

Oblivion (n.) The state of having or being forgotten

Oblivion (n)

The state of having, or being forgotten



Rule Book *Version 2.0*

How will you find the things you need to know to win? You will find them in the pages of this book.

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AN INTRODUCTION FROM THE DESIGN TEAM.

Welcome to the **Oblivion (n.)** world, a newly created live role-playing system that utilises the 'classic style' of rules and skills that appear in many self reffing events.

We, the design team, promise to deliver a safe and fair event and to maintain character interaction within the **Oblivion (n.)** world.

Our aim is to provide enjoyment for all those whom attend our events, to promote and encourage quality role-play and to organise an exciting and atmospheric weekend.

Investment in equipment and costume is an important part of the **Oblivion (n.)** concept. At all times we will be looking to improve upon these aspects of our role-play system. However, it is enjoyment of all those attending an **Oblivion (n.)** event that is our foremost consideration.

Thank you for your support, and most of all, we hope you have fun!



RULES OF THE EVENT.

There are some basic rules that when attending an **Oblivion** (n.) event you are required to follow. They exist for your safety and for your enjoyment, please obey them at all times.

General Rules

1. The minimum age for participation at an event is 16 years old (18+ at some events). The only exception may be when younger persons are accompanied by a parent or suitable guardian and by agreement of the organisers. Discretion is final with the design team.
2. Any illegal narcotic substances will not be tolerated.
3. Alcohol may be consumed in moderation. Anyone deemed unfit to participate due to excessive alcohol will be temporarily suspended from the event. This is for the safety of themselves and fellow players.
4. Litter, under no circumstances, may be dropped in the event site. Receptacles will be provided for the disposal of litter and emptied by event officials.
5. Referee's decisions and requests are to be followed at all times.
Referees exist not only to maintain safety, but to also ensure fair play.

Combat Rules

6. As with any physical event, safety is of prime importance. All persons attending an **Oblivion** (n.) event are asked to consider the safety of themselves and other at all times. All blows **MUST** be pulled. If you are unsure with this procedure, please see an event official who will demonstrate it for you.
7. Anyone witnessing dangerous play is to report it to an event official. Please do not start an argument with the offending person. This tends to complicate matters and prevents a positive result.
8. Never stab with a weapon. This is considered extremely dangerous play and injury can be caused by this action. If you possess a specially manufactured weapon that allows this action to be executed safely please see the referee so that the weapon may be inspected to ensure it is in good working order.
9. No blows are to be aimed at the face of an opponent. A blow to the back of the head is permitted from behind, but particular care must always be taken with this action. This is allowed due to certain skills, such as the 'subdue' skill.
10. All weapons must be examined for safety by an event official, prior to the start of the event. Unsafe weapons will be excluded from the event.

Time Phases

11. **TIME IN** : This is the time state in which the event is played. The adventure is running and players are asked to remain 'in character' whilst time is in.
12. **TIME OUT** : This is the suspension of the event and play is ended until 'TIME IN' is called. This is used at the end of the event and may be called for safety reasons.
13. **TIME FREEZE** : This is the state when time is frozen for a brief period. Players are asked to close their eyes and hum quietly. Time freeze gives an effective way of implementing instantaneous occurrences. On the 'TIME IN' call players are to continue with their last action, as though they experienced no break in the event.
14. **SAFTY** : This is to state that a person has been an injury and all actions are to be stopped until a "Time in " is called
15. **TIME STOP** : This is the state when time is frozen for a period of time. The players can see and hear all that is going on but cannot move or take any actions. On the " TIME IN " call the players can continue with there last action, as though they experienced no break in time. But you still know what happened in the time stop.

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GENERATING A CHARACTER.

A character must possess particular details if it is to be played at an event. Selecting and designing these criteria will generate a character that should allow the player to interact with the event and their fellow players. The details required are as follows.

Background : The history of the character to be played. This is written by the player and submitted to the design team for approval and integration into the event.

Race : The player selects the race of the character from those available. This is detailed under 'Races and Starting Hit Points'.

Skills : The player selects skills for the character from the list shown under 'Character Skills'. Should a skill not be shown please send any ideas you may have for new skills to the design team. We will consider your request and, if approved we will inform you of the skill point cost.

Armour and Costume : The player must provide his own armour and costume for the event, as well as weapons. The section on armour will help you determine the protection value of different armour or costume.

The most important part of designing a character is the background. It is this, more than anything else, which will allow you to achieve a high degree of role-playing at an event. Great care should be taken to ensure your background is justified, well thought out and easy to understand. A background should contain a personal history and character goals. These will be studied by the design team and integrated into the **Oblivion** (n.) world as much as possible.

Managing your character : Oblivion LRP provides you with the ability to see your character details online and request skills and updates by emailing the design team. In order to take advantage of this useful feature, all you need do is contact us with your email address and you will be sent a password, with which you can view your character online! For more information on this, be sure to get online and have a good look around the www.oblivionlrp.com website!

PLAYER FACTIONS.

Players are strongly advised to attend an **Oblivion** (n.) event as part of a faction of players. Factions are linked players who have a common cause or place of origin. While players may attend an event by themselves, factions will allow them to gain protection from numbers (remember it is not the monster team that is your only enemy). A faction may also be able to gather information more readily and process it more efficiently. Should a player be attending an event by themselves, please write to the design team (players@oblivionlrp.com). We will be able to put you in touch with a faction leader, so you may enjoy the benefits of belonging to a faction.

Factions will have their own background, history and required goals. It is expected that players will also try to achieve these goals during the event, as well as any personal ones they possess. The faction leader will be responsible for the running of the faction. The design team will only consult with the faction leader in terms of faction policy and actions.

RACES

The **Oblivion** (n.) world contains limited sentient life forms, therefore races available for a character is initially limited. Other than the following list of races, most other Races will not be 'playable' until significant contact 'in game' will have been made with them. At which point the an updated manual will be published with more details on them.

Land overview

The human race used to flourish and live on this continent ruling over every where from the Far North to the Deep South, however unbeknown to them they shared their lands with two other races, the Elves and the Dwarves. These two elder races did not see the need to interact with each other, nor indeed with the Human race, the Elves lived deep in the forests of this huge continent in the remote places that the humans had not spoiled by their stone and motor dwellings. The Dwarves on the other hand lived deep under the feet of the humans in the caverns and mines that crisscrossed the land.

The land thrived and lived in relative peace, the people did not suffer and the races existed with no reason to interact or have any problems with each other....

Until the Daman arrived...

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Humans

Resourceful, reliable, sturdy and full of sprit the humans were near annihilated during the Daman wars when the 'Spider Queen' sent her invasion army to the land to wipe out the human race for some long forgotten reason.

Name	Hits	Notes	Description
Humans	3/3	None	None

Dwarves

Miners and tunnellers, these stout beings lived in the darkness of the Underground while the humans and Elves lived above ground. The Dwarves ventured out into the light to live above ground in mighty stone fortresses after the Daman wars.

Name	Hits	Notes	Description
Dwarves	4/4	Can not use arcane magic's	Wear beards (both sexes)

Elves

Perceived as aloof and arrogant this race have been in existence for many, many years... keeping mostly to their own factions within their race they are fiercely loyal and work on honing their immense skills, Most factions of the elves decided to show themselves to the dwarves and humans during the Daman wars to aid the forces against the invasion.

Name	Hits	Notes	Description
Elves	2/2	+1 Dodge, -1 spell point per spell cast (min of 1)	Elven tipped ears and possible tribal markings

Daman

The Daman invasion left havoc and terror in its wake, the Spider Queen invaded the lands to destroy all traces of the Knights of Justice and humanity from this land, a number of hives were left to ensure that the Queens interests on the land were kept.

Name	Hits	Notes	Description
Daman	4/4 (Possible 8/8)	Cannot wear armour	Daman make up or breathable mask

Kith

These brutes are new to the land only arriving recently, in relative terms, they are strong tough, and hardy, they generally mix with their own race, although they have been known to live among all of the other races.

Name	Hits	Notes	Description
Kith	4/4	+1 STR, DO NOT cast magic	Kith mask (amendments to make it breathable is advised)

Raptars

Evolution created these creatures and by comparison to the other races they are a very young race. Living in "family" groups with two main and distinct breeds they are clever and very imaginative, a boon to any adventuring party.

Name	Hits	Notes	Description
Raptars	3/3	+50% magical/faith power during the day and -50% at night. Problem with wearing metal.	Washed face colour with scaling around the eyes and ears.

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STARTING LOCATION POINTS AND HOW YOU TAKE DAMAGE

Starting Location Points.

Regardless of chosen race, all characters will start with identical location points of 3-3 hits. The first number indicates chest hit points; the second limbs and head hit points. These may be raised by spending skill points or lowered if your character is affected by a phenomenon such as a permanent wound. When increasing location points, the chest must always be increased before the limb hit points. Therefore, under normal circumstances, the limbs will never have more hit points than the chest area. Armour points are then added to these location hits, the armour points are then 'lost' first during combat until the damage starts affecting the location points, whereupon an injury occurs.

Taking Damage and Bandaging Locations.

During the adventure, a character will sustain damage (see Combat section). If two limbs reach zero hit points, or the head or chest reach zero hit points, the character must fall to the floor. You then have 1 minute in which you may drag/move yourself slowly on the floor before you fall unconscious as your lifeblood drains from your body. You may speak in a low whisper but cannot shout, cast spells or activate any item, this to allow for good role-playing and safety. After this initial minute, the next four minutes you are unconscious and a character will die of blood loss and exposure at the end of this time. During this time you are prone, if an enemy decides to take off your head... then you're dead.

Any untreated wound will turn **septic within 2 hours**. Once septic, the wound cannot be cured until the wound is cleansed by a Student Physician using a balm or some magical means. Any character who's not a physician can bandage a wound to prevent it becoming septic, though no points are returned to the location. A bandage **MUST** be a strip of clean material, of at least 2 inches wide by 18 inches in length.

A location may only have a maximum of two bandages applied to it at any one time. Although, when a bandage is applied to a location it is healed immediately, **the bandage must be worn for six hours**. After this time the bandage may be removed and the wound is considered stable. A bandage placed on a wound by an untrained hand **CAN** be removed and re-treated more effectively (obviously up the maximum of the location points on that location!) by a more skilled healer within the six hour period, although good judgment and roleplaying are encouraged here!

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EVENT POINTS & SKILLS FOR CHARACTER GENERATION.

Initial Event Points:

New character start with 10 points to spend on skills, these are known as event points. This section contains the basic skills available in the Oblivion (n.) system. (Should you have an idea for a new skill that you wish to use, please submit details of the skill to the design team. If approved you will be notified of the point cost of the new skill - it will be logged with all the other skills which are NOT included in this rulebook, thus be aware that many creatures you face and indeed other players may be using skills and abilities not listed here!).

Points Awards for attending an Event:

After the completion of an event, event points (EP's) will be awarded to players that participated on the following basis. One character surviving the entire event - 3 Event Points, otherwise 1 EP will be awarded to the player for use on their next character, i.e. should they die. (the Refs may decide to give you more if you die well!)

Further Event Points are available to be gained/awarded to a Player after the event. These will be awarded by the event organisers during "down-time" after an event has taken place. This will be based primarily on how the organizers and Refs perceived your roleplaying and whether you played out your character according to your background, including personal/Faction goals etc.

Basic Skills:

Using event points, a player may purchase abilities and skills to aid them during the trials that lay ahead. All characters can wear armour (unless magic restrictions apply), use a single-handed weapon and employ a shield before event points are spent.

Below is a list of Basic skills available.

Be aware there are many more skills and abilities currently in use or available to Players and Monsters. They will inform you of the relevant action to take with respect to skills should they affect you. This relies partly on Player honesty so please be honest!

One point Skills.	
Disarm, per use	While employing an appropriate action, the PC can disarm an opponent using his or her own weapon. A call of 'disarm' is used to notify the opponent of the use of the skill whilst attempting a move to simulate the disarming blow/parry. The opponent must immediately release their grip on the weapon affected, unless they use the 'resist disarm' skill. This works on single handed weapons only
Dodge, per use	Enables a PC to avoid a blow that has been aimed at them, providing they are aware of their assailant and can see the blow coming. Players wearing up to Leather Armour can only use dodges. The 'dodge' call must be made before the blow lands and appropriate evasive behavior must ensue, to simulate the dodge.
Missile weapon use	Allows a PC to employ a missile weapon - crossbow, bow and arrows, throwing daggers, etc (this is recorded when skill is selected).
Resist Disarm, per use	When a 'disarm' skill is employed, a PC can nullify its effect by employing a 'resist disarm' skill. The call 'resist disarm' is used to notify the opponent of the use of the skill. Resist disarm can only be used if the PC is aware of their opponent.
Resist Subdue, per use	When a 'subdue' skill is employed, a PC can nullify its effect by employing a 'resist subdue' skill. The call 'resist subdue' is used to notify the opponent of the use of the skill. This can be down to a variety of 'explanations', eg, thick skulled, lightening reactions etc.
Subdue, per use	Allows a PC to render another humanoid unconscious, by striking them on the back of the neck with an appropriate weapon (carefully!). The blow must be made without the target being aware of the PC's presence. Please see an event official for a demonstration of this action. To subdue, a blunt weapon must be employed, i.e. mace or hammer, etc. The pommel of a sword will not render an opponent unconscious if employed with this skill. Characters wearing full metal Helms are immune to this action, although those wearing chain or leather coifs are NOT.
Two-handed weapon use	Allows a PC to utilise a weapon over 48 inches in length, considered to be a two handed weapon. The type of weapon must be recorded when the skill is selected, i.e. sword, hammer, axe etc.
Two weapon use	Gives the ability to employ two weapons simultaneously. One weapon can be up to a long sword in size, the other short sword or less in size.

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Two Point Skills.	
Blind Fighting	When blinded, by magical or other means, or in total darkness only one eye need be covered or shut. You may continue to fight whilst role-playing being blind.
Detect Magic	The PC can detect the presence of one type of magic either Faith or Arcane. They cannot be specific, nor can they tell the strength of the magic, just whether the magic is present or not up to 3 times per day.
Skinning	Ability to remove hides from dead creatures so that they may be used for making armour, decorative items etc; Manufacture must be accomplished by a skilled maker.
Strength	This allows the PC to employ unusual strength to achieve a goal. This will not allow a PC to strike with a weapon to cause increased damage. Such usage may be to break free from a grip of a foe, break the bonds of a rope, or restrain a foe while role-playing force. Please see an event official if you need clarification of this skill.
Whirlwind Disarm	This skill allow you to disarm all weapons off a victim, not matter how many they are wielding or their size. This includes two handed. Character must have the disarm skill first.

Three Point Skills.	
Discern Arcane Bond	This is touch, when used the character may ask player which Demon and colour type of magic they are bonded with. If player has a Demon bond then they must reveal Demon type. If no bond exists, or they have a way of shielding this detect, then they answer 'none detected' 3/day. Character must have Detect magic first.
Berserk.	This allows the PC to enter a demented state of fury and attack the nearest living target. This is usually instigated by an act or statement included in the characters background details. Once the berserk is triggered the PC will attack the opponent that caused the berserk and then the nearest living target, whether friend or foe. The PC is immune to all mind attack spells and only takes half damage from blows, i.e. a double becomes a single, and every other single is ignored. Magical blast damage is still taken at normal effect. The berserk ends when the PC is dead or has no one to fight. At this point the Character will fall unconscious for 2 minutes and be unable to fight for one hour.
Steal, per use	Call time freeze on victim only. All others in vicinity are not affected by time freeze. You have 10 seconds to steal anything not in the hand or secured to the victim. After 10 seconds, or when walking away, the time freeze ends. You can ask victim to carry on role-playing while in time freeze. Victim will be unaware of the loss of any item and should roleplay fairly! Any person observing your actions may act, as they will
Swift Exit	This skill allows your character, via luck being blessed by greater powers, or just plain the resolve to NOT get killed at that time, to escape deadly situations. Once per day you make call 'SWIFT EXIT', You then hold up your hand, and for 3 seconds as long as you are heading away (at top speed) from any threats to your character, you are immune to all damage in that time. This cannot be called in Time stop , and your character must be able to 'act' to be able to use the skill.

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Four Point Skills.	
Hide in Shadows.	You will be able to hide and move in shadows for the duration, which is 5 minutes per use. This use will end if you are detected and located by smell or sound, with a light shined on you, being bumped into, crossing a lit doorway or some detect spell or ability. You will be able to move whilst unobserved and be almost invisible within the shadow during the duration the skill is in use. Cost: the first initial skill use purchased will cost 4 EP's. This reflects learning the skill and being able to use it once per day. For each extra use per day it will cost you a further 2EP's. The Shadow must be close to pitch black and you should be wearing appropriate dark, non 'clinking' clothing!
Long Life	This allows the PC to possess stronger spiritual and bodily strength. The skill will quadruple the time that a body can be unconscious from sustained damage from 5 minutes to 10 minutes before death occurs. This reflects the arduous training and the extreme willpower the PC must possess.
Ritual Leader	Before you get this skill you must have some power points. To perform any type of rite, you need a person to lead it that is wise to the ways of channelling other beings energy. With this skill you can lead others into performing magical rites, to cleanse areas. Bless shrines, or any long-term effects. HOWEVER there is no guarantee of success, and a ref MUST be told and given at least 30 mins warning. The amount of people involved, and the dedication put into the ritual, will have an effect on how if the rite works, or even works anything like the leader wishes it. This skill will NOT allow you to contact a Divine being, or bring someone back from the dead.

Five Point Skills.	
Extra Hit Point	A PC can increase the hit points of their characters locations when selecting this skill. Each time the skill is bought, the player must select to increase either the head and chest hit points, or all the limbs hit points, by an extra point. The chest and head locations can never have lower hit points than the limb locations.

Six Point Skills.	
Backstab	Hits with 'Double through' armour when a victim is successfully backstabbed. Attack must be unseen and victim must be totally unaware that you are near them. Backstab is only on first strike against any victim. A short blade is encouraged as the most realistic weapon for this form of attack. This does not work in a running combat
Paired Fighting Skill	Allows two characters to team together and cause more damage when fighting, due to constant training and ability. When within 5ft of named character they may elect to use a 'double combat' that lasts for 5 minutes. Both characters must use a 'double combat' together. After each combat used they require 30 minutes rest time due to physical and mental exertion. 5 'double combats' per day Cost 6 EP's. Note: if one of the pair dies, then his partner will lose the skill permanently.

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Special Skills:

Special Skills are the same as Basic Skills except that they have progressive levels of achievement as follows:

Initiate / Student / Journeyman / Master / Legend

For the purposes of the rulebook the Special skills are outlined, along with their costs per level of attainment. Initiate must be bought before Student, Initiate and Student bought before Journeyman and so forth. Special Skills are progressively more 'expensive' in terms of EP's at each level as denoted below, eg Weapon Mastery costs 1 for Initiate, 3 for Student, 5 for Journeyman, 7 for Master and 9 for Legend (clearly to achieve such dizzy heights of marshal prowess, one has to spend a lot of EP's! 25 in fact)

Note to learn Master, or Legend levels of a skill you must have found a teacher, or some way IN GAME to buy the skill.

(The underlined value is the cost of Initiate Level).

Special Skills.	
Apothecary Healing Poisons Disease <u>1</u> /3/5/7/9 <u>1</u> /3/5/7/9 <u>1</u> /3/5/7/9	The PC is starting down the road of the Apothecary. As they progress, they will learn to master the art of potions in the fields of disease and poison. At Initiate level the character is able to concoct some preparations which may counter some venoms, poisons and diseases. (Note this is three skills NOT one)
Knowledge <u>1</u> /2/3/4/5	The PC has begun the art of learning about strange ways and customs of many and varied lands and peoples. They become knowledgeable in a plethora of areas, such as the worth of treasure and other rare items, arcane legends, devices, history, heraldry. The Ref is required to help implement this skill in many cases. The Evaluation of treasure is sometimes indicated by a sticker system - see 'Money'
Physician <u>1</u> /3/5/7/9	The start of a long and difficult journey for budding physicians. As they develop their art, they will learn more than just how to heal cuts and bruises. Initiate level gains the player the ability to heal one point of locational damage when applying a bandage. Student, 2 points + the ability to make balm to cure septic wounds and Journeyman 3 points + other skills...
Pick Locks <u>1</u> /2/3/4/5	The ability to pick locks. As the character progresses they will be able to master all those physically locked doors and chests, what will remain safe? the skill is based on a system of lock ratings. At Initiate level the character gains the ability to pick any lock with a rating of '1', this will take them 10 minutes of concentration with the right tools.
Weapon Mastery <u>1</u> /3/5/7/9	The Character has selected their weapon of choice. This will be the weapon they learn above all others and begins a long journey of mastery of the weapon. The starting Initiate will gain one 'double combat' per day with their chosen weapon. This skill in itself never allows a player to do permanent doubles, but does convey other combat abilities as you progress.
Armour Repair <u>2</u> /4/6/8/10	A PC may repair armour, if they select this skill. A player must choose either leather or metallic armour to repair. At Initiate level, for every 3 minutes of repair role-playing, a PC can restore 1 point of armour protection value to one location. Please use the appropriate tools for the job, eg, Leather armour requires heavy stitching, metal repairs require hammer and tong etc.
Escapology <u>2</u> /4/6/8/10	Slip loose from bonds and other kinds of restraints, as the skill increases so will the difficulties captors will have in holding you. You also become capable of tying good bonds yourself. This is based upon a 'bondage value'. At Initiate level you are able to escape Bonds of level 1 in 10 mins and level 2 bonds in 20 mins. You may also tie bonds of level 1.
Armoury <u>2</u> /4/6/8/10	This allows players who are intent on wearing lots of metal armour, the ability to gain added bonuses as they learn the art of full battle dress. At Initiate level this skill conveys an extra point above the normal armour value where real plate and chain/scale are stacked.

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Full listing of all Special skill trees

Special Skills.	Initiate	Student	Journeyman	Master	Legend
<p>Apothecary Healing <u>1/3/5/7/9</u></p> <p>Poisons <u>1/3/5/7/9</u></p> <p>Disease <u>1/3/5/7/9</u></p>	<p>See potion rules: Number of potions made per day</p> <p>4 Level 1's per day</p>	<p>See potion rules: Number of potions made per day</p> <p>5 level 1 and 3 level 2 potions</p>	<p>See potion rules: Number of potions made per day</p> <p>5 level 1 and 4 level 2 and 3 level 3</p>	<p>See potion rules: Number of potions made per day</p> <p>6 level 1 and 5 level 2 and 3 level 3 and 2 level 4</p>	<p>See potion rules: Number of potions made per day</p> <p>6 level 1 and 5 level 2 and 4 level 3 and 3 level 4 and 2 level 5</p>
<p>Knowledge <u>1/2/3/4/5</u></p>	<p>Basic Knowledge of worth: can judge value of basic treasure items found with reasonable accuracy and also knows a bit about each known race.</p>	<p>Knows the basic formalities of some of the other races, also knows value of things like books and scrolls.</p>	<p>Can integrate well into other cultures, having learned most customs of all races. Will know of most historical events which can be known surrounding historical events of their own time and some other older tales.</p>	<p>Will always know the value of treasure items, book etc and can evaluate magical items with a fair degree of accuracy. may even know their uses and history. Knows all current history, races, traditions.</p>	<p>Is as knowledgeable as one can become, knowing the ins and outs of trade, fencing goods, literature, music, tales, cultures and can speak fairly easily begin to learn new languages. Knows at least something about most renowned magical items</p>
<p>Physician <u>1/3/5/7/9</u></p>	<p>Heals 1 point of location back to a wound with bandage.</p>	<p>Heals 2 points of location back to a wound with a bandage and can make balm to prevent septic wounds</p>	<p>Heals 3 points of location back to a wound with a bandage and can sometimes delay death on crush and sever wounds by tourniquet /splint and or basic surgery (surgery is required on crushed heads and chests). Can 'bring round' any subdued players within 10 secs.</p>	<p>Can now heal wounds up to 3 points such that bandage need only be worn for 2 hours before removal. Can set a crushed limb such that it can be used lamely within 3 hrs (takes 20 mins work)</p>	<p>Can guide any faith or arcane caster to magically fix severs and crushes by way of detailed explanation on what way to harness magical energy alongside some fairly intense surgery(8 power by caster). Can sew up light wounds, 3pts - bandages not needed</p>

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Special Skills.	Initiate	Student	Journeyman	Master	Legend
Pick Locks 1/2/3/4/5	pick lock level 1 -10mins	pick lock level 2 - 10mins lvl1 5mins	pick lock level 3 - 10mins lvl2 5mins lvl1 1mins	pick lock level 4 - 10mins lvl3 5mins lvl1/2 1mins	pick lock level 5 - 10mins lvl4 5mins lvl1/2/3 1mins
Weapon Mastery 1/3/5/7/9	+1x double, for the first hit per encounter 24hrs	+1x double combat per 24hrs + resist disarm	+1x double combat + refresh Resist disarms's every 12hrs	+2x Double combat per 24hrs	+2x double combat per 24hrs or a crush or server per 24hr + 3 dodges
Armour Repair 2/4/6/8/10	Mends chosen armour 1pt every 3mins. Can be done whilst armour is still worn.	Mends chosen armour 1pt every 2mins. Must remove armour.	Mends chosen armour 1pt every 1min. Must remove armour.	Mends chosen armour 2pts every 1min. May also fix Crushed plate armour - 1 location in 10mins.	Mends chosen armour 3pts every 1min. May repair any and all armour types with improvised tools.
Escapology 2/4/6/8/10	Can bind bonds level1 and can escape bond level 1 in 10mins and bond level 2 in 20 mins. All bonds take 2 mins to tie.	Can bind bonds level2 and can escape bond level 2 in 10mins and bond level 3 in 20 mins. Can now escape bonds level1 in 5 mins	Can bind bonds level3 and can escape bond level 3 in 10mins and bond level 4 in 20 mins. Can now escape bonds level2 in 5 mins and bond level1 in 1 min. Can now also slip free from manacles.	Can bind bonds level4 and can escape bond level 4 in 10mins and bond level 5 in 20 mins. Can now escape bonds level3 in 5 mins and bond level1&2 in 1 min.	Can bind bonds level5 and can escape bond level5 in 10mins. Can escape all lower bond levels in 1 min. Can also increase a bond level to 6/7/8 etc. for every extra 5 mins taken over bonds. Only a Legend could escape these bonds given an extra 10 mins for each bond level above 5.
Weapon Craftsman * 2/4/6/8/10	by use of a anvil and materials, the craftman is able to repair a shattered weapon, Plus make a single handed weapon. This blade cannot be used to do doubles or enhanced blows as it it to fragile and would break. It will take 30 mins of work to make the weapon plus the materials needed	The craftsman By use of anvill and materials can also make/repair enhanced weapons upto 2 handed. This blade is able to withstand being shattered once, and is capable of being used with double combats use. But not with mighty blows like sever or crush. if a mighty blow is used it will break the weapon. It will take 45 minits to make a weapon with the right materials.	By use of a anvil and materials, The craftsman is able to sharpen a enhanced blade to do a double blow once.this take 10 mins of working on the weapon. this is the first blow struck upon an apponent and lasts for 1 hours. the craftsman cannot resharpen the blade for another hour as the stress would shatter the weapon. If used upon a normal weapon that weapon will shatter after the blow	The craftsman can make/repair a blade that is so well made that it is unshatterable, this blade can withstand being used with double combat use and also mighty blows like sever and crush. This takes 2 hours to make and enhanced materials that are need to make such a weapon.	the craftsman is able of making a blade that is atuned it to the holder so well that he is able to do A double blow every combat(20 mins) this is the first blow struck in combat. the stress of making the blade is so much that the craftman is only able to make 1 blade a day.

Oblivion (n.) The state of having or being forgotten

Special Skills.	Initiate	Student	Journeyman	Master	Legend
Armoury 2/4/6/8/10	Can stack real metal armour only to give an extra 2 points of armour to all fully double layered locations. If plate mail is worn at all the first crush may be ignored, armour points lost though.	Can now gain 3 points of extra armour to all double metal layered locations	The armour is worn in such a way as to gain 4 extra points to all double layered locations	The wearer of full metal armour may take a sever, losing all armour points to that location but remaining otherwise unharmed	The wearer now gains 5 extra armour points on all double layered metal locations. When wearing a single layer of metal armour the wearer still gains a bonus of +2 armour points as well such is their understanding of armoury.

Arcane/Faith Skills:

These skills are available to those who choose to worship a Faith or enter into a Pact of the Arcane nature.

Arcane/Faith Skills.	
Faith or Arcane spell points	A PC can select to possess either Faith or Arcane spell points. If the PC chooses Faith then they must also select a God to worship. If the PC chooses Arcane then they must select a Demon to Pact with. See the magic section for additional information. One skill point will reward the PC with 3 spell points. A character must have at least 1 spell point before they can select spells.
Spells, Faith or Arcane	When spell points are acquired, a PC may select spells for his character, according to the spell point discipline that was previously chosen. A list of spells will be made available when a request for spells is received. 1st and 2nd level - 1 skill 3rd and 4th level - 2 skill 5th and 6th Level - 3 Skill Before buying spells please see the spell acquisition rule.
Counter spell (2 points)	Prerequisite: Spell access to third level Once a spell is cast at you, or another, If you have the same spell available to you , you may shout " Counter spell " to let both caster and target know, this nullifies any effects of the spell. However this costs you the power points for the spell as you where going to cast it MINUS ONE point. Eg a 3 rd level counter would cost you only 3 points, instead of 4.
Reflect Spell (3 points)	Prerequisite: Spell access to Forth level Once a spell is cast at you, or another, If you have the same spell available to you, you may shout "I Reflect that Spell" to let both caster and target know, this turns any effects of the spell. BACK on the caster. However this costs you the power points for the spell as you where going to cast it MINUS ONE point. Eg a 3 rd level counter would cost you only 3 points, instead of 4.

Alchemy

Skill levels

There are three 'trees' to the Alchemy skill.

Healing / Poisons / Disease

These have to be brought like separate skill trees, however you must have a primary field, and that field must be at one level higher than your other 2. For example you can buy Healing up to 'legendary', but you may never buy Poisons or Diseases past 'Master'.

Potions Per day

The number of potions you can make per day is relative to the highest level of alchemy skill you have.

Initiate	4 Level 1's per day
Student	5 level 1 and 3 level 2 potions
Journeyman	5 level 1 and 4 level 2 and 3 level 3
Master	6 level 1 and 5 level 2 and 3 level 3 and 2 level 4
Legendary	6 level 1 and 5 level 2 and 4 level 3 and 3 level 4 and 2 level 5

All potions take 5- 10 mins to make and last **24 hours** after they are made! While you are making the potions you are suppose to 'phy rep' this process by the use of a mortar and pestle.

At one point per day, you must role-play going out to collect plants and ingredients to stock up for the next 24 hours worth of potion making.

Below are list of the Potions you can make at each level.

(level's 4 and 5 will only be shown when you are able to make them, and poisons are only known about up to level 2!)

Healing potions.	Lvl
salve By mixing herbs and alchemical liquids. You can create a healing salve. it is a white sticky paste. the salve when applied to a bandage. Allows anyone to heal 1 point to the location applied. (Like having the first aid skill)	1
Remedy by combining toxic plant the alchemist can make a toxic liquid. When given to a person who has been poisoned. It will force them to vomit and reach for 5 mins. Thus forcing all impurities out. This can cure up to L 2 poisons. but the person taking will not be able to do anything for 30 mins after. Plus feel the 'victim' feels sick for another 1 hour	1
Ointment This is a mix of herbs when put onto the skin with a bandage. It will relieve the pain of rashes and blister. It works on L 1 diseases.	1
Strength Through mixing different plants and liquids the alchemist can make an ingestible liquid that will enhance the muscles of the target giving him strength for 20 mins. The down side is that after the potions wears of the muscles go into spasm and the person will be weak for 20 mins after (unable to wield a sword or do damage)	1
Fortify This potions strengthens the muscles on the chest, granting 1 extra hit to the chest lasts for 2 hours	2
Health potion Through mixing different plants and liquids the alchemist can make an ingestible liquid. That can heal a person of 2 of damage. It will cure the damage of the head and chest first.	2
Potency This liquid when ingested will make you virile and feel young again. But only lasts for 30 mins	2
Life Giver Through mixing different plants the alchemist can make a potions that can put the body of a dying person in to a stasis. This will give them an extra 5 mins on there death time (not stackable with long life)	3
Major health potion Through mixing different plants and liquids the alchemist can make a liquid, this liquid when poured on a wound will heal a limb back to full, or if ingested will heal 3 points. (it will always heal head and chest first)	3
Magic resistance The alchemist can make a consumable potion that will protect him from 2 points of magical damage done to him. The potion lasts for 1 hour	3

Oblivion (n.) The state of having or being forgotten

Disease potions.	Lvl
Rash Through mixing different toxic plants the alchemist can make an ingestible liquid. When ingested by a person there skin will blister and begin to itch. There will be mild pain and an irresistible feeling of wanting to scratch the sores. This will last for 30 mins after which the body will begin to go back to normal.	1
Reach Through mixing different toxic plants the alchemist can make an ingestible liquid. When ingested after 10 mins the victim will begin to reach and vomit. This will last for 5 mins and will leave the person weak and thirsty after.	1
Fever Through mixing different toxic plants the alchemist can make an ingestible liquid. This will after 5 mins of taking make the person succumb to a fever. They will be delirious for 20 mins, seeing things and people that are not really there.	1
Rage Combining alchemical liquids, the alchemist can make a disease potion (ingested) that affects the brain, putting the person into an uncontrollable rage and attack anything near. The effects last for 5 mins	2
Sleep Combining alchemical liquids, the alchemist can make a disease potion (ingested) that affects the brain, making the person think its time for sleep. The person ingesting the potion will fall asleep for 5 mins. (or until hit)	2
Pain loss Combining alchemical liquids, the alchemist can make an ingestible liquid disease that affects the brain; this will allow the person to feel no pain. The potion lasts for 10 mins on a target. This has RP effect, and makes the person immune to pain spells	2
Weakness The alchemist makes an ingestible liquid that will weaken the opponent for 30 mins. He will be unable to wear plate mail Armour and will not be able to do doubles in combat	2
Blind This will after 10 mins of ingesting, effecting the eyes so much that the victim will be totally blind. The effect will last for up to 30 mins where the eyes will begin to recover.	3
Rot Combining alchemical liquids, the alchemist can make a black salve. When placed on a open wound it will after 5 mins begin to fester and turn green. The wound cannot be healed by potion or magic. It must be cured of disease first. if not cured in such a way the would will begin to spread until either the limb must be cut off or the person will die after 2 hours of first contact.	3
Coma Combining alchemical liquids, the alchemist makes a salve. This can be placed on an item or in a liquid. The salve only lasts 20 mins after making. When touched or ingested the person will fall into a coma 2 mins later. The coma last for 1 hour after which they will awaken feeling thirsty and groggy. (also they will not be able to wield a weapon for doubles for 2 more hours)	3
Touch Fever Through mixing different toxic plants the alchemist can make a salve. This salve when contacting the skin or ingested will make the victim succumb to a fever 2 mins after contact. making them delirious unable to stand. Hot sweats for 30 mins. After which the fever will break and they will return to normal.	3

Poison potions.	Lvl
Wrath Through combining plants and distilling there liquid the alchemist can make a ingestible poison liquid that will when ingested do 2 points of damage to the chest. It takes effect 2 mins after taking	1
Pulse The alchemist makes an ingestible liquid. Which will attack the heart functions. Making the heart pulse erratically. The victims reaction speed will be slowed by 50% because of the searing pain coming from their chest, the effects last for up to 10 mins before they gradually wear of.	1
Feign Death The alchemist can make a potion that has the effect of slowing the heart. So that it beats cannot be heard and thus putting the person in a coma. The effects last for 30 mins to 1 hour. When the person will begin to revive. The person will be groggy and in need of water due to mass dehydration.	2
Blade poison Through mixing different toxic plants the alchemist can make sticky liquid that can coat 1 blade. This will work for the first blow struck. This does 1 extra point of damage (never over a double)	2
Acid This creates a violent acid that can destroy a 1 handed weapon of 1 piece of armor if thrown or poured on top of it. The acid does not affect a humanoid	2
Pain Combining alchemical liquids, the alchemist make a liquid that when ingested make the person instantly fall to the floor in pain. The pain lasts for 5 mins and is quite unbearable, the victim cannot even think, or talk.	2

ARMOUR

Armour is worn to give protection against the attacking blows of an enemy, it will allow your character to resist more damage than normally possible. The armour 'absorbs' all damage first, with the exception of certain magical spells. Any hit that is called 'through', ignores armour and directly strikes the location hit, causing injury.



Different types of armour afford different degrees of protection value as shown below. Protection value is expressed as the armour's additional hit points per location worn. These Armour Points are then added to you base Location points (starting 3/3) to give you your overall Hit Points. You are not deemed to be physically injured until you start losing your base Location points.

Armour Type	Protection Value
Furs / Heavy cloth	1
Leather	2
Studded Leather / Ring Mail	3
Chain Mail / Scale Mail	4
Plate Mail / Banded Plate	5

So for example a normal base 3/3 location point individual wearing a long sleeved chainmail shirt would get an additional 4 points of armour on their body and arms (giving them effective 7/7, taking wounding damage once the points drop to the the flesh ie 3) and possibly a bonus of 2 points on each leg if it came down to their knees (Unless you would prefer to more realistic and calculate damage to yourself depending on whether the blow actually hit the chainmail protected leg area or not).

Armour may not be 'stacked' normally (see Special Skills - Armoury for the exception), that is, two armour types cannot be combined on a location to add their protection values together. If your armour does not fit these categories please see an event official who will inform you of its protection value.

Shields.

Shields are permitted but must be strictly employed tight to the body for safety reasons. Any hit with a call of 'crush' or 'sever' destroys a shield immediately. There are also magical spells that will render a shield unusable.

Helmets.

These provide protection to the head as per the protection value table. Rigid metal helms and helmets **will** protect against a 'subdue' style attack, however a chain or leather coif will **not**. The subdue attack is a surprise blow to the back of the neck with a blunt weapon only (carefully!). Even with metal helms this attack would confuse and disorientate, please roleplay accordingly

COMBAT



All blows must be pulled. Between blows a one second pause is required, if not for theatrical reasons then for safety's sake! Fast, consecutive hits (known as 'drum rolling or paddling') will be ignored by other opponents. Please always bear this in mind.

A normal blow will deliver one point of damage to the location hit, regardless of the weapon employed. No call on the hit is required for a 'single'. A call of 'double' when delivering a blow signifies two points of damage to a location. This can be accomplished with all weapons, arrows or crossbow bolts with the relevant use of skills/abilities.

All missile weapons i.e. arrows and crossbow bolts or throwing knives/axes/maces are considered, for the purposes of simulated combat, **not** to automatically puncture 'through' armour. The normal damage is done and a call is only necessary for doubles. Missile weapons, other than crossbow and Longbow are ineffective against plate armour.

'Sever'

A call of 'Sever' removes the location struck. If the location is a limb, it is no longer part of your body. If the chest is hit, internal organs are so severely damaged that death occurs in 5 minutes, unless appropriate healing is administered (see healing). If the head is hit, death is instantaneous.

'Crush'

A call of 'Crush' is meant to indicate a terrible blow which would break bones. Such a blow will instantly put a location clad in anything other than plate armour to zero and the bones will be broken. (If plate armour is worn then the first crush received can be said to have 'removed' the armour on that location or at least rendered it useless, removing all armour points on that location). If Crushed, the location struck is useless. An arm will not be able to carry any item; a leg cannot be walked on unless a splint is applied (see healing).). Crush to the chest or head causes massive internal injury, resulting in death in 5 minutes unless surgery is employed by a skilled physician.

'Killing Blow'

A call of 'Killing blow' is meant to indicate blow that is so powerful that via magic or just pure savagery the blade is instant death to those that it connects with. Such a blow will instantly KILL a person struck with it, they have NO death time. At best a dodge call would reduce this to a '**sever**' to that location.

'Paralysis'

A call of 'Paralysis', unless specified otherwise, indicates a reaction to a blow which causes paralysis of the entire body, almost immediately, which renders the subject unable to move a muscle for 5 mins. The player should stand locked in the paralysis like a statue and cannot talk or cast magic. After the effects have worn off, the player should roleplay extreme muscle pain and need a rest. Whilst paralysed the Player should continue to take note of any other injuries acquired by monsters who might decide to feast on their victim...

Any call of more than double, including sever and crush, causes a **knock back effect**. Players struck must at least stumble backwards if not also losing their footing. This is to simulate a powerful blow from which these effects result.

OBLIVION MAGIC RULES



All magic comes from 'Shades' in-between the extremes of the Power of the universe and the power of the Void. To try to tap directly from either of these brings ruin to the mortal mind. However over the years the various races and powers have learnt to tap into the different aspects of the weave as it fluctuates between each Creation and Destruction.

The Eight shades of magic

As the weave moves from one extreme to another it changes, both mages and priests tap into these separate flows of magic, although they access them in different way, the flows themselves fuel all magic.

DARK Grey Red Orange Yellow Green Blue Indigo Violet *LIGHT*

As you can see from the simple bar above how the flows change at the pass between Dark and LIGHT

Colour	Emotion	Element	Type
Grey	Emotionless	Darkness	Negative energy, Shadow
Red	Anger	Fire	Fire, Chaos
Orange	Reaction	Metal	War, destruction,
Yellow	Strength	Earth	Protection. Leadership
Green	Patience	Wood	Nature, Animals
Blue	Selfishness	Water	Cold, ice, preservation
Indigo	Clear thought	Air	Dreams, Visions, mind
Violet	Selflessness	Light	Healing Positive energy,

Grey

Most unknowledgeable people think this is evil, and link it to the powers of the VOID, this is really about the state of no emotion. Mostly the reputations comes from those that casting via the power of darkness have spent so long looking into the abyss, that the abyss has looked back at them. Many wise people have spent time studying this to learn how to combat the powers of the Void.

Red

Fiery describes the outlook of the casters, and the spells they throw. The ability to throw balls of fire, and strike down your foes attracts a lot of the new studies to this shade. However they are never the most dependable people, changing their moods and minds like a candle in the wind.

Orange

War , the process where the weak are removed and the strong prosper to lead a new better society. Also the speed of a persons reaction. That reaction may be a good thing or bad think, be action, any action is better that being still and letting the world take control of you.

Yellow

These caster believe in strength, be it physical strength, or strength of mind, or resolve. However to strong must also protect the weaker to some extent, even if you rule over them with an iron fist. To protect and nurture people

Green

Nature in all it's forms is the power behind this shade, from the gentle feel of the breeze, to the raging thunderstorms.

Blue

As cold as ice. Don't look for any charity from the casters of this , for to master their art they have spent time hardening themselves to be like their element.

Oblivion (n.) The state of having or being forgotten

Indigo

Casters of this shade always seem a little Distant, for sometimes they can see into the minds of others, or even into the future it'sself. However this path sometimes opens up doors in the casters minds that should be remained closed and not all their visions are true! But their understanding of the mortal mind is unparalleled.

Violet

Although the other shades tend to see these as 'Do gooders' these caster believe that the true path to power, is by helping others. Opening your soul to the feelings of those you help returns wisdom that outmatches simply throwing fireballs. However the friends they gain on the way from their healing skills can't hurt either.

Types of magic

From an outsider's point of view, there are only 2 ways you can access these flows of magic.

Via Faith, where a God gives you the power to cast your spells , Or via the Arcane , where the users tap into the background levels of a specific flow of magic to cast the spells themselves.

FAITH MAGIC

As opposed to a Mage that gathers they magic from the world around them, Priests petition a God, to grant them power each day. The God however benign they seem, will not give this power feely, and as a character gains the insight to channel the more powerful miracles they will need to have a 'Flock' of worshippers in the area

The amount of Worshipers in a area effects all the priests of that religion in that area. Having more, allows the more powerful priests access to their highest spells.

All Priest have access to 1st and 2nd level tiers of spells, due to a of low-level faith magic coming from within. But to gain access to the next tiers you need

3 or more followers to get access to tier 3.

4 or more followers to get access to tier 4.

6 or more followers to get access to tier 5.

Priests don't count for this number they need to be followers, however a mage could be a follower even if he casts from the same Colour. The follower must be are the local area of the priest. So it's no good you having hundreds of flocked peasants back home, if you are 100's of miles away from them and aren't around to Shepard them.

All priests will be informed at time in, if there is any caps to their spells, and the Refs will inform you if via deaths, the amount of followers in the area decreases enough to effect you if this is the case mid game.

Due to the importance of followers to a priest, their gods gift them will the following spell , for free, when they gain the ability to channel magic

Spell Name	Range	Duration	Description
Flock	Touch	Permanent	Once cast on a willing subject on Holy ground to that religion, the Subject is marked as a follower. The priest that cast it gained a extra spell point on his Total cast able limit for the next 24 hours as a mark of their gods appreciation on gaining the follower. NOTE this is on their limit NOT current spell points. at the time of casting this spell COSTS the Priest 1 point. The subject Must have this noted on his permanent character sheet at the end of the event.

The Gods:

The Lady : She is known to her followers by many different names. However, little is known about her on Tiran as she has only recently appeared to the world. Her Priests believe that she is the creator of all things and thus older than all creation. But whatever is true, her priests cast through her bestowing Light, healing and creation upon the world. She was once the OverGod of all the lesser Gods, but since then they have either broken away from her, or she has grated them their own status to balance the powers between the gods.

Mother has access to Violet and Green spells

Oblivion (n.) The state of having or being forgotten

Domon : Domon was once known as the sun god, but for some strange reason he has now changed, and he now nurtures the dark things in this world. His priests are both feared and respected, for they have no tolerance for the weak, and the peasants here have a saying about anything that has been unlucky has the touch of Domon about it. His spheres of influence are now War, Famine, Pestilence, Death and Time.

Domon has access to Orange and Gray spells

Karnack : Even less is know of this Wyld god than of The Lady. A past shrouded in lies, and deceit. The question asked by mortals, are they his lies, or someone else's? Although 'new' to the people of this world, Karnack called on old links to other races and dominion of nature

Karnack has access to Green and Yellow spells

Vorton : Vorton is considered to be the controller of the weather on the world. He is master of storms, rider of the winds and the thrower of lightning. His priests believe that He inhabits the winds high above the world, out of sight of mortal beings. He is beheld as the one who tests the world. It is said that His very touch can be felt on the gusts of the air. His influences are destruction, lighting. His followers are also not keen of users of the arcane, but fighting and the art war are his followers calling.

Vorton has access to Red and Green spells

Serion : Serion is the Dreamer, the sleeping God. She is the giver of visions, the master of the night, the healer. The priests of Serion believe she inhabits that sphere, only seen when the fiery ball has left the sky. Serion sends the sleeping world the dreams and visions that shape the lives of all. Her influences are visions, healing and shadows.

Serion has access to Indigo and Blue spells.

An other: Rumor abound there is another lesser god, but he, or she, is working in the shadows, or perhaps there is nothing to this rumor at all.

Recovering Faith Spell Points.

Throughout the ages, while the mother was held captive, The three gods rewarded their follows with almost open handed generosity, as they urged their followers in myistal ways to release their Overgod.

Now a Set of brave Adventures have achieved this lofty goal, All is not as calm as before, and in the turmoil up in the Heavens, the Gods are no longer united in a single goal, have started to be more cautious of those that they give their power too.

All Priests must pray at a Holy Alter, or location to start to gain their power back. This can be any suitable location (see a Ref if you are not sure) that has been sanctified by the spell of the same name, by another follower of the same Religion. Also there are only certain times that the God's will channel their power to the Faithful, Dawn, Midday, Dusk and Midnight. The Times are in 30 min Slots, although as long as you **Start** to pray in that time, the Gods are forgiving with their timekeeping. (Note Dawn is the 30 after 'Time in' for game effects)

The Rites are normally personal, but all must continue for 15 minuets, and must be relevant to the spirit of the God / Goddess they are praying to. Once this has been completed without interruption, then the Priest will recover any lost power points up to their maximum.

Acquiring Faith Spells.

Once you have spent skill points to acquire Faith spells and chosen your God for your character, a spell list at the back of this book will be available to your character. Each god has access to two types of magic, the first one you buy from is considered your main, and if you gain enough exp to branch into the 2nd, all spells brought from the second colour cost you plus one exp. You may then select the spells that you require and inform the design team of you choice. Remember that a character must have spell points first, before acquiring spells.

ARCANE MAGIC

There are two types of caster, of arcane magic

Both are able to feely pick what colours they cast from up to a maximum of three, as long as they follow the rules of spell acquisition.

Ie their first colour must be higher than they 2nd Colour, and their 2nd colour must be higher than their 3rd.

Free magi

By tapping into the background power existent in the world, these mages call no being master. Able to control their own destiny they bow to no one. However these mages share that latent power between them, and the more of them there is in an area, the less power there is to go around.

Each Mage has a primary Shade that they cast from. Be it fire, or light, all spells they cast from that moment on are powered by that link. Even as they become more powerful and gain access to other shades, they will always tap into that colour to power them.

However there is only some more power in each local area and bigger the number of casting mages the less power any mage can put into their spells, and would not be able to access the more powerful tiers.

1st and 2nd level spells are so little a drain , that any number of casters can access these spells at one time.

To get access to 3rd level spells there must be less than 4 casters

For access to 4th level there can only be 3 .

To be able to cast the most powerful 5th level spells you can only have 2 mages of that shade in the area.

It is worth noting that it only effects that one colour of magic, so you could have 16 mages spread about the shades and it would not have an impact on any of them. For that reason alone mages tend to group together to make guilds to make sure their own powers are not drained in one area.

Pacted Magi

A pacted magi follows the same rules as a free magi with one minor , but very important difference.

The power and spells of a mage derive from a partnership, formed with an Arcane Demon or any other type of greater arcane power, like the spirits that the shaman call on

Although the Pacted mages call on the same shades of magic that the Free magi do, their pacted power gifts them some of the fuel for the spells, allowing them never to have to worry about how many other mages are in the area.

BUT that power sometimes asks for things in return, but the nature of that pact is a personal thing and so are it's limits.

The most common beings to pact with mages are the Arcane daemons. For they can provide more than just power to the mage, however they can also ask for more in return

The five known types of demons are:

- Mystic Demon (the most common of Demon-kind)
- Chaos Demon
- Elemental Demon
- Essence Demon
- Menix Demon
- Renegade Demons

The Pact is an agreement that exists between the mage and the Demon. The Pact will contain any special requirements that the Demon has made for the bestowing of spells and spell points. This could include particular rites or ceremonies, sacrifices of items or articles or any strange whim of the Demon.

If a player wants to start off pacted to a greater power they must add to their characters background details the type of Demon they wish to Pact with, along with details of the Pact. It may be necessary for characters to actually acquire a Demon during 'time In' for role-playing purposes and negotiate the Pact. Details will be sent if this is required.

Oblivion (n.) The state of having or being forgotten

Arcane Spells and Spell Points.

Spell points may be bought either at character generation or at a later date during the characters life. Spell points are always purchased before spells can be acquired. When a player requests spell points, all mages can only siphon off power from the world at the times of 12:00 and 00:00., for this is when the background levels of the magic peak. They must perform a 15 Rite without either 'In Time' or 'Out of Time' influences i.e. sitting in the middle of your ceremonial trinkets during your ritual whilst discussing what to eat for dinner, will render the ceremony a failure - with all the consequences that may bring (As will fleeing during your ritual from an adversary). Once this rite has been completed without interruption, then the mage will recover any lost power points up to their maximum. Remember, no completed ceremony, no spell points restored, and probably a very angry Demon if you where pacted.

CASTING SPELLS

Each spell caster has a power 'pool' of points, and a number of Spells they can cast. It costs a number of power points dependent on the level of spell you are casting.

For example

Level of spell	Power point cost
1 st	1
2 nd	2
3 rd	4
4 th	8
5 th	16

So, say a mage has 8 power points, they could cast 1 3rd, and 2 2nd level spells. Or 1 4th level spell, before running out of power.

To CAST a spell you need to say the following invocation.

" I call upon the power of '*Deity name / Element type*', Spellcasting '*Spell name*' "

To have any effect on a creature the creature **MUST** hear the spell vocals, so this needs to be nice and loud. Also for out of character reasons it may be worth shouting some of the effects too. For example I'm casting fireweave at an zombie so I shout, nice and loud.

"I call upon the power of FIRE, spellcasting fireweave. Creature, take 2 points of damage to the chest"

If a subject Doesn't **KNOW** the effect the spell is supposed to do they may well assume it's something else. The emphasis will be for 'you', the spell caster to make sure they do.

One more thing to look out for when casting spells. IF some nasty person comes and hits you **WHILE** you are casting the spell (the spell description is **OOO** so that doesn't count) that spell is **Disrupted**, and fails to work, even thou you still lose the power points for that level of spell. However the spell description is **NOT** a time stop type of action. If you can't make the target understand what is happening to it, then your spell doesn't work.

Innate Spells

Some players and creatures have innate spells. These are identical to their spell-casting cousins apart from the Casting vocals. To use an innate spell all a person has to say is

" Innate '*Spell name*' "

This vocal cannot be interrupted by blows or the caster taking damage, although the target **MUST** hear the spell, and sometimes a description at the end may be needed to explain it's effect.

Innate spell casters are not affected by the amount of metal they have on them.

Range and Duration.

All spells have a range and duration. These are explained below.

RANGE

Personal: This spell can only be cast upon the spellcaster.

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Touch: This can be cast on others, but you must touch them to complete the spell. After the spell is cast you have 10 seconds to touch the subject, before the power is lost.

LOS: Anyone that you can see, and can HEAR the spell vocals can be affected by the spell.

Duration.

Instant: The spell effects take place instantly

1 Combat: The spell effects end the moment no person is fighting that the subject can see. OR if a spell has a timed duration that has passed.

'X' time: When the time has passed the effect fades.

Chant: The spell is in effect while you chant the following "I call upon the 'Deity name/ demon type' to protect me from the 'type of damage' that would harm me. The chanting happens AFTER the spell vocals for casting the spell are complete. And the effects END the moment you stop repeating the chant.

Concentration.

Travel spells.

Some spells, like shadow-walk, allow you to travel between distances. Once you have cast such a spell you place your hand in the air, and you then walk to the location you are teleporting to. You cannot be affected by normal means while you are in 'transit'. When you have reached the location you must take your hand down, and you cannot take 'Detours' on route to your destination. Remember MOST of these spells need you to be able to SEE the location you are traveling too first.

DAMAGE

All magical damage goes THOUGH any Armour that you might be wearing. Which means that 3 points of magical spell damage from a 'blast' type spell to the chest of a normal human could well drop it to the floor even if it was wearing full plate mail.

MAGICAL INTERFERENCE

A Faith or Arcane caster will suffer from a 'short circuit' of their power, if they carry too much metal about their person. This metal can be in the form of armour *or* weapons (or indeed too much gold or silver jewelry!). As a guide, a spell caster may possess/wear any of the following without any interference:

- A suit of up to Studded Leather Armour
- Metal leg and arm grieves
- A long sword
- A short sword and dagger
- A short sword and leg *or* arm grieves.

Please see an event official for clarification of any interference that may be caused by your character wearing excessive metal. If 'short circuit' does occur, a mage cannot cast until excessive metal has been removed from their possession, and one hour has passed for the interference to wear off. Until then, a spell caster will not be able to use their Faith or Arcane power.

SPELL ACQUISITION RULE

This rule applies to both Faith and Arcane spell acquisition. The number of spells held, at any level, MUST exceed spells held of the next higher level.

For example, to obtain a second level spell a spell caster must first possess two first level spells.

Therefore, for a spell caster to acquire a 3rd level spell, they must first have a minimum of : 3 first level spells, 2 second level spells.

In addition to this, ANY EXTRA areas of magic must be at least One level lower than you main, or first type of magic, and they are still bound by the pyramid rule.

Eg if you have Red magic at level 3, you could have say yellow magic at up to level 2, but you would have to have bought at least 2 level 1's in yellow before buying a level 2 yellow spell.

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Experience points costs

Below is the table which details the experience costs for learning magic

Arcane/Faith Skills.	
Faith or Arcane spell points	A PC can select to possess either Faith or Arcane spell points. If the PC chooses Faith then they must also select a God to worship. If the PC chooses Arcane then they must select a Demon to Pact with. See the magic section for additional information. One skill point will reward the PC with 3 spell points. A character must have at least 1 spell point before they can select spells.
Spells, Faith or Arcane	When spell points are acquired, a PC may select spells for his character, according to the spell point discipline that was previously chosen. A list of spells will be made available when a request for spells is received. 1st and 2nd level - 1 skill 3rd and 4th level - 2 skill 5th level - 3 skill Each Spell from the 2nd colour of magic +1 ep per spell Each Spell from the 3rd colour of magic +2 ep per spell Before buying spells please see the spell acquisition rule.

Putting it all together.

Flameor the fire mage skills

Power points : 12	(4 exp)
Red spells (main)	
1st	(1exp)
1st	(1exp)
2nd	(1exp)
2nd	(1exp)
Yellow spells (2nd)	
1st	(2exp)

Here is my starting character that costs all of my 10 points

I cast by the power of fire, and I've started to get some yellow spells too. But I will need to get level 3 fire spells before I can buy any level 2 yellow spells

Spell Resistance.

Some creatures have innate resistance to spells, and some people have trained themselves to resist the effects of low-level spells. These are indicated by a shout of "**Resist**" by the subject in question. Normally this is a set number of 'levels' of resistance, so it is better to use the more powerful spells to overcome that thin veneer of protection in the first place.

Rite and rituals

All rites must have a focus, a person to lead them.

That person must have some kind of magic tie, be it Devine, or arcane. On top of that I propose that they have a new skill, 4 points, called Ritual leader.

Ritual Leader (4 points)

Prerequisite: Spell points in any type of power.

Description: To perform any type of rite, you need a person to lead it that is wise to the ways of channelling other beings energy. With this skill you can lead others into performing magical rites, to cleanse areas. Bless shrines, or any long-term effects.

HOWEVER there is no guarantee of success, and a ref **MUST** be told and given at least 30 mins warning. The amount of people involved, and the dedication put into the ritual, will have an effect on how if the rite works, or even works anything like the leader wishes it.

Example spells

The below Lists are examples of all the 1st level spells in the system (with the odd exception.) This is to give everyone a taste of the magic system, and so you have an idea of spell effects if they are cast on you.

Note you may not be able to chose all the spell from the list as remember different powers have different lists of spell to learn. See the section above on Spell acquisition rules.

Grey spells

Spell Name	Range	Duration	Description	Lvl
Desecrate	Touch	Permanent	Allow a Caster to REMOVE the power of a god from an old temple, allowing it to be Consecrated at a later date to their god. WARNING this is almost considered an act of war to most religions. A rite of no less than 30 min's must take place. No items of the old god must still be in the area at the time of casting. The amount of power this spell takes up is variable depending on the time the temple has stood for, and the strength of the rite that consecrated it. see ref at the time of casting.	1
Discern wounds	Touch	Instant	After touching the victim, you know how much damage he or she has sustained and on what locations they are damaged. (victim will ooc tell the caster his hits)	1
Disrupt Weave;	LOS	5 Mins or 1 Combat	Dispel Magic, can be cumulative, from 1 caster or many. This can ONLY effect a spell that has a duration, and it will take the same amount of power points to overcome the spell as it cost to cast it in the first place.	1
Extinguish flame	LOS	5' rad	Allows the casters to put out all candles or very small flames in a 5 foot radius. This will allow you to put out ONE person that has been set alight	1
Lesser Harm;	Touch	Instant	The location touched takes 1 point of damage and a wound is opened.	1
Lesser Holy Cadence;	LOS	Instant	This spell will cause fear in one weaker undead creature that the Caster targets. He must use his symbol and by sheer faith force the creature away.	1
Lesser Sense Loss;	LOS	2 Hours	Caster causes one of the lesser senses to cease working.Smell/Touch/Taste.	1
Shrouded Weave;	Personal	5 Mins or 1 Combat	Allows Mage to Hide any object upto 20lbs of weight.	1
Temporal Stasis;	Touch	2 Hours	Prevents outside interference on a body, recently deceased.	1
Cause Disease;	Touch	Instant	Spell causes one disease in the victim, Caster must know the disease and its' effects before casting.	2
Harm;	Touch	Instant	The location touched takes two points of damage and a wound is opened	2
Holy Cadence;	LOS	Instant	Can cause one of the more sentient undead to be afraid.	2
Holy Shroud;	Personal	5Min/1min	If used at a temple of their god, anyone hostile can not come within 10' of the Caster for 30 seconds.	2
Lay to Rest;	Touch	Instant	As soon as the spell ends, the body of a dead person turns to dust, no undead but no resurrection, oh well!	2
Lesser Fortify;	Touch	2 Hours	This spell fortifies the targets life force and negates the first point of non-magical damage the recipient takes. It is non-cumulative.	2
Lesser Holy Sigil;	Touch	5 Hours	Provides one point of magical protection for the recipient on the location touched against spells or magical effects. This does not work against physical attacks. If placed on an object, this spell protects it from basic spells, such as shatter etc. or major blows i.e. crush/sever. Once used to negate an effect/blow/spell then spell dissipates. It is non-cumulative.	2
Sense Lose;	LOS	2Hours	Caster causes the loss of one of the major senses, Sight / Sound	2
Shadow Door;	Personal	Instant	The Caster can teleport between shadows, line of sight only	2
Shadow Meld;	Personal	See Description	By use of this spell the Caster can disappear into shadows and remain untouchable, as long as they remain stationary.	2
State of Chaos;	Touch	5 Mins or 1 Combat	Mage and victim touched become gibbering wrecks. For 5 Min's	2
Weave of Pain;	LOS	5 Mins or 1 Combat	Mage inflicts 1 point of damage to himself but the victim takes 2 points of damage on the same location.	2
Battle Lust;	Personal	1 Min	Caster can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	3
Corruption;	LOS	1 Hour	Alters the mind of a PC for the next 1 hour, so in their mind, anything that was good becomes evil and vice-versa.	3
Decay;	Touch	See description	Caster causes any non-living/magical object to age rapidly upto their own body	3

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			size/mass. So even a door with time would eventually turn to dust.	
Fortify;	Touch	2 Hours	This spell allows the recipient to ignore the first two points of non-magical damage. As above.	3
Holy Sigil;	Touch	5 Hours	Provides two points of protection or two items. As above	3
Lesser Heal;	Touch	Instant	Returns one point to recipients location touched, upto a maximum of their starting life. Seals a wound but does not fix/heal a crush or sever nor does it stop the bleeding on such wounds.	3
Major Harm;	Touch	Instant	The location touched takes three points of damage and a wound is opened.	3
Major Holy Cadence;	Personal	Chant	No Undead will come within 5' of the caster while he is chanting.	3
Nightmare;	LOS	Sleep	The victim of this spell suffers a very bad nights sleep, interrupted by a recurring nightmare involving one specific creature or individual. If the victim meets the subject of their nightmare the next day, they are turned into a gibbering wreck, rooted to the spot, in terror.	3
Null	20 Yard Rad	5 Mins Or 1 Combat	This spell nullifies all "living" spells/spell casters in a 20' radius, for the next 5 minutes, including the caster. Does not affect items/barriers etc.	3
Prayer;	Personal	Chant	The Caster is immune to any damage from any weapon type,(sword/club/claw etc.) for as long as they pray, they can move but not fight.	3
Weave of Fire;	LOS	Instant	Mage casts a blast of flame that causes the victim 2 points of damage, to their Chest.	3
Window;	Touch	Instant	The Mage tears a whole in the fabric of the universe for 5 seconds and they plus anyone with them can pass through. They arrive anywhere that the Mage can see (but only 1 arrival place) at the time they start casting.	3

Red Spells

Spell Name	Range	Duration	Description	Lvl
Blast of Chaos;	LOS	Instant	Mage causes 2 points of damage to a foe, but also to a friend, no friend, then Mage takes it!	1
Danceing flame	Personal	30 seconds	The caster can create a small candle sized area of a flame, off an index finger or thumb ,to lite his way in the dark, or to lite fires. This is Phys rep'ed by a lighter.	1
Desecrate	Touch	Permanent	Allow a Caster to REMOVE the power of a god from an old temple, allowing it to be Consecrated at a later date to their god. WARNING this is almost considered an act of war to most religions. A rite of no less than 30 min's must take place. No items of the old god must still be in the area at the time of casting. The amount of power this spell takes up is variable depending on the time the temple has stood for, and the strength of the rite that consecrated it. see ref at the time of casting.	1
Discern wounds	Touch	Instant	After touching the victim, you know how much damage he or she has sustained and on what locations they are damaged. (victm will ooc tell the caster his hits)	1
Extinguish flame	LOS	5' rad	Allows the casters to put out all candles or very small flames in a 5 foot radius. This will allow you to put out ONE person that has been set alight	1
Lesser Holy Fire;	LOS	Instant	Caster casts a bolt of flame that causes the victim 1 point of damage to their chest.	1
Lesser Weave of Fire;	LOS	Instant	Mage casts a bolt of flame that causes the victim 1 point of damage to the victims chest.	1
State of Chaos;	Touch	5 Mins or 1 Combat	Mage and victim touched become gibbering wrecks. For 5 Min's	1
Chaos Rage;	Personal	See description	All within 20' of mage berserk and remain so attacking each other and the mage until all are lying on the ground	2
Holy Fire;	LOS	Instant	Caster casts a bolt of flame that causes the victim two points of damage to their chest	2
Lesser Harm;	Touch	Instant	The location touched takes 1 point of damage and a wound is opened.	2
Mend;	Touch	Instant	Allows the fixing of any warped/shattered item, as long as all the object has not been disturbed.	2
Rage;	LOS	See description	Recipient goes berserk attacking all around until they are lying down	2
Shatter;	LOS	Instant	This spell will destroy any metal/glass object upto hand and a half size/mass.	2
Warp;	LOS	Instant	This spell will destroy any wooden object upto hand and a half size/mass.	2
Weave of Chaos;	LOS	5 Mins or 1 Combat	Mage causes victim to do the opposite of want they want to do!	2
Weave of Fire;	LOS	Instant	Mage casts a blast of flame that causes the victim 2 points of damage, to their Chest.	2
Battle Lust;	Personal	1 Min	Caster can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	3
Break Bone;	Touch	Instant	Breaks the victims bone, but leaves them with 1 point on the affected location touched.	3
Chaos Lightning;	LOS	Instant	Bolts of Lightning shoot from the Mages body in totally random directions, doing 3 points of damage to every location of the creatures struck. The Mage is spun round and then asked to point in 3 random directions (with their eyes closed). If there are only 2 creatures other than the mage, then the mage is the 3rd victim.	3
Corruption;	LOS	1 Hour	Alters the mind of a PC for the next 1 hour, so in their mind, anything that was good becomes evil and vice-versa.	3
Enrage;	LOS	5 Mins	This spell sends the target into battle rage. They will use any physical means to hurt all around them. They can ignore the first three actions taken against them (spells/blow), but if no opponent can be found for upto 30 seconds during the spell duration (5 minutes), they will batter themselves senseless, using any means possible.	3
Harm;	Touch	Instant	The location touched takes two points of damage and a wound is opened	3
Kelvin;	Personal	5 Mins Or 1 Combat	The Mage becomes a Free Range Temperature System, in other words, they can become as hot or cold as they like. This has a price though, not only is the Mage partly affected, so some cold will be felt, if they choose to go cold, and vice-versa with heat, but afterwards they will need lots of rest (so good role-playing and a 30 minute rest are required).	3

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Lighting blast	LOS	Instant	A bolt of lighting falls from the sky, causeing 1 point of damage to the victime. HOWEVER if the target is wearing metal armour, the spell does three points of damage to the chest, which must be called at the time of casting.	3
Major Holy Fire;	LOS	Instant	Victim takes 2 points of damage to their chest and will do so each minute unless extinguished someway, as they are alight!	3
Major Weave of Fire;	LOS	Instant	Mage causes a large ball of fire to burst against their victims chest causing 3 points of damage. The victim will burn for 3 points of damage per minute they are not "put	3
Weave of Fear;	LOS	5 Mins or 1 Combat	Causes Victim to back-off, and be unable to attack the caster.	3
Weave of Pain;	LOS	5 Mins or 1 Combat	Mage inflicts 1 point of damage to himself but the victim takes 2 points of damage on the same location.	3



Orange Spells

Spell Name	Range	Duration	Description	Lvl
Desecrate	Touch	Permanent	Allow a Priest to REMOVE the power of a god from an old temple, allowing it to be Consecrated at a later date to their god. WARNING this is almost considered an act of war to most religions. A rite of no less than 30 min's must take place. No items of the old god must still be in the area at the time of casting. The amount of power this spell takes up is variable depending on the time the temple has stood for, and the strength of the rite that consecrated it. see ref at the time of casting.	1
Consecrate;	Touch	Permanent	Allows the Caster to re-activate an old temple of their god. It must be cast in conjunction with a ceremony. Once complete the Caster (and Casters of the same god) can regain their power here.	1
Danceing flame	Personal	30 seconds	The caster can create a small candle sized area of a flame, off an index finger or thumb ,to lite his way in the dark, or to lite fires. This is Phys rep'ed by a lighter.	1
Desecrate	Touch	Permanent	Allow a Caster to REMOVE the power of a god from an old temple, allowing it to be Consecrated at a later date to their god. WARNING this is almost considered an act of war to most religions. A rite of no less than 30 min's must take place. No items of the old god must still be in the area at the time of casting. The amount of power this spell takes up is variable depending on the time the temple has stood for, and the strength of the rite that consecrated it. see ref at the time of casting.	1
Discern wounds	Touch	Instant	After touching the victim, you know how much damage he or she has sustained and on what locations they are damaged. (victm will ooc tell the caster his hits)	1
Disrupt Weave;	LOS	5 Mins or 1 Combat	Dispel Magic, can be cumulative, from 1 caster or many. This can ONLY effect a spell that has a duration, and it will take the same amout of power points to overcome the spell as it cost to cast it in the first place.	1
Lesser Fortify;	Touch	2 Hours	This spell fortifies the targets life force and negates the first point of non-magical damage the recipient takes. It is non-cumulative.	1
Lesser Harm;	Touch	Instant	The location touched takes 1 point of damage and a wound is opened.	1
Lesser Holy Cadence;	LOS	Instant	This spell will cause fear in one weaker undead creature that the Caster targets. He must use his symbol and by sheer faith force the creature away.	1
Stone Grip;	LOS	10 Seconds	This spell causes all the rock,within the victim's vicinity to stop them moving for 10 seconds.	1
Temporal Stasis;	Touch	2 Hours	Prevents outside interference on a body, recently deceased.	1
Warp;	LOS	Instant	This spell will destroy any wooden object upto hand and a half size/mass.	1
Battle Lust;	Personal	1 Min	Caster can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	2
Blast of Chaos;	LOS	Instant	Mage causes 2 points of damage to a foe, but also to a friend, no friend, then Mage takes it!	2
Chaos Rage;	Personal	See description	All within 20' of mage berserk and remain so attacking each other and the mage until all are lying on the ground	2
Harm;	Touch	Instant	The location touched takes two points of damage and a wound is opened	2
Lay to Rest;	Touch	Instant	As soon as the spell ends, the body of a dead person turns to dust, no undead but no resurrection, oh well!	2
Lesser Holy Fire;	LOS	Instant	Caster casts a bolt of flame that causes the victim 1 point of damage to their chest.	2
Lifegiver;	Touch	5 Mins	By the use of spell points, the Caster can extend the life time of an unconscious/dying person. 1 spell point gives an extra 5 minutes of life.	2
Lighting blast	LOS	Instant	A bolt of lighting falls from the sky, causeing 1 point of damage to the victime. HOWEVER if the target is wearing metal armour, the spell does three points of damage to the chest, which must be called at the time of casting.	2
Mend;	Touch	Instant	Allows the fixing of any warped/shattered item, as long as all the object has not been disturbed.	2
Prayer;	Personal	Chant	The Caster is immune to any damage from any weapon type,(sword/club/claw etc.) for as long as they pray, they can move but not fight.	2
Rage;	LOS	See description	Recipient goes berserk attacking all around until they are lying down	2
Shatter;	LOS	Instant	This spell will destroy any metal/glass object upto hand and a half size/mass.	2
Weave of Pain;	LOS	5 Mins or 1 Combat	Mage inflicts 1 point of damage to himself but the victim takes 2 points of damage on the same location.	2

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Battle Lust Other	Touch	1 Min	Can only be cast on a follower of the god. can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	3
Bind;	Touch	24 hours	By using this spell the Mage can bind themselves to another. They can pass damage and power (spell points) freely between themselves, but this must be with the other person/ creatures co-operation. The Binding lasts 24 hours and can be done with or without the victims consent, but without, no passing of points can occur. The downside to this spell is that whilst the mage and his bound partner are under the influence of the spell, if one of them dies so does the other!	3
Break Bone;	Touch	Instant	Breaks the victims bone, but leaves them with 1 point on the affected location touched.	3
Decay;	Touch	See description	Caster causes any non-living/magical object to age rapidly upto their own body size/mass. So even a door with time would eventually turn to dust.	3
Enrage;	LOS	5 Mins	This spell sends the target into battle rage. They will use any physical means to hurt all around them. They can ignore the first three actions taken against them (spells/blow), but if no opponent can be found for upto 30 seconds during the spell duration (5 minutes), they will batter themselves senseless, using any means possible.	3
Fortify;	Touch	2 Hours	This spell allows the recipient to ignore the first two points of non-magical damage. As above.	3
Hero;	Touch	5 Mins	The recipient of this spell will turn into a veritable hero, leading the charge etc. As a side effect nothing will frighten them for as long as the spell lasts 5 minutes, including magical effects.	3
Holy Fire;	LOS	Instant	Caster casts a bolt of flame that causes the victim two points of damage to their chest	3
Lesser Restore Sense;	Touch	Instant	Allows the Caster to restore any 1 lesser sense.	3
Major Harm;	Touch	Instant	The location touched takes three points of damage and a wound is opened.	3
Transmogrify;	Touch	Instant	Lead to Gold! Yes Finally your wildest dreams have come true, you can change whatever you are in contact with to whatever you wish. But beware what you wish, too much could lead to dire consequences	3
Weave of Protection;	Personal	1 hour	Mage gives himself +2 to any location, or protects 2 weapons	3

Yellow Spells

Spell Name	Range	Duration	Description	Lvl
Consecrate;	Touch	Permanent	Allows the Caster to re-activate an old temple of their god. It must be cast in conjunction with a ceremony. Once complete the Caster (and Casters of the same god) can regain their power here.	1
Lesser Fortify;	Touch	2 Hours	This spell fortifies the targets life force and negates the first point of non-magical damage the recipient takes. It is non-cumulative.	1
Lesser Holy Cadence;	LOS	Instant	This spell will cause fear in one weaker undead creature that the Caster targets. He must use his symbol and by sheer faith force the creature away.	1
Lesser Holy Sigil;	Touch	5 Hours	Provides one point of magical protection for the recipient on the location touched against spells or magical effects. This does not work against physical attacks. If placed on an object, this spell protects it from basic spells, such as shatter etc. or major blows i.e. crush/sever. Once used to negate an effect/blow/spell then spell dissipates. It is non-cumulative.	1
Lesser Weave of Protection;	Personal	1 hour	Mage gives himself +1 to any 1 location, or protects any weapon, non-cumulative.	1
Loom;	Touch	5 Mins or 1 Combat	Magically locks one door/portal.	1
Shrouded Weave;	Personal	5 Mins or 1 Combat	Allows Mage to Hide any object upto 20lbs of weight.	1
Stone Grip;	LOS	10 Seconds	This spell causes all the rock,within the victim's vicinity to stop them moving for 10 seconds.	1
Temporal Stasis;	Touch	2 Hours	Prevents outside interference on a body, recently deceased.	1
Creators Gift;	Touch	Instant	By means of this spell the Caster can voluntary give either their life force or power,if they give too much their dead!	2
Fortify;	Touch	2 Hours	This spell allows the recipient to ignore the first two points of non-magical damage. As above.	2
Heal;	Touch	Instant	Returns two points to recipient's location touched. As above	2
Holy Cadence;	LOS	Instant	Can cause one of the more sentient undead to be afraid.	2
Holy Shroud;	Personal	5Min/1min	If used at a temple of their god, anyone hostile can not come within 10' of the Caster for 30 seconds.	2
Holy Sigil;	Touch	5 Hours	Provides two points of protection or two items. As above	2
Lesser Heal;	Touch	Instant	Returns one point to recipients location touched, upto a maximum of their starting life. Seals a wound but does not fix/heal a crush or sever nor does it stop the bleeding on such wounds.	2
Lesser Holy Stun;	LOS	Instant	Caster by sheer force of will causes an "knock-back" effect.	2
Lifegiver;	Touch	5 Mins	By the use of spell points, the Caster can extend the life time of an unconscious/dying person. 1 spell point gives an extra 5 minutes of life.	2
Prayer;	Personal	Chant	The Caster is immune to any damage from any weapon type,(sword/club/claw etc.) for as long as they pray, they can move but not fight.	2
Stone Meld;	Personal	Concentration	By use of this spell the Mage can disappear into Stone, and remain untouchable, as long as they remain stationary	2
Weave of Protection;	Personal	1 hour	Mage gives himself +2 to any location, or protects 2 weapons	2
Wooden Heart;	Personal	5 Mins	Hardens the Casters skin, giving an unarmoured Caster the equivalent of 2 points of armour to all locations for 5 minutes.	2
Bind;	Touch	24 hours	By using this spell the Mage can bind themselves to another. They can pass damage and power (spell points) freely between themselves, but this must be with the other person/ creatures co-operation. The Binding lasts 24 hours and can be done with or without the victims consent, but without, no passing of points can occur. The downside to this spell is that whilst the mage and his bound partner are under the influence of the spell, if one of them dies so does the other!	3
Damn;	LOS	5 Mins	Using this spell the Mage can block off another mages access to their magic, so preventing them from casting any spells. They can do this for upto 5 minutes, after which time the caster fall's unconscious for 30 minutes exhausted. Oh yes, and their opponent's Demon or God will obviously not be happy!	3
Holy Aura;	Personal	Chant	Caster is protected by their god for the next minute and cannot be hurt by any magical effects.	3
Holy Stun;	LOS	Instant	By sheer force of will the Caster causes 1 points of damage to the victims chest, and the victim to fall onto the floor.	3

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Major Heal;	Touch	Instant	Returns four points to any location, but can be spread around i.e. two points to a chest one point to a limb and another point to the head, but must be the same person.	3
Major Holy Cadence;	Personal	Chant	No Undead will come within 5' of the caster while he is chanting.	3
Major Holy Sigil;	Touch	5 Hours	Recipient (person/item) receives protection against the first physical blow including shatter and crush. Also negates Shatter, Spell.	3
Major Weave of Protection;	Personal	1 Hour	Mage gives themselves (only) 3 points to any location or protects three weapons.	3
Steel Doors;	Personal	1 Hour	Places the Caster's mind within a protective shield, preventing any mind effects, (Think happy thoughts!).	3



Green Spells

Spell Name	Range	Duration	Description	Lvl
Consecrate;	Touch	Permanent	Allows the Caster to re-activate an old temple of their god. It must be cast in conjunction with a ceremony. Once complete the Caster (and Casters of the same god) can regain their power here.	1
Entangle;	LOS	10 Seconds	The Caster causes all plants within 10' to grab the victim and hold them immobile for 10 seconds.	1
Enthralling Gaze;	LOS	Concentration	Mage and caster can do nothing unless eye contact is broken for more than 5 seconds, by 3rd Party, no communication etc.	1
Eyes of Truth;	LOS	10 seconds	Will allow mage to see anything hidden magically for 10 seconds.	1
Lesser Heal;	Touch	Instant	Returns one point to recipients location touched, upto a maximum of their starting life. Seals a wound but does not fix/heal a crush or sever nor does it stop the bleeding on such wounds.	1
Lesser Holy Stun;	LOS	Instant	Caster by sheer force of will causes an "knock-back" effect.	1
Lesser Restore Sense;	Touch	Instant	Allows the Caster to restore any 1 lesser sense.	1
Lifegiver;	Touch	5 Mins	By the use of spell points, the Caster can extend the life time of an unconscious/dying person. 1 spell point gives an extra 5 minutes of life.	1
Stone Grip;	LOS	10 Seconds	This spell causes all the rock, within the victim's vicinity to stop them moving for 10 seconds.	1
Weave of Charisma;	LOS	5 Mins or 1 Combat	Victim believes that mage is his best friend	1
Cause Disease;	Touch	Instant	Spell causes one disease in the victim, Caster must know the disease and its' effects before casting.	2
Cure Disease;	Touch	Instant	The Caster with the use of this spell can cure all natural diseases	2
Holy Stun;	LOS	Instant	By sheer force of will the Caster causes 1 points of damage to the victims chest, and the victim to fall onto the floor.	2
Lighting blast	LOS	Instant	A bolt of lighting falls from the sky, causing 1 point of damage to the victime. HOWEVER if the target is wearing metal armour, the spell does three points of damage to the chest, which must be called at the time of casting.	2
Purge;	Touch	Instant	This spell cures all common poisons, but the recipient is sick for 5 minutes and incapacitated for 15 minutes.	2
Restore Sense;	Touch	Instant	Allows the Caster to restore any 1 sense.	2
Stone Meld;	Personal	Concentration	By use of this spell the Mage can disappear into Stone, and remain untouchable, as long as they remain stationary	2
Tree door	Personal	Instant	The Caster can teleport between trees, that are big enough to take your body, line of sight only	2
Warp;	LOS	Instant	This spell will destroy any wooden object upto hand and a half size/mass.	2
Fix Bone;	Touch	Instant	The caster causes the bones crushed in this area to mend and fix themselves. Cast once will heal an arm twice to heal a broken leg/skull and three times to fully mend all the bones in a chest.	3
Heal;	Touch	Instant	Returns two points to recipient's location touched. As above	3
Lay to Rest;	Touch	Instant	As soon as the spell ends, the body of a dead person turns to dust, no undead but no resurrection, oh well!	3
Major Holy Stun;	LOS	Instant	Victim takes 2 points of damage to their chest and is put on their ass!	3
Mend;	Touch	Instant	Allows the fixing of any warped/shattered item, as long as all the object has not been disturbed.	3
Metamorphose;	Personal	1 Hour	Mage can alter their body to look like someone or something else, but is limited to similar mass (not size).	3
Sleep;	Touch	Instant	Touch spell, after contact victim falls into a deep sleep, which they cannot be awoken, by on-magical means for the first minute without causing them damage. Any Damage taken will awaken them straight away	3
Weave of Fire;	LOS	Instant	Mage casts a blast of flame that causes the victim 2 points of damage, to their Chest.	3
Wooden Heart;	Personal	5 Mins	Hardens the Casters skin, giving an unarmoured Caster the equivalent of 2 points of armour to all locations for 5 minutes.	3

Blue Spells

Spell Name	Range	Duration	Description	Lvl
Consecrate;	Touch	Permanent	Allows the Caster to re-activate an old temple of their god. It must be cast in conjunction with a ceremony. Once complete the Caster (and Casters of the same god) can regain their power here.	1
Dull;	Touch	5 Mins or 1 Combat	Mage causes recipient to ignore non-life threatening pain/fear.	1
Enthralling Gaze;	LOS	Concentration	Mage and caster can do nothing unless eye contact is broken for more than 5 seconds, by 3rd Party, no communication etc.	1
Extinguish flame	LOS	5' rad	Allows the casters to put out all candles or very small flames in a 5 foot radius. This will allow you to put out ONE person that has been set alight	1
Lesser Weave of Protection;	Personal	1 hour	Mage gives himself +1 to any 1 location, or protects any weapon, non-cumulative.	1
Lifegiver;	Touch	5 Mins	By the use of spell points, the Caster can extend the life time of an unconscious/dying person. 1 spell point gives an extra 5 minutes of life.	1
Loom;	Touch	5 Mins or 1 Combat	Magically locks one door/portal.	1
Shrouded Weave;	Personal	5 Mins or 1 Combat	Allows Mage to Hide any object upto 20lbs of weight.	1
Temporal Stasis;	Touch	2 Hours	Prevents outside interference on a body, recently deceased.	1
Entangle;	LOS	10 Seconds	The Caster causes all plants within 10' to grab the victim and hold them immobile for 10 seconds.	2
Holy Shroud;	Personal	5Min/1min	If used at a temple of their god, anyone hostile can not come within 10' of the Caster for 30 seconds.	2
Lesser Fortify;	Touch	2 Hours	This spell fortifies the targets life force and negates the first point of non-magical damage the recipient takes. It is non-cumulative.	2
Lesser Harm;	Touch	Instant	The location touched takes 1 point of damage and a wound is opened.	2
Lesser Heal;	Touch	Instant	Returns one point to recipient's location touched, upto a maximum of their starting life. Seals a wound but does not fix/heal a crush or sever nor does it stop the bleeding on such wounds.	2
Shatter;	LOS	Instant	This spell will destroy any metal/glass object upto hand and a half size/mass.	2
Sleep;	Touch	Instant	Touch spell, after contact victim falls into a deep sleep, which they cannot be awoken, by on-magical means for the first minute without causing them damage. Any Damage taken will awaken them straight away	2
Weave of Pain;	LOS	5 Mins or 1 Combat	Mage inflicts 1 point of damage to himself but the victim takes 2 points of damage on the same location.	2
Weave of Protection;	Personal	1 hour	Mage gives himself +2 to any location, or protects 2 weapons	2
Wooden Heart;	Personal	5 Mins	Hardens the Casters skin, giving an unarmoured Caster the equivalent of 2 points of armour to all locations for 5 minutes.	2
Damn;	LOS	5 Mins	Using this spell the Mage can block off another mages access to their magic, so preventing them from casting any spells. They can do this for upto 5 minutes, after which time the caster fall's unconscious for 30 minutes exhausted. Oh yes, and their opponent's Demon or God will obviously not be happy!	3
Fortify;	Touch	2 Hours	This spell allows the recipient to ignore the first two points of non-magical damage. As above.	3
Harm;	Touch	Instant	The location touched takes two points of damage and a wound is opened	3
Holy Aura;	Personal	Chant	Caster is protected by their god for the next minute and cannot be hurt by any magical effects.	3
Kelvin;	Personal	5 Mins Or 1 Combat	The Mage becomes a Free Range Temperature System, in other words, they can become as hot or cold as they like. This has a price though, not only is the Mage partly affected, so some cold will be felt, if they choose to go cold, and vice-versa with heat, but afterwards they will need lots of rest (so good role-playing and a 30 minute rest are required).	3
Major Weave of Protection;	Personal	1 Hour	Mage gives themselves (only) 3 points to any location or protects three weapons.	3
Metamorphose;	Personal	1 Hour	Mage can alter their body to look like someone or something else, but is limited to similar mass (not size).	3
Ray of Ice;	20*2 Yards	Instant	The Mage casts a sheet of ice 20 yards long and 2 yards wide, causing 2 points of cold damage to all those within the ray on their chest. The Mage suffers an extreme drop in body temperature and if they are not warmed by fire in 5	3

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			minutes they will die.	
Restore;	Touch	Instant	Returns a single location to its full hits.	3
Stone Meld;	Personal	Concentration	By use of this spell the Mage can disappear into Stone, and remain untouchable, as long as they remain stationary	3
Transfer damage;	Touch	Instant	The people involved must be willing. If so the Caster can take damage from one person and give that to another, removing the damage from the first person. The Caster can be the recipient, if they are stupid!	3



Indigo Spells

Spell Name	Range	Duration	Description	Lvl
Consecrate;	Touch	Permanent	Allows the Caster to re-activate an old temple of their god. It must be cast in conjunction with a ceremony. Once complete the Caster (and Casters of the same god) can regain their power here.	1
Discern wounds	Touch	Instant	After touching the victim, you know how much damage he or she has sustained and on what locations they are damaged. (victim will ooc tell the caster his hits)	1
Dull;	Touch	5 Mins or 1 Combat	Mage causes recipient to ignore non-life threatening pain/fear.	1
Enthralling Gaze;	LOS	Concentration	Mage and caster can do nothing unless eye contact is broken for more than 5 seconds, by 3rd Party, no communication etc.	1
Eyes of Truth;	LOS	10 seconds	Will allow mage to see anything hidden magically for 10 seconds.	1
Lesser Holy Stun;	LOS	Instant	Caster by sheer force of will causes an "knock-back" effect.	1
Lesser Sense Loss;	LOS	2 Hours	Caster causes one of the lesser senses to cease working.Smell/Touch/Taste.	1
Weave of Charisma;	LOS	5 Mins or 1 Combat	Victim believes that mage is his best friend	1
Chaos Rage;	Personal	See description	All within 20' of mage berserk and remain so attacking each other and the mage until all are lying on the ground	2
Dream;	Touch	Sleep	If used by the Caster before sleeping, they can expect an answer to a question on awakening. If used on another it will prevent nightmares.	2
Holy Shroud;	Personal	5Min/1min	If used at a temple of their god, anyone hostile can not come within 10' of the Caster for 30 seconds.	2
Holy Stun;	LOS	Instant	By sheer force of will the Caster causes 1 points of damage to the victims chest, and the victim to fall onto the floor.	2
Nightmare;	LOS	Sleep	The victim of this spell suffers a very bad nights sleep, interrupted by a recurring nightmare involving one specific creature or individual. If the victim meets the subject of their nightmare the next day, they are turned into a gibbering wreck, rooted to the spot, in terror.	2
Rage;	LOS	See description	Recipient goes berserk attacking all around until they are lying down	2
Sense Lose;	LOS	2Hours	Caster causes the loss of one of the major senses, Sight / Sound	2
Shadow Door;	Personal	Instant	The Caster can teleport between shadows, line of sight only	2
Shadow Meld;	Personal	See Description	By use of this spell the Caster can disappear into shadows and remain untouchable, as long as they remain stationary.	2
Sleep;	Touch	Instant	Touch spell, after contact victim falls into a deep sleep, which they cannot be awoken, by on-magical means for the first minute without causing them damage. Any Damage taken will awaken them straight away	2
State of Chaos;	Touch	5 Mins or 1 Combat	Mage and victim touched become gibbering wrecks. For 5 Min's	2
Steel Doors;	Personal	1 Hour	Places the Casters mind within a protective shield, preventing any mind effects, (Think happy thoughts!).	2
Weave of Fear;	LOS	5 Mins or 1 Combat	Causes Victim to back-off, and be unable to attack the caster.	2
Battle Lust Other	Touch	1 Min	Can only be cast on a follower of the god. can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	3
Cauterise;	Touch	Instant	Useful when your friend has just had a limb severed, this spell will prevent them from bleeding to death, but not return any points.	3
Corruption;	LOS	1 Hour	Alters the mind of a PC for the next 1 hour, so in their mind, anything that was good becomes evil and vice-versa.	3
Despair;	Touch	1 Hour	The victim of this spell, as the name implies is in total despair for the next 1 hour. "Everything will end in failure, what's the point!"	3
Enrage;	LOS	5 Mins	This spell sends the target into battle rage. They will use any physical means to hurt all around them. They can ignore the first three actions taken against them (spells/blow), but if no opponent can be found for upto 30 seconds during the spell duration (5 minutes), they will batter themselves senseless, using any means possible.	3
Hero;	Touch	5 Mins	The recipient of this spell will turn into a veritable hero, leading the charge etc. As a side effect nothing will frighten them for as long as the spell lasts 5 minutes, including magical effects.	3

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Holy Aura;	Personal	Chant	Caster is protected by their god for the next minute and cannot be hurt by any magical effects.	3
Implant;	Touch	48 Hours	The Mage can "Implant" a thought/action in a person's head. This remains dormant until triggered, by a word or action pre-determined by the Mage. The person has no indication it is their and cannot say who put it into their heads.	3
Major Holy Stun;	LOS	Instant	Victim takes 2 points of damage to their chest and is put on their ass!	3
Prayer;	Personal	Chant	The Caster is immune to any damage from any weapon type,(sword/club/claw etc.) for as long as they pray, they can move but not fight.	3
Read;	Touch	Concentration	By use of this spell a Mage can read another's thoughts, but they must be in physical contact and the other person can feel their presence inside their head. The other person must also be awake and aware.	3
Steel Doors (other)	Touch	1 Hour	Places the Casters mind within a protective shield, preventing any mind effects, (Think happy thoughts!).	3
Terror;	LOS	Instant	This spell causes the victim to run in terror from the caster for 30 seconds and they will not return to the area for the next 20 minutes.	3
Translocate;	Touch	Instant	By using this spell the Caster can move himself or herself from one place to another. This place must be visible and within 100'.	3
Waking Dream;	Touch	See description	Cast on someone before they go to sleep, on waking the person will still believe that they are asleep and all is a dream. This obviously can be used for good or bad purposes. The character affected will stay in the "dream" for 1 hour, or until they are unconscious due to damage.	3
Weave of Chaos;	LOS	5 Mins or 1 Combat	Mage causes victim to do the opposite of want they want to do!	3



Violet Spells

Spell Name	Range	Duration	Description	Lvl
Creators Gift;	Touch	Instant	By means of this spell the Caster can voluntary give either their life force or power,if they give too much their dead!	1
Danceing flame	Personal	30 seconds	The caster can create a small candle sized area of a flame, off an index finger or thumb ,to lite his way in the dark, or to lite fires. This is Phys rep'ed by a lighter.	1
Discern wounds	Touch	Instant	After touching the victim, you know how much damage he or she has sustained and on what locations they are damaged. (victm will ooc tell the caster his hits)	1
Disrupt Weave;	LOS	5 Mins or 1 Combat	Dispel Magic, can be cumulative, from 1 caster or many. This can ONLY effect a spell that has a duration, and it will take the same amout of power points to overcome the spell as it cost to cast it in the first place.	1
Extinguish flame	LOS	5' rad	Allows the casters to put out all candles or very small flames in a 5 food radius. This will allow you to put out ONE person that has been set alight	1
Lesser Heal;	Touch	Instant	Returns one point to recipients location touched, upto a maximum of their starting life. Seals a wound but does not fix/heal a crush or sever nor does it stop the bleeding on such wounds.	1
Lesser Holy Cadence;	LOS	Instant	This spell will cause fear in one weaker undead creature that the Caster targets. He must use his symbol and by sheer faith force the creature away.	1
Lesser Restore Sense;	Touch	Instant	Allows the Caster to restore any 1 lesser sense.	1
Lifegiver;	Touch	5 Mins	By the use of spell points, the Caster can extend the life time of an unconscious/dying person. 1 spell point gives an extra 5 minutes of life.	1
Temporal Stasis;	Touch	2 Hours	Prevents outside interference on a body, recently deceased.	1
Cure Disease;	Touch	Instant	The Caster with the use of this spell can cure all natural diseases	2
Heal;	Touch	Instant	Returns two points to recipient 's location touched. As above	2
Holy Cadence;	LOS	Instant	Can cause one of the more sentient undead to be afraid.	2
Holy Shroud;	Personal	5Min/1min	If used at a temple of their god, anyone hostile can not come within 10' of the Caster for 30 seconds.	2
Lay to Rest;	Touch	Instant	As soon as the spell ends, the body of a dead person turns to dust, no undead but no resurrection, oh well!	2
Lesser Fortify;	Touch	2 Hours	This spell fortifies the targets life force and negates the first point of non-magical damage the recipient takes. It is non-cumulative.	2
Lesser Holy Sigil;	Touch	5 Hours	Provides one point of magical protection for the recipient on the location touched against spells or magical effects. This does not work against physical attacks. If placed on an object, this spell protects it from basic spells, such as shatter etc. or major blows i.e. crush/sever. Once used to negate an effect/blow/spell then spell dissipates. It is non-cumulative.	2
Purge;	Touch	Instant	This spell cures all common poisons, but the recipient is sick for 5 minutes and incapacitated for 15 minutes.	2
Restore Sense;	Touch	Instant	Allows the Caster to restore any 1 sense.	2
Weave of Charisma; .	LOS	5 Mins or 1 Combat	Victim believes that mage is his best friend	2
Battle Lust;	Personal	1 Min	Caster can ignore all damage for the next 60 seconds, but on completion of the spell takes 2 points of damage to all locations and falls unconscious for 5 minutes.	3
Cauterise;	Touch	Instant	Useful when your friend has just had a limb severed, this spell will prevent them from bleeding to death, but not return any points.	3
Creation;	Touch	Instant	The Caster can create any non-magical/living object they have seen, upto their own body mass/size.	3
Fix Bone;	Touch	Instant	The caster causes the bones crushed in this area to mend and fix themselves. Cast once will heal an arm twice to heal a broken leg/skull and three times to fully mend all the bones in a chest.	3
Fortify;	Touch	2 Hours	This spell allows the recipient to ignore the first two points of non-magical damage. As above.	3
Hero;	Touch	5 Mins	The recipient of this spell will turn into a veritable hero, leading the charge etc. As a side effect nothing will frighten them for as long as the spell lasts 5 minutes, including magical effects.	3
Holy Sigil;	Touch	5 Hours	Provides two points of protection or two items. As above	3

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Major Heal;	Touch	Instant	Returns four points to any location, but can be spread around i.e. two points to a chest one point to a limb and another point to the head, but must be the same person.	3
Major Holy Cadence;	Personal	Chant	No Undead will come within 5' of the caster while he is chanting.	3
Mend;	Touch	Instant	Allows the fixing of any warped/shattered item, as long as all the object has not been disturbed.	3
Prayer;	Personal	Chant	The Caster is immune to any damage from any weapon type,(sword/club/claw etc.) for as long as they pray, they can move but not fight.	3
Restore;	Touch	Instant	Returns a single location to its full hits.	3
Translocate;	Touch	Instant	By using this spell the Caster can move himself or herself from one place to another. This place must be visible and within 100'.	3
Weave of Fire;	LOS	Instant	Mage casts a blast of flame that causes the victim 2 points of damage, to their Chest.	3
Window;	Touch	Instant	The Mage tears a whole in the fabric of the universe for 5 seconds and they plus anyone with them can pass through. They arrive anywhere that the Mage can see (but only 1 arrival place) at the time they start casting.	3



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THE WORLD OF Tiran

Much of the information concerning the world of Tiran is dynamic, meaning that it changes with the events, depending on what the players decide, or indeed decide not, to do! For this reason it is recommended that you take a look at the Oblivion website for the most up to date information, specifically at this webpage > <http://www.oblivionlrp.com/history.html>

In a nutshell, however, Tiran is vast Continent in a world of High Dark Fantasy, meaning that anything is possible. The lands have certain towns and cities and various groups of people and races who all have their own ideas on how best to achieve things. The plot is based around how factions of these peoples interact and how they work together to face challenges which confront the lands of Tiran.

Wealth and Finance

For many years the various peoples relied on barter to trade or failing that and large knobby club. Trading was a dangerous profession and this left more remote areas of the land without needed commodities. A few attempts were made by the various races to establish a currency for its people but all failed in the end.

On the boarder of the Human and Dwarf land is a town commonly know as Barter Town, it is a truly diverse place aligned to know race or power it has long been a place to acquire unusual items, all the races of the land can be found within the formidable walls, they live in relative peace, safe in the knowledge that any anti social behaviour would be dealt with a fatal kind of justice.

The enforcer of the laws and keeper of the peace is a powerful mage known as Omega reputed to be the most powerful mage alive, he alone has managed to create a currency that is un-forgeable but metal smith or mage, a currency that can't be controlled or corrupted. Thus dawned a new age, an age of commerce and co-operation the age of the OM.

The following price lists are a guild line only. Prices will vary slightly from area to area, and person to person. You'll be amazed at the discount a compliment will get you or the sudden shortage of stock that follows an insult.

Basic clothing and equipment are freely given at the start along with a small amount of cash additional starting money can be obtained with EP's.

Cost of Living (COL)

Adventuring is an expensive business not only do you need to eat and sleep on your journey but maintain your armour and weaponry (arrows don't grow on trees you know!!!) For the skilled outdoors person many of lives essentials can be found in the world around us food, shelter, medicines, leather and fur for clothing and armour. This knowledge isn't easily gained especially in a new land with different flora and fauna.

Weapons

Anybody can fashion an impromptu weapon but the effectiveness will be limited to a single point of damage trying to inflict more damage could result in the weapon breaking, If a skilled fighter wishes to inflict higher levels of damage they must first obtain a crafted weapon that is stronger and easier to wield. These weapons are available from any skilled metal smith they are more expensive than crude weapons they are stronger but are not unbreakable. If a highly skilled fighter tries to crush or sever an opponent with a crafted weapon then it will break just as easily as a crude one, for this level of damage you will need a master crafted weapon. There are few who are skilled enough to produce such weapons and they charge a hefty price for the work.

Shields and armour

As per the weaponry quality of construction and personalisation greatly improve the effectiveness of these items. Poorly made or ill-fitting metal armour will be rated at a point lower than listed, crafted items will be as per the listings and master crafted one point higher than listed.

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Buildings and property

The island is a vast piece of land and has large areas which are unoccupied and unowned anyone can state a claim to vacant land but keeping it is a different matter most towns and villages are at least partly fortified live stock is rounded up before sundown and spends the night within the walls even out lying farms are built with defence in mind. It is possible to buy buildings from their landlords so you can obtain an income or the use of the building, e.g. a farm can be purchased which will produce an income for the owner and reduce the COL (cost of living) to half as long as the owner visits the farm at least once a year. A smithy will produce an income for the owner and allow the owner to use the facilities to produce crafted or master crafted weapons, which is impossible on a mobile forge as well as speeding up any other metal work.

Cottage

A place to call home and good for storing all the loot from various temples and tomes, apart from that it's a safe way to investment your money but don't expect to make a profit but it is very difficult to steal a cottage.

Farm

Slightly fortified collection of buildings, and a small retinue of peasants to work the land, throw in a bit of livestock and you got yourself a farm. It'll earn you a bit of money and keep you stocked in food but keep an eye on it on a regular basis or you may find some orks have burnt it to the ground and have eaten everything.

Workshop

Pack with all the tools of the trade a workshop with a tradesman and a few apprentices will make you a tidy sum as well as provide you with a place to practice your own skills. It will reduce cost and time for mundane items and allow a craftsman to produce crafted or master crafted items.

Academy

Many heroes like to pass on their experiences to the next generation and parents will pay well for an expert to instruct their little ones, but you need to be renowned to open an academy but it will keep you comfortable for the rest of your days as well as helping you to study and perfect your skills. But you do need to spend a little time teaching or people will want their money back.

Keep

A stone construction suitable for the lord of the land to keep his treasure and his army, the peasants on your land will be reluctant to pay taxes unless they have somewhere to run to in case of attack. Most trades will be available in your area and will be happy to make you whatever you like as long as you don't make them pay taxes.

Castle

If you start now it'll be finished just in time for you to retire and I can say this for sure you don't have enough money and probably never will. The only way your getting your hands on one of these is to be given it or lay siege to it. But if you manage to gain control then money becomes no object and you can put your feet up and live life as a king (which you'll be).

Trades

A trades person will charge for their services and any materials used the following list is just a guide to give you an idea of cost and if you are skilled in a particular area how much you should be charging.

Mercenary

For the adventurer in need of a bit of easy money or the ex soldier at a bit of a loose end there is always a market for mercenaries. Fees will depend on the danger of the job and the skill of the men being hired, reputation is the key to big money and repeat business.

Scribe

Many a hero can tell you how to disembowel a Daman, calculate the ransom of a regent or the force necessary to remove a magical sword from a stone but ask them to write their own name and they're stuck
A Scribe will pen anything you ask (for a fee)

Smith

Be it metal, wood, stone or leather if you want something made talk to these guys. They can make you anything given enough time and time's what they'll charge you for.

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Craftsman/Master Craftsman These highly skilled individuals are needed to make items of greater strength or delicacy, it's taken them many years to reach this level of skill and they know it so the price they name is the price you'll pay if you want the work done.

Healer (magical or mundane)

Whether it's an embarrassing rash you got from rescuing a virgin (cough "Yeah right" cough) princess or having your arm reattached after her father caught up with you, these types will put you right. Depending on the seriousness of the injury, the cost will vary. You'll be amazed at how much a man on his deathbed will be willing to part with.

Peasant

Scum of the land, lowest of the low and totally expendable but don't tell them that or they'll be even more revolting than they already are. Capable of doing any task that can be taught by beatings, very hard working as long as you have someone keeping a close eye on them and most importantly cheap.

Magic User

Don't think of short changing this bunch a law unto themselves and very inventive when it comes to debt collection. Dabblers in the unnatural arts are sometimes required by an adventurer. With an ego and an ability to throw fireballs around it means they demand a high fee. It's easier and safer to pay than to grab a spell book and give it a go yourself.

Transport

Due to the land being so vast and sometimes dangerous the transportation industry has always been a profitable one. Be it a barge drifting down one of the many waterways (natural and man made) to almost instant waygates of course if your short of a few Oms then you can always walk it'll take you a long time but there are some lovely views along the way. (and bandits (but if you haven't any Oms you can't lose much except your life!))

Waygates

Magically powered portals, can instantly transport you anywhere on the land the but best used to travel between gates (can be a little inaccurate if you want transporting to the middle of nowhere) further you go the more the mage will charge you. Most large population centres have a gate near by.

Dwarf Railway

A vast tunnel system created by the Dwarfs over the millennia is maintained and travel through by the dwarven railway only a few know the secrets of these machines as no two are exactly alike but there are reliable and safe as long as stick to the upper levels sometimes cave ins or trouble with the dark dwarfs cause delays. Neither the cheapest transport nor the fastest but for those who aren't keen on magic it's the best way to travel.

Horses

There are two types of horse elven ponies and dwarven pits the elven pony is a slight creature that is very fast but can't carry anything heavier than a single passenger and has to rest at regular intervals so regular in fact that most inns are separated by one days ride on an average pony, the Dwarven Pits are a short leg cousin tough, strong and have the stamina to haul a cart or carriage for days without stopping but they are slow and not that bright.

Neither breed make a suitable mount for battle and have not been able to cross breed there is recorded in history stories of a common ancestor which was used by knights but these have long since disappeared (strangely enough a short time after the Kith arrived. When asked if the Kith had seen any horses about they responded "we ain't et nuffin")

Waterways

Ever City, town or village has a water source very nearby for some it will be a well but most are serviced by streams, rivers and some man/dwarf made canals, although not the fastest means of transport it is safe, reliable and cheap as long as you don't mind sharing with the cargo.

The sea is the most costs effective way to move large quantities of goods around the land, these ships all take passengers and are happy to drop them of anywhere along the way.

By foot

The road builders have taken very different approaches to creating the byways of the land. Human roads are straight a well constructed a great deal of effort has gone into clearing woodland and tunnelling through mountains and bridging rivers. As most dwarfs still live below ground, the surface roads are almost non existent and difficult to travel and the

Oblivion (n.) The state of having or being forgotten

elven roads least said about them the better, the locals can travel quickly and with ease from town to town the humble traveller without a guide will find himself in the middle of dense woodland with no hint of a path, it's not that any magic is used it just that the paths are natural and meander so much that it's easy to wander of the main track and never see it again.

Money

In this new world, the Money systems tend to vary a great deal. A common standard is not widely known. However perhaps one is out there, or some enterprising faction may try to start one of it's own.

