 1 Full Season, 2 Arcana in play**Duration:** Permanent

**Effect:** This ritual will bind the spirit of one individual to one item, granting the Quality "Bound" to the item. The item must be small enough so that the person can carry it. The bound item and the person will detect for enchantments. The bound item cannot be removed from the body of the person while he is at zero or is dead. The bound item will fade at the same time as the individual to whom it is bound and will reform when that person undergoes the Ceremony of Life. If anyone attempts to remove a bound item, the reply is "Bound" thus signaling the item cannot be moved off the person.

**Failure:** Nothing happens

**Name: Spirit Prison****Level:** Journeyman**Category:** Spirit Lore**Pillars of Fate:** 5**Components:** Korba 4**Criteria:** 3 Wands in play**Critical Success:** The gem will be given the quality of unbreakable.**Have any of the following cards in play**

- Judgment
- The Tower
- The Moon
- Ace of Wands

**Hazard:** 1 Full Season, 1 Half Season in play**Duration:** Permanent

**Effect:** This ritual will require a gem of at least X value. The ritual may be cast upon any non-corporeal or extraplanar creature. The creature does not have to be willing, but must be present for the duration of the ritual, usually under restraint. If the creature's truename is known and used, the hazard of the ritual is reduced to 0. Furthermore, the creature does not have to be in the presence of the caster, but can instead be anywhere on the same plane. The ritual will trap the creature inside the gem. The gem is not protected in any special way. The imprisoned creature will be released if the gem is destroyed.

**Failure:** Nothing happens.**Name: Strength****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 4**Criteria:** 3 Pentacles in play**Critical Success:****Have any of the following cards in play**

- Strength
- The Sun
- The Moon
- Ace of Pentacles

**Hazard:** 1 Full Season, 1 Arcana in play**Duration:** One Year or One Gift**Prerequisite:** Initiate of Soliran**Effect:** This ritual will give the recipient a free Skill: Maim or Skill: Shatter per battle.**Failure:** Nothing happens

**Name: Truth****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 4**Criteria:** 3 Pentacles in play**Critical Success:** The Ritual will compel the creature to speak only truth during this period and answer any questions truthfully to the best of their abilities.**Have any of the following cards in play**

- Justice
- The Lovers
- The Moon
- Ace of Pentacles

**Hazard:** 1 Arcana, 2 Half Seasons in play**Duration:** Special**Prerequisite:** Initiate of Soliran**Effect:** This ritual may be cast upon a single sentient creature. For the duration of the ritual, the target will be unable to lie. The ritual does not compel the target to speak. Powers and rituals designed to block magical scrying may interfere with or block the effects of this ritual. The Ritual only lasts so long as the witnessing Spirit of Fate is present.**Failure:** Nothing happens**Name: Unbreakable Armory****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 1 + 1 per 5 items**Criteria:** 3 Pentacles in play**Critical Success:** The items are also immune to disarm.**Have any of the following cards in play**

- The Tower
- The Lovers
- The Sun
- Ace of Pentacles

**Hazard:** 1 Full Season, 1 Half Season**Duration:** Day Long**Prerequisite:** Initiate of the Maker**Effect:** This ritual makes a number of weapons, shields, and pieces of armor immune to spells or effects that would break them, by granting them the quality: Unbreakable. This includes Shatters. The protected item can still be disarmed.**Failure:** Nothing happens

**Name: Transformation: Pillar of Blight**

**Level:** Master

**Category:** Transformation

**Pillars of Fate:** 6

**Components:** Korba 5

**Criteria:** 4 Swords in play

**Critical Success:** The Damage from the packets become 5 Blight

**Have any of the following cards in play**

- Death
- The Devil
- The Moon

**Hazard:** 2 Full Seasons in play

**Duration:** Day Long

**Prerequisite:** Initiate of Grumach

**Effect:** This ritual transforms a creature (Or Ritualist) via a Greater effect into a living spell emplacement. At this point, the transformed entity may begin launching volleys of “Blight 3” packets limitlessly. The entity cannot move, but is otherwise immune to all damage and effects. The transformation is not complete until the recipient is fully made-up.

**Failure:** Nothing happens

**Name: Ward of Faya**

**Level:** Master

**Category:** Spirit Lore

**Pillars of Fate:** 6

**Components:** Korba 6

**Criteria:** 4 Wands in play

**Critical Success:** The Caster in the area of effect can also cast Sun 1 Packets limitlessly while in the area of effect.

**Have any of the following cards in play**

- The Lovers
- The Sun
- The Moon

**Hazard:** 2 Arcana, 1 Full Season in play

**Duration:** Permanent

**Prerequisite:** Initiate of Faya

**Effect:** This ritual creates an area (which must be a building) of up 400 square feet that is warded against beings with the Quality: Undead. While in this area, the caster of this ritual, may limitlessly call “Voice Undead Magic: Repel”

**Failure:** Nothing happens

**Name: Word of Honor**

**Level:** Journeyman

**Category:** Spirit Lore

**Pillars of Fate:** 5

**Components:** Korba 3

**Criteria:** 3 Wands in play

**Critical Success:** Half the rituals components are refunded by the Spirit of Fate.

**Have any of the following cards in play**

- Justice
- Judgment
- Death
- Ace of Wands

**Hazard:** 1 Full Season in play

**Duration:** Special

The willing target of this ritual becomes bound to a single quest, promise, or other cause, as dictated by the caster and accepted by the target. They suffer from divine retribution if they fail in their task.

**Effect:** If the recipient breaks his promise or acts in such a way as to avoid or subvert the success of the quest or cause, he will immediately die in a manner appropriate to the caster's religion. This death represents the direct wrath of the caster's deity and cannot be stopped in any way. The ritual is a tribulation and thus carries through Gifts, but is ended if the ritual was the cause of death.

**Failure:** Nothing happens

## **Arcane Rituals**

**Name:** Arcane Resist

**Level:** Journeyman

**Category:** Empowerment

**Pillars of Fate:** 5

**Components:** Korba 4

**Criteria:** 3 Pentacles in play

**Critical Success:** A critical version of this resist can be used one per day.

**Have any of the following cards in play**

- Strength
- The Tower
- The Moon
- Ace of Pentacles

**Hazard:** 1 Arcana, 1 Full Season in play

**Duration:** One year or One Gift

This ritual provides the recipient with an arcane protection, which can be used to avoid the effects of a magic effect.

**Effect:** This ritual Favors the target with an Resist Magic. The resist can be used once per weekend by calling out “Resist” within five seconds of being affected by an attack from the Magic Category. This ritual cannot be cast on the same person multiple times.

**Failure:** Nothing happens

**Name:** Attunement

**Level:** Apprentice

**Category:** Spirit Lore

**Pillars of Fate:** 4

**Components:** Korba 2

**Criteria:** 2 Wands or 2 Cups in play

**Critical Success:** You are refunded half the resources for this ritual.

**Have any of the following cards in play**

- The Tower
- The Lovers
- The Moon
- Ace of Wands
- Ace of Cups

**Hazard:** 1 Half Season, 1 Arcana in play

**Duration:** Permanent

This ritual will arcanelly bind or attune, one item to one individual, or an individual to a location.

**Effect:** An item that is to be attuned must be master crafted. An attuned item or location will detect for enchantments, as will the attuned individual. There are no other direct manifestations of this ritual when used alone. This ritual, however, can be used in conjunction with other rituals so that magic items will only function for specific individuals or will gain special additional powers for the attuned person. When used to bind a person to a location, it allows certain rituals to function, such as the ability to flee to that location using a binding phrase (As per Flee to Sanctum). A person can be attuned to multiple items or locations, a location can be attuned to multiple persons, but an item can only be attuned to one person.

**Failure:** Nothing happens

**Name: Transformation: Clockwork****Level:** Journeyman**Category:** Transformation**Pillars of Fate:** 5**Components:** Korba 8**Criteria:** 3 Swords in play**Critical Success:****Have any of the following cards in play**

- Strength
- The Tower
- The Moon
- Ace of Swords

**Hazard:** 1 Full Season in play**Duration:** Instant

This ritual will allow the caster to assume the abilities of a medium-strength clockworks, such as a clay or brass clockwork.

**Effect:** A True Favor, Quality: Construct is applied to the caster. The transformation is not complete until the recipient is fully made-up. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Transformation: Greater Clockwork****Level:** Master**Category:** Transformation**Pillars of Fate:** 6 Flaw 2**Components:** Korba 12**Criteria:** 4 Swords in play**Critical Success:****Have any of the following cards in play**

- Strength
- The Tower
- The Moon

**Hazard:** 1 Full Season, 1 Half Season in play**Duration:** Instant

This ritual will allow the caster to assume the abilities of a High-strength clockworks, such as an iron or steel clockwork. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Effect:** A True Favor, Quality: Greater Construct is applied to the caster. The transformation is not complete until the recipient is fully made-up.

**Failure:** Nothing happens

**Name: Transformation: Lesser Clockwork**

**Level:** Apprentice

**Category:** Transformation

**Pillars of Fate:** 4

**Components:** Korba 4

**Criteria:** 2 Swords or 2 Pentacles in play

**Critical Success:**

**Have any of the following cards in play**

- Strength
- The Tower
- The Moon
- Ace of Swords
- Ace of Pentacles

**Hazard:** 2 Half Seasons in play

**Duration:** Instant

This ritual will allow the caster to assume the abilities of the smaller, weaker clockworks, such as a straw or wood clockwork.

**Effect:** A True Favor, Quality: Lesser Construct is applied to the caster. The transformation is not complete until the recipient is fully made-up. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Failure:** Nothing happens

**Name: Transformation: True Clockwork**

**Level:** Grandmaster

**Category:** Transformation

**Pillars of Fate:** 7

**Components:** Korba 12

**Criteria:** 4 Swords in play

**Critical Success:**

**Have any of the following cards in play**

- The Tower
- The Moon

**Hazard:** 1 Arcana, 1 Full Season, 1 Half Season in play

**Duration:** Instant

This ritual will allow the caster to assume the abilities of the strongest clockworks, such as an iron or steel clockwork. During this state, the initiate cannot use any their normal abilities. When the recipient reaches 0 body points they return to their natural state.

**Effect:** A True Favor, Quality: True Construct is applied to the caster. The transformation is not complete until the recipient is fully made-up.

**Failure:** Nothing happens

**Name: Binding Field**

**Level:** Journeyman

**Category:** Empowerment

**Pillars of Fate:** 5

**Components:** Korba 6

**Criteria:** 3 Pentacles in play

**Critical Success:** One per battle the caster will be able to Voice \*target\* Magic Root

**Have any of the following cards in play**

- The Chariot
- The Tower
- The Moon
- Ace of Pentacles

**Hazard:** 1 Arcana, 1 Full Season in play

**Duration:** Permanent

**Prerequisite:** Ritualist Only

**Effect:** This ritual will create a magical effect in an area of up to 1,000 square feet. (But it must be an enclosed area or the Caster's sanctum.) where the Magi will be able to throw Limitless "Magic Root." For each 100 square foot area, the ritual requires one Component: Bloodroot.

**Failure:** Nothing happens

**Hazard:** The caster gains only the negatives of the state.

**Failure:** Nothing happens

**Name: Bind Spell Book**

**Level:** Apprentice

**Category:** Spirit Lore

**Pillars of Fate:** 4

**Components:** Korba 1

**Criteria:** 2 Wands or 2 Pentacles in play

**Critical Success:**

**Have any of the following cards in play**

- The Tower
- The Lovers
- The Moon
- Ace of Wands
- Ace of Pentacles

**Hazard:** 1 Arcana in play

**Duration:** Permanent

**Effect:** This ritual will bind one specific spell book to the recipient granting the quality "bound" to the item. The bound spell book cannot be taken from the recipient against his will, whether he is conscious or unconscious. If anyone attempts to remove a bound item, the reply is "Bound" thus signaling the item cannot be moved off the person. The bound item and the person will detect for enchantments. Even a charmed individual cannot be enticed to give up his spell book. The spell book is also made indestructible with this ritual, as long as it is on the caster's body. A Shatter or any of the Unmaker divine powers of destruction will affect a bound spell book that is on the caster's body. If the caster relinquishes the spell book, it loses those protections until he retrieves it again, and can be destroyed, in which case the ritual is ended. The spell book also fades with an individual when his body fades after losing a Gift and reappears on his body at resurrection.

**Failure:** Nothing happens

**Name: Create True Sanctum****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 14**Criteria:** 3 Pentacles in play**Critical Success:****Have any of the following cards in play**

- The Tower
- The Sun
- The Moon
- Ace of Pentacles

**Hazard:** 1 Arcana, 1 Full Season in play**Duration:** Permanent**Effect:** This ritual will create a permanent arcane nexus of no more than 100 square feet in area. The ritual requires a flawless gem of no less than X in value, which will be consumed in the casting of the ritual. This is ritual enables people to cast rituals within this area. A sanctum must have a chosen master picked at the time of casting.**Failure:** Nothing happens**Name: Create Greater Sanctum****Level:** Apprentice**Category:** Empowerment**Pillars of Fate:** 4**Components:** Korba 2**Criteria:** 2 Pentacles or 2 Wands in play**Critical Success:****Have any of the following cards in play**

- The Tower
- The Sun
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 1 Full Season in play**Duration:** Permanent**Effect:** This ritual creates a minor sanctum. A minor nexus behaves exactly like a regular arcane nexus, except that it only lasts for the event, before the spirits reclaim it. A sanctum must have a chosen master picked at the time of casting.**Failure:** Nothing happens

**Name: Death's Head****Level:** Master**Category:** Empowerment**Pillars of Fate:** 6**Components:** Korba 3**Criteria:** 4 Pentacles in play**Critical Success:** You gain the ability to use this effect twice a battle.**Have any of the following cards in play**

- Judgment
- Death
- The Moon

**Hazard:** 1 Full Season, 2 Half Seasons in play**Duration:** Day Long

This Ritual allows the caster to channel the power of death itself into a target's true name, smiting him or her with a simple word.

**Effect:** The recipient of this ritual will gain the ability to deliver a Death effect as a voice attack to one target that the caster knows their name. "Voice to <Target Name> Corruption Death" It is usable once per battle.

**Failure:** Nothing happens

**Name: Remedy Lesser Ritual****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 1**Criteria:** 2 Wands, or 2 Cups in play**Critical Success:** A critical result will transform the Remedy into "Remedy Ritual"**Have any of the following cards in play**

- Judgment
- Death
- The Moon
- Ace of Wands
- Ace of Cups

**Hazard:** 1 Full Season in play**Duration:** Instant

**Effect:** This ritual will Remedy and remove the effects of any one apprentice level ritual, and a duration that is not Instant. The recipient of the ritual to be removed, or the object or area of its effect, must be within sight of the caster for the duration of the ritual. A Lesser Favor, Fate Remedy Lesser Ritual is applied to the caster, allowing them to remove lesser rituals via packet once within 10 seconds of the ritual's end. The caster must hit the target recipient, object, or area with a spell packet, calling "Fate Remedy <name specific> Lesser Ritual". If the caster does not specify the ritual, a random one of the rituals that could be affected will be remedied.

**Failure:** Nothing happens

**Name: Remedy Undeath****Level:** Journeyman**Category:** Natural Order**Pillars of Fate:** 5**Components:** Korba 4**Criteria:** 3 Cups in play**Critical Success:** The caster may deliver the effect via voice. “Voice: \*target\* Fate, Remedy Undeath”**Have any of the following cards in play**

- Justice
- Death
- The Moon
- Ace of Cups

**Hazard:** 1 Full Season, 2 Half Seasons in play**Duration:** Instant

**Effect:** If cast upon a creature with the Undeath Quality, the creature will be instantly destroyed. If a creature is targeted, a spell packet from the caster must strike it within five seconds of completion of the ritual, and the caster will call out “Fate, Remedy Undeath”. If cast upon a phylactery or other magical item that is tied to undeath, the Spirit of Fate will destroy the phylactery, or remove it from this plane. If the creature that is bound to it is inside, it too will be destroyed/imprisoned. If not inside, then the creature will not be destroyed but it will no longer have a phylactery, so if it is destroyed it cannot come back.

**Failure:** Nothing happens**Name: Remedy Ritual****Level:** Journeyman**Category:** Natural Order**Pillars of Fate:** 5**Components:** Korba 2**Criteria:** 3 Cups in play**Critical Success:** A critical result will transform the Remedy into “Remedy Greater Ritual”**Have any of the following cards in play**

- Judgment
- Death
- The Moon
- Ace of Cups

**Hazard:** 1 Full Season, 1 Half Season in play**Duration:** Instant

This ritual will Remedy and remove the effects of any one ritual that has a level Journeyman or less and a duration that is not Instant. The recipient of the ritual to be removed, or the object or area of its effect, must be within sight of the caster for the duration of the ritual. A Lesser Favor, Fate Remedy Ritual is applied to the caster, allowing them to remove rituals via packet once within 10 seconds of the ritual’s end. The caster must hit the target recipient, object, or area with a spell packet, calling “Fate Remedy <name specific> Ritual.” If the caster does not specify the ritual, a random one of the rituals that could be affected will be remedied.

**Failure:** Nothing happens

**Name: Drain Greater Sanctum****Level:** Journeyman**Category:** Natural Order**Pillars of Fate:** 5**Components:** Korba 3**Criteria:** 3 Cups in play**Critical Success:** A critical result will result in the ritual being upgraded to the Drain True Sanctum.**Have any of the following cards in play**

- The Tower
- Death
- The Moon
- Ace of Cups

**Hazard:** 1 Full Season in play**Duration:** Instant

This ritual will allow the caster and one assistant to tap into the power of a Greater Arcane Sanctum.

**Effect:** The caster and ritual assistants will be able to draw arcane power from the nexus so that they will restore their reserve back to full. In addition, the effect of this ritual is to completely drain the power from the sanctum, thereby permanently destroying it. This will not work on True Sanctums.

**Failure:** Nothing happens

**Name: Drain True Sanctum****Level:** Master**Category:** Natural Order**Pillars of Fate:** 6**Components:** Korba 3**Criteria:** 4 Cups in play**Critical Success:** The place this is cast upon can never be used as a sanctum again.**Have any of the following cards in play**

- The Tower
- Death
- The Moon

**Hazard:** 1 Arcana, 1 Full Season in play**Duration:** Instant

This ritual will allow the caster and one assistant to tap into the power of a True Arcane Sanctum.

**Effect:** The caster and ritual assistant will be able to draw arcane power from the nexus so that they will restore their reserve back to full. In addition, the effect of this ritual is to completely drain the power from the sanctum, thereby permanently destroying it.

**Failure:** Nothing happens

**Name: Elemental Travel****Level:** Master**Category:** Natural Order**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Cups in play**Critical Success:** The spirit of fate will keep the portal open, enabling any who die upon the plane to return to a shrine and resurrect normally.**Have any of the following cards in play**

- The Sun
- The Chariot
- The Moon

**Hazard:** 2 Arcana, 1 Full Season, 2 Half Seasons in play**Duration:** Day long**Effect:** With this ritual the caster may transport up to 12 willing individuals to an elemental plane of his choosing. The ritual must be cast at an appropriate site that will function as a gateway that the recipients must pass through. This might, for example, be a large fire, a clear lake, a deep cave, or the peak of a mountain, as appropriate for the plane. Their bodies and carried belongings will be physically transported. They will remain upon the elemental plane until the next cycling of the nexus, at which time they will automatically return to the material plane. The ritual provides no particular protection against the elemental forces of the plane they are traveling to. While on the elemental plane, their bodies will behave as normal with respect to spirit counts, tethering, and severing. If a person transported to the elemental plane dies and fades while on the plane, his spirit can only be raised at a shrine in the elemental plane, otherwise it will be lost upon the spirit plane and cannot return until rescued.**Failure:** Nothing happens**Name: Lesser Fortitude****Level:** Journeyman**Category:** Empowerment**Pillars of Fate:** 5**Components:** Korba 6**Criteria:** 3 Pentacles in play**Critical Success:****Have any of the following cards in play**

- The Sun
- Strength
- The Moon
- Ace of Pentacles

**Hazard:** 1 Full Season in play**Duration:** One year or One Gift

This ritual bestows upon one creature lesser physical fortitude.

**Effect:** The target is Favored with a gain of 1 body point. This body point can be healed and is in every way like a normal body point. This can not stack with any other body enhancing rituals.**Failure:** Nothing happens

**Name: Fortitude**

**Level:** Master

**Category:** Empowerment

**Pillars of Fate:** 6

**Components:** Korba 7

**Criteria:** 4 Pentacles in play

**Critical Success:**

**Have any of the following cards in play**

- The Sun
- Strength
- The Moon

**Hazard:** 1 Full Season, 1 Half Season in play

**Duration:** One year or One Gift

This ritual bestows upon one creature physical fortitude.

**Effect:** The target is Favored with a gain of 2 body point. This body point can be healed and is in every way like a normal body point. This can not stack with any other body enhancing rituals.

**Failure:** Nothing happens

**Name: Greater Fortitude**

**Level:** Grandmaster

**Category:** Empowerment

**Pillars of Fate:** 7

**Components:** Korba 8

**Criteria:** 4 Pentacles in play, 2 Swords in play

**Critical Success:**

**Have any of the following cards in play**

- Strength
- The Moon

**Hazard:** 1 Arcana, 1 Full Season, 1 Half Season in play

**Duration:** One year or One Gift

This ritual bestows upon one creature greater physical fortitude.

**Effect:** The target is Favored with a gain of 3 body point. This body point can be healed and is in every way like a normal body point. This can not stack with any other body enhancing rituals.

**Failure:** Nothing happens

**Name: Great Strength****Level:** Master**Category:** Empowerment**Pillars of Fate:** 6**Components:** Korba 3**Criteria:** 4 Pentacles in play**Critical Success:** Your strength will also grant you a resist root per day.**Have any of the following cards in play**

- The Sun
- Strength
- The Moon

**Hazard:** 1 Full Season, 2 Half Seasons in play**Duration:** One year or One Gift**Effect:** This ritual will bestow upon one creature the ability to swing any combination of two Skill: maims or Skill: shatters per battle.**Failure:** Nothing happens**Name: Glyph of Protection****Level:** Master**Category:** Empowerment**Pillars of Fate:** 6**Components:** Korba 6**Criteria:** 4 Pentacles in play**Critical Success:** The caster will gain an additional yield of 2 more stuns.**Have any of the following cards in play**

- The Tower
- Strength
- The Moon

**Hazard:** 2 Arcana, 1 Full Season, 1 Half Season**Duration:** Permanent**Effect:** This Ritual must be cast in a sanctum. This ritual will enchant a Glyph of the Caster's choosing, which will protect one location. The ritual requires a master crafted container of silver or other precious metal of no less than 120 gp in value, which will be consumed in the casting of the ritual. The Greater Ward is visible to the naked eye. This ritual allows the caster to cast three Gesture, Magic Stun, so long as they are holding the glyph. The glyph is attuned, such that a caster may hold it and cast spells at the same time. The Glyph only works in the sanctum, and if it is moved out of the sanctum, the ritual ends.**Failure:** Nothing happens

**Name: Lich****Level:** Master**Category:** Transformation**Pillars of Fate:** 6**Components:** Korba 8**Criteria:** 4 Swords in play**Critical Success:** If the target of the ritual is not the caster, a critical success indicates they are under the complete control of the caster. If self is the target, regeneration can be used at any time.**Have any of the following cards in play**

- Death
- The Devil
- The Moon

**Hazard:** 2 Full Seasons in play**Duration:** Instant**Effect:** This ritual will have one of two effects, depending on the target. When cast upon any willing or subdued living creature it will turn that creature into a minor lich with the following abilities: Quality: Undead, +30 BP, Magic Resist 1/battle, 2 Skill Shatter per battle, at night regen 2/10 seconds. The next time the minor lich is taken to zero BP, it will crumble to dust. If the creature had Gifts remaining, then it can be raised as normal, returning to its living form. In order to create a full lich, the target must possess a truename, must be attuned to an item of at least 10 gp value, and must have had its truename transferred into the item. When this ritual is then cast upon the target, it will become a full lich and the item will become its phylactery (see Phylactery ritual). As a full lich it will gain the following abilities: Quality Undead, +40 BP, Magic Resist 4/battle 4 Skill Shatter per battle, at night regen 3/10 seconds. If a minor lich undergoes the rituals of Attunement and Transfer Truename with an appropriate item, it will be turned into a full lich.**Failure:** Nothing happens**Name: Missive****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 1**Criteria:** 2 Wands or 2 Pentacles in play**Critical Success:** The message can be any length desired up to 2000 words.**Have any of the following cards in play**

- The Chariot
- The Lovers
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 2 Half Seasons in play**Duration:** Instant**Effect:** This ritual will create a written message, which must be 50 words or less plus a signature and will be magically created on a single sheet of paper. The contents of the missive must be stated during the casting of the ritual. At the completion of the ritual the written message will be taken by the Spirit of Fate to the target of the message.**Failure:** Nothing happens

**Name: Phylactery****Level:** Master**Category:** Spirit Lore**Pillars of Fate:** 6**Components:** Korba 8**Criteria:** 4 Wands in play**Critical Success:** The creature reforms in only one hours time.**Have any of the following cards in play**

- The Tower
- Death
- The Devil

**Hazard:** 3 Arcana, 1 Full Season in play**Duration:** Permanent

This ritual will allow the caster to bind the spirit of an undead or extraplanar creature to an item.

**Effect:** The creature must first have been attuned to the item with an Attunement ritual. The caster's truename is transferred into the item and this item becomes the creature's phylactery, allowing it to manifest on the material plane. When destroyed on the material plane, the creature returns to the phylactery and reforms within five minutes after the next cycling of the nexus. Only destruction of the phylactery will permanently destroy the creature. A phylactery can usually only be destroyed by an appropriate ritual or a special weakness unique to each phylactery, as determined by the Fates.

**Failure:** Nothing happens**Name: Planar Ward****Level:** Apprentice**Category:** Empowerment**Pillars of Fate:** 4**Components:** Korba 3**Criteria:** 2 Pentacles or 2 Wands in play**Critical Success:** While in this area, the caster gains 3 Resists to any attack levied by these creatures in the area.**Have any of the following cards in play**

- Justice
- The Tower
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 1 Arcana, 2 Half Seasons in play**Duration:** Day Long**Prerequisites:** Magi Only

**Effect:** This ritual creates an area (which must be a building) of up 400 square feet that is warded against certain extra-planar creatures. The type of creature affected must be specified at the time of casting, from one of the following: Creatures from a specific elemental plane, demonic creatures, infernal creatures, creatures from a specific divine plane, or creatures from the spirit plane. While in this area, the caster of this ritual, may limitlessly call "Voice <Creature Name> Magic: Repel"

**Failure:** Nothing happens

**Name: Protection from Scrying**

**Level:** Master

**Category:** Empowerment

**Pillars of Fate:** 6

**Components:** Korba 5

**Criteria:** 4 Pentacles in play

**Critical Success:** Dream Seeing the caster has unpredictable side effects to the Dreamer.

**Have any of the following cards in play**

- The Tower
- Judgment
- The Moon

**Hazard:** 1 Full Season, 1 Half Season in play

**Duration:** One year or One Gift

**Effect:** This ritual can be cast upon a person, location, or item. It will block any attempt to Dream See the caster. When attempting to dream the protected subject, the seeing will simply be blocked, so either no information will come or the vision will simply see a void where the subject is.

**Failure:** Nothing happens

**Name: Flee to Sanctum**

**Level:** Apprentice

**Category:** Empowerment

**Pillars of Fate:** 4

**Components:** Korba 2

**Criteria:** 2 Pentacles, or 2 Wands in play

**Critical Success:** The ritual works twice before fading.

**Have any of the following cards in play**

- The Lovers
- The Chariot
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 1 Full Season in play

**Duration:** One year or One Gift

**Effect:** Prior to casting this ritual the subject must be attuned to a specific sanctum. The ritual will then Favor the subject with the ability to flee directly to his sanctum by uttering a command word or phrase, which is chosen during the casting of the ritual, by speaking it to the Spirit of Fate. While fleeing, the person cannot cast spells or fight, but must proceed at a brisk walk back to his sanctum. While in this state, the caster cannot be affected by anything. The recipient cannot stop until he has reached the sanctum. Once used the power of the ritual is ended, but the subject remains attuned to the location and, therefore, the ritual can be renewed.

**Failure:** Nothing happens

**Name: Spirit Travel****Level:** Master**Category:** Spirit Lore**Pillars of Fate:** 6**Components:** Korba 7**Criteria:** 4 Wands in play**Critical Success:** The spirit of fate will keep the portal open, enabling any who die upon the plane to return to a shrine and resurrect normally.**Have any of the following cards in play**

- The Chariot
- Death
- The Moon

**Hazard:** 2 Arcana, 1 Full Season, 2 Half Seasons in play**Duration:** Day Long**Effect:** With this ritual the caster may transport up to 12 willing individuals to the spirit plane. Their bodies and carried belongings will be physically transported, not just their spirits. They will remain upon the spirit plane until the next cycling of the nexus, at which time they will automatically return to the material plane. While on the spirit plane their bodies will behave as normal with respect to spirit counts, tethering, and severing. If a person transported to the spirit plane dies and fades while on the plane, his spirit will be lost upon the spirit plane and cannot return until rescued.**Failure:** Nothing happens**Name: Summon Familiar****Level:** Apprentice**Category:** Spirit Lore**Pillars of Fate:** 4**Components:** Korba 2**Criteria:** 2 Wands, or 2 Pentacles in play**Critical Success:** The powers granted by the vessel are increased.**Have any of the following cards in play**

- The Lovers
- Judgment
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 2 Half Seasons in play**Duration:** 1 year or 1 gift

This ritual will strike a bargain with the Spirit of Fate to invest some of its essence into a creature that will serve as a familiar to the ritualist.

**Effect:** The Caster gains the Quality: Spirit Bond. The familiar will be freed from the bond if the ritualist dies and loses a Gift, or if a Purge or Release is cast upon the vessel or the caster. Upon raising, the ritualist can renew his bond if the familiar is willing. A familiar bestows arcane power on his master. The power varies depending upon the type of familiar summoned, which is random and not controlled by the ritualist. Typically, an amount of essence for casting spells is bestowed. If the familiar dies, the ritualist will be affected by a Stun and a True Drain, which cannot be Resisted, and will lose all spell casting ability until a remedy is found. Additionally, they will lose the Quality: Spirit Bound. After the Caster has been Spirit Bound for a full Weekend, the powers granted to them will begin to manifest. If the bond is removed, the powers are removed with it.**Failure:** Nothing happens

**Name: Teleporting Gate****Level:** Grandmaster**Category:** Spirit Lore**Pillars of Fate:** 7**Components:** Korba 11+1 per 30 Minutes**Criteria:** 4 Wands, 2 Cups and 2 Swords in play**Critical Success:** The gate is self sustaining, and doesn't require the ritualist to concentrate on it.**Have any of the following cards in play**

- The Sun
- The Moon

**Hazard:** 2 Arcana, 1 Full Season, 2 Half Seasons in play**Duration:** Special

**Effect:** This ritual will create a gate that is 5 feet wide and 10 feet high. Any creatures that step through the gate will be instantly teleported to a fixed location determined at the time of the casting. The gate is bi-directional so that creatures can travel from the destination back to the caster. The destination must not only be familiar to the caster, but there must be an item there that the caster can target as a focus. The focus can be any unique item that the caster recently held in his possession (within the past month and his current Gift). If the caster is attuned to the item the hazard is reduced to zero. The ritual will last for 30 minutes, during which time the caster must remain in the presence of the gate concentrating on keeping it open. Once this duration has elapsed the caster may extend the ritual by expending an additional dram of korba for each 30 minutes and also by continuing his concentration, which is physically draining. If it has not ended before the cycling of the nexus, it will do so then.

**Failure:** Nothing happens**Name: Lesser Glyph of Protection****Level:** Apprentice**Category:** Empowerment**Pillars of Fate:** 4**Components:** Korba 2**Criteria:** 2 Pentacles, or 2 Wands in play**Critical Success:** The caster gains two additional effects.**Have any of the following cards in play**

- The Tower
- Strength
- The Moon
- Ace of Pentacles
- Ace of Wands

**Hazard:** 1 Arcana, 1 Half season in play**Duration:** Permanent

This Ritual must be cast in a sanctum. This ritual will enchant a Lesser Glyph, which will protect one location. The ritual requires a master crafted container of silver or other precious metal of no less than 2 gp in value, which will be consumed in the casting of the ritual. The Greater Ward is visible to the naked eye. This ritual allows the caster to cast any combination of three Gesture, Magic Weakness, or Gesture Magic Silence, so long as they are holding the glyph. The glyph is attuned, such that a caster may hold it and cast spells at the same time. The Glyph only works in the sanctum, and if it is moved out of the sanctum, the ritual ends.

**Failure:** Nothing happens

# Section 3: Item Construction

## Weapon Colors

Rampant weapons are color coded for easy identification. Personal weapons may be decorated, but the weapon type dictates what the dominant color must be. For instance, a blade-blackened sword can be black with red grooves, runes, or trim, but the majority of the weapon's area must be colored black.

When constructing weapons, it is important to use the following color conventions:

- Gray** used for any part of a weapon made from steel or silver (common duct tape color)
- Brown** used for any part of a weapon constructed from wood
- Black** used for any part of a weapon made from steel and then blade-blackened
- Red** used for claws or other natural weapons
- Blue** used for fists for unarmed combat skills or Brawling
- White** used for all magical weapons
- Green** used to denote mage metal weapons

Players are encouraged to construct their own weapons, but the size limitations outlined in Table 3.1 (*Section 3: Combat*) must be followed.

Nightblade (these are special weapons, not to be confused with the Archetype) weapons must have a 1/4" square piece of tape on their tip, which is of a different coloration than the weapon. This indicates the hollow construction through which venom is introduced into the wound.

## Boffer Weapon Construction

There is only one general boffer construction technique that has been approved for use in Rampant games. Other construction designs have been developed and weapons from these designs are often approved for game use. However, these techniques require a higher level of skill and a greater knowledge of materials to produce a safe weapon. We recommend that a new player construct his first weapon from the simple technique described below and as he gains a greater understanding of what is required to produce a safe, durable weapon, begin to construct weapons from these alternative designs.

Regardless of construction technique, all weapons must pass inspection by a Rampant marshal at each event. If deemed unsafe, a weapon will be prohibited from game play until the defect is remedied. If you do come to a Rampant event with a weapon of unapproved design, the possibility of your weapon being rejected is high. Therefore, we suggest that all players with weapon skill bring a weapon of the approved design, as they usually can be repaired on the spot, bringing the weapon up to safety standards quickly.

Four specific materials are used in the construction of Rampant approved weaponry. Limited substitutions may be addressed on a case by case basis:

1. 3/4" diameter CPVC pipe or 1/2" diameter graphite rod
2. Duct tape (appropriately colored for weapon type)
3. Open cell pillow/mattress foam
4. 5/8" thick pipe insulation foam (NOT the more common 3/8" thick)

For weapons exceeding 46" in total length, PVC pipe can be substituted for CPVC pipe. PVC pipe is a more rigid and heavier material, and should only be used on weapons of longer length to prevent "whippiness."

The following instructions describe the technique for building virtually all hand held weapons. Variations for the construction of Staves, Two Handed Weapons, and Thrown Weapons are described later in the section.

1. On a piece of paper, draw the blueprint for your weapon. Organize your thoughts, by defining the overall shape, grip length, cross-guard and other basic dimensions.
2. Determine the total length of the weapon you wish to make. Consult Table 3.1 for a list of weapon dimensions.
3. Cut the CPVC (or PVC or graphite rod) piping approximately four inches shorter than the total weapon length. Foam padding at the ends of the weapon will be added later to recover this 4" length.
4. Reduce the sharpness of the cut end of the pipe by applying a piece of heavy duct tape over it. A sharp pipe end can cut the foam, damaging the weapon, and rendering it useless.
5. In two places, along what will be the blade or shaft of the weapon, wrap several layers of duct tape around the pipe, such that the diameter is slightly larger than the inner hole diameter of the pipe foam. This will help hold the foam securely in place. You may wish to fold and expose some of the sticky side of the tape, so that the pipe foam will actually stick to the core. When creating weapons of longer lengths, such as staves or very long two-handed weapons, the player may wish to secure three or four areas along the pipe length in this manner.
6. Using a durable pen, mark the point where the cross hilt of the weapon (if you have one) or handle will go. Slide the foam over the length of the weapon until it lines up with the inked mark. Cut the foam so that it extends 3/4" over the tip end of the pipe (the other end of foam should still be lined up with the ink mark).
7. Secure the insulation foam to the pipe with either duct tape or glass strapping tape at the handle end.
8. Determine the desired length of the cross hilt, and cut the foam to that length. Using the butt end (uncovered by tape) of the CPVC pipe, cut a hole in the center of the foam. Slide the cross hilt onto the weapon until it is firm against the bottom of the blade or shaft. Secure the hilt in place with duct tape or strapping tape.
9. The butt end or pommel of the weapon must be padded with foam and covered with duct tape. Counterweights may be used in the butt of the weapon, but they must be well-secured and heavily padded with foam.
10. Slice some small scraps of foam, and pack them into the 3/4" section of foam that extends beyond the end of the pipe. Cover the hole with a small piece of duct tape. This will help prevent the pipe from coming through the tip on a thrusting attack.
11. Building the thrusting tip and properly attaching it is one of the more difficult tasks of boffer weapon construction. Most weapons will fail inspection due to some flaw in this process or deterioration of the tip. It is important that a minimum amount of duct tape be applied along the length and tip of the weapon. The more tape that is applied, the harder and heavier the weapon will be. This makes the spongy foam less effective and the weapon is more likely to injure a player.
12. Cut the pillow foam so that a piece of it will completely cover the diameter of the foam tube and will be about three inches long. An ideal thrusting tip might measure 2" x 2" x 3". Unroll a 2 foot length of duct tape (do not cut it yet), and attach it to the base of the hilt so that you may unroll the tape up the blade or shaft of the weapon. When you reach the top of the shaft, place the pillow foam on the tip of the weapon, and tape over the pillow foam thrusting tip (compressing it from a 3" length to a 2" length). Continue unrolling the tape as you apply it down the opposite side of the handle. Repeat this same process on the remaining uncovered portion of the shaft and tip. Using this method, the foam and thrusting tip should have no more than one layer of tape over them. Small pieces of duct tape may be used to cover any exposed areas.
13. Cover the hilt with duct tape and apply a small 1" x 2" x 2" piece of pillow foam to the base of the weapon, as well. Players will reduce the slipperiness of their weapon grip if they wrap a rope, length of tacky grip, leather, or some other material about the handle area of the weapon.
14. If the weapon you are considering is a battle ax or mace, cut a section of pillow foam into the shape of the weapon head. Attach this foam to the shaft below the thrusting tip and cover it with a single layer of duct tape.
15. Using a pin or small nail, poke many holes in the thrusting tip, ax blade, or mace head. This will allow the foam to "breathe," and recover its shape more quickly after being compressed during a weapon blow.

## Notes on Weapon Construction

**Cross Hilt:** The weapon may not have any piping or other nonmalleable substance sheathed within the cross hilt to make it more stiff. Cross hilts are optional.

**Two Handed Hafted Weapons:** To make a two-handed hafted weapon (a great ax, non-throwing spear, giant club, etc.), pad the entire shaft of the weapon, which might come in contact with an opponent. Construct the shape of the weapon head and apply it in the same manner as for a one-handed hafted weapon. Remember to poke the thrusting tip and weapon head *many* times with a pin.

**Staves:** To make a staff, the basic technique is the same as for two-handed hafted weapons, except the entire length of the weapon must be padded. Both ends must have a thrusting tip as described above.

## Special Construction for Long Weapons

When creating a weapon exceeding a length of 46", the item tends to "whip" when wielded in boffer combat. To prevent this, players may use aluminum tubing to stabilize the shaft of the weapon. A 40" length of aluminum tubing should be sheathed over the length of the PVC pipe, placed equidistant from both tips. The aluminum must be firmly taped to the PVC pipe so that it does not slide off. Weapon construction is similar from this point on.

## Thrown Weapons

Thrown weapons are substantially different than hand-to-hand combat weapons. They cannot have any solid materials like CPVC pipe in them and they may only be thrown in combat.

Small thrown weapons represent axes, hammers, daggers, and rocks. They must be made entirely of foam and covered with a single layer of tape. These weapons can be no longer than 12" in length and must have one dimension of at least 4". Rocks should be round and between 4" and 6" in diameter. Small thrown weapons need not have item tags.

Large thrown weapons represent javelins and short throwing spears. As with small thrown weapons, they may only be thrown and no rigid materials may be used in their construction. These larger weapons should be made of the foam tubing used in hand-to-hand weapon construction, covered with tape and must have a standard thrusting tip. It is allowed to place a small weight inside the foam, behind the thrusting tip to make the weapon easier to throw, but the item can be no heavier than a standard C cell battery. These weapons must be at least 30" in length, but cannot exceed 48". Soft, collapsible fins may be attached if desired. Large thrown weapons must have an item tag attached and must be inspected at every event at check-in.

In order to use the Sling skill, which adds one point of base damage to rocks used as small thrown weapons, players must have a phys rep for a sling, which is held in their off-hand while the small weapon is thrown. A sling phys rep can be made from a two foot length of either leather or faux leather, which is between 4" and 8" wide. The sling is held folded over lengthwise. Under no circumstance is a sling to be used as a weapon itself.

## Armor Construction

There are several basic classifications of armor in the Rampant game system: Padded, soft leather, hard leather, studded leather, chain mail, scale mail, and plate mail. It is difficult to describe proper armor construction methods, because of the diversity of techniques that exist. Our best recommendation is to find a player with a well-crafted suit of armor and inquire as to how the suit was made. Players are encouraged to be creative in the design and construction of armor.

Marshals inspecting various armor types will first look with an eye towards safety. Special attention is given to sharp edges, armor joints that can pinch or cut the wearer, large bolts or screws sticking out from the armor, or any unusual feature. Avoid armor that has metal ornamental designs attached to it. Chances are it will not pass Rampant's safety requirements.

## Shield Construction

Shields come in many designs: Round, heater, oval, rectangle, and triangle to name just a few. Other designs are certainly possible, but the overall area may not exceed 452 square inches, and the longest dimension may not exceed 30". All size limitations include the foam edging required on all design types. The following table gives maximum dimensions for common shield shapes:

**Table A.1: Common Shield Types & Maximum Dimensions**

Shield Shape	Vertical Maximum	Horizontal Maximum (when vertical is at maximum)
Round	24"	24"
Rectangle	30"	15"
Heater	30"	22"
Triangle	30"	30"
Oval	30"	22"

Any unusually shaped shield will be judged individually and may be rejected even while it is within these size limitations.

The following instructions describe the approved technique for building boffer combat shields. Variances will be allowed on a case by case basis. As with weapons, your alternate construction ideas should be discussed with a Rampant official prior to the actual construction of the shield.

Required Materials include:

- 1/4" thick plywood
- 5/8" green pipe insulation foam
- 1/8" clothesline rope
- Duct tape
- Power drill
- Round-headed bolts and nuts
- Forearm strap
- Hand grip
- Paint

1. On a piece of paper, draw the blueprint for your shield. Organize your thoughts by defining the shield dimensions, shape, and handle locations.
2. Cut the 1/4" thick plywood to a size slightly smaller than the desired shield dimensions. For instance, if you are designing a round shield, which has a maximum diameter of 24", cut the plywood to a diameter of 23". Foam padding will be used to bring the shield to the desired dimensions.
3. Drill holes around the edge of the shield, approximately 3" apart, and 1" from the edges of the shield. The rope will be threaded through the holes to hold the foam in place along the shield edge. Drill any holes required for the forearm strap and handle.
4. Assemble the hand grip and forearm strap by bolting it to the back of the shield. Use wooden blocks as spacers. Leave your arm plenty of room to slide into the strap, even with arm guards. The round headed bolts should be on the face of the shield.
5. Paint the shield. A base coat of paint should be applied and the shield should now be painted. The back of the shield need not be painted.
6. Open the green insulation foam along its precut joint. Use duct tape to cover the outside of the foam. This skin of tape will protect the foam and it will last much longer than exposed foam. Wrap the foam around the edge of the shield, threading the rope as you proceed. Be sure that all edges are completely covered by the foam and that there are no gaps.

## **Spell Packet Construction**

Spell packets must be made to very specific standards for both safety and durability. Spell packets may be inspected at any time during the game by a marshal. To assure that a player's packets will pass inspection, we suggest the following technique for their construction.

Take an eight inch square of soft, durable, light-colored cloth (cloth of dark colors are prohibited, as is orange cloth) and poke the center of it into a standard 35mm film canister. Fill the canister with small birdseed (no sunflower seeds may be in the mix due to the sharp points of their shell). Note: There are no other legal spell packet fillings. Use rubber bands, string, tape, or needle and thread to close the packet. The "tail" of the packet may be cut off to improve the packet's aerodynamics in flight, but never wrap the tails of the spell packets with duct tape or apply other rigid substances such as glue or paste. Putting your player number on each packet makes them easier to identify and recover after combat. You may personalize your packets with permanent markers or patterned cloth.

Spell packets are in-game, meaning they can be stolen or taken from a incapacitated character. Without the necessary components, a spell caster is unable to cast spells. Even though each spell caster makes personal packets, it is allowable for a character to use another character's packets.

## **Weapon Inspection**

ALL weapons must be inspected at EVERY event. Point and pommel of every weapon must have an open-cell foam buffer - 2" at any striking tip, and 1" at the pommel. Pipe foam must be of 5/8" thickness, not the commonly found 3/8" thickness. Remember that pipe foam degenerates over time and tips get compressed or ripped with use. Regularly repair your weapons to be sure they are safe for use.