

## Rule Change

### Skill Modifiers:

By default, an effect generated by a game skill may only have one Numeric (e.g. +1), Multiplier (e.g. Double), or Delivery Method modifier. A player can choose at the time the skill is used which of their available modifiers will be used. Abilities that change the trait of an attack, add a Bane effect, or alter the cost do not count as modifiers. Some abilities may allow you to add a second modifier, and the skill will explicitly state this.

Abilities that change the trait of an attack, add a Bane effect, or alter the cost are treated differently. You may change any or all of these in addition to any of the above modifiers, but you may only change them once each.

### Traits for all 10 Genesori

Garioch

Offensive – Madness, Earth

Defensive - Shaping

Metioch

Offensive - Crystal, Will

Defensive - Shaping

Istarum

Offensive - Force, Awe

Defensive - Serenity

Bahadur

Offensive - Fire, Inspiration

Defensive - Resolve

Jormic

Offensive - Silver, Fear

Defensive - Omniscience

Thiacris

Offensive - Confusion, Sleep

Defensive - Enigma

Koreel

Offensive - Lightning, Presence

Defensive - Quintessence

Eilona

Offensive - Thorns, Cold

Defensive - Primal

Severrin

Offensive – Aging, Gloom

Defensive - Mercy

Gwennara

Offensive - Awe, Water

Defensive - Life

### **Open Skills:**

### **New Skills:**

Faithful

1\*

You are Faithful to one of the Genesori. You gain the trait “Faithful of <Genesori>. This ability may be purchased multiple times, once for each Genesori. This skill is required for Adherent Priests and Monks to purchase God Specific Prayers.

### **Devout Headers -> Priest**

-Clarifying Text added to the description of Priest

Some skills within this header require you to be in a temple consecrated to the Genesori. For these skills, you may use any temple consecrated to a god of whom you have the Faithful trait.

As a reminder, if you take this header you should choose either the Devout path or the Adherent path. If you do not choose either path, you will not get access to Genesori Specific Prayers, and if you additionally do not have any Faithful skills, you will not be able to use any skills which require you to rest in a temple consecrated to your god.

### **New Skills:**

Devout

3

Prerequisite: may only have one Faithful trait. May not have Adherent.

You have devoted your faith to a single god. You may purchase Prayers from the God-specific list for the god of which you have the faithful trait, including the Prayers reserved for Devoted followers your god.

Adherent

3

Prerequisite: must have at least one Faithful trait. May not have Devout.

Rather than devoting your faith to a single god, you worship many (or all) of the gods equally. You may purchase a total of 11 Prayers across any or all of the God-specific lists for gods of whom you have the Faithful trait, but may not purchase any Prayers reserved for Devoted followers of any god. Common Prayers do not count against this limit. Orison and Litany versions of a Prayer count as one Prayer. In some cases, two gods may have Prayers of the same name which are not identical. In these cases, if you want both versions of the Prayer, you must purchase it from both gods' lists.

## **Devout Headers -> Monk**

-Clarifying Text added to the description of Monk

Some skills within this header require you to be in a temple consecrated to the Genesori. For these skills, you may use any temple consecrated to a god of whom you have the Faithful trait.

As a reminder, if you take this header you should choose either the Devout path or the Adherent path. If you do not choose either path, you will not get access to Genesori Specific Prayers, and if you additionally do not have any Faithful skills, you will not be able to use any skills which require you to rest in a temple consecrated to your god.

## **New Skills**

Devout 3

Prerequisite: may only have one Faithful trait. May not have Adherent.

You have devoted your faith to a single god. You may purchase Prayers from the God-specific list for the god of which you have the faithful trait, including the Prayers reserved for Devoted followers your god.

Adherent 3

Prerequisite: must have at least one Faithful trait. May not have Devout.

Rather than devoting your faith to a single god, you worship many (or all) of the gods equally. You may purchase a total of 11 Prayers across any or all of the God-specific lists for gods of whom you have the Faithful trait, but may not purchase any Prayers reserved for Devoted followers of any god. Common Prayers do not count against this limit. Orison and Litany versions of a Prayer count as one Prayer. In some cases, two gods may have Prayers of the same name which are not identical. In these cases, if you want both versions of the Prayer, you must purchase it from both gods' lists.

## **Prayers**

### **Litanies**

-The casting of Litanies has changed slightly.

The basic form of most Prayers is an Orison. Orisons have a fixed incantation, and may be performed at any time. Some Prayers also have a Litany form, and some Prayers only have a Litany form. Litanies require a 30-second incantation which can be anything you want as long as it mentions the name of the God and some form of the name or effect of the Prayer. Unless otherwise stated, Litanies may only be performed while resting. Litanies performed while resting are locked in your mind and may be released later. After locking a Litany in this manner, call out "Imbue [Prayer name] by Divine". Unless otherwise stated, you may only have one Litany locked at a time, and if you perform any other Prayers (Litany or Orison) while you have a Litany locked, the one you have locked is lost and the Attributes from it are not expended. If you reset your Attributes with Void, any Litanies you have locked are lost. Litanies which last the entire event do not count as "locked" and are not lost if you cast another Prayer or reset Attributes with Void.

## **Prayer Lists**

-All gods have had their lists of Prayers revised. The full list is attached to the end of this document.

**Hidden Headers Changes – if these affect you, please let the Rules Hydra know at numinarules@gmail.com**

**Master Mage**

**Duelist**

**Exaltations of the Faithful**

## **Common Prayers**

Malediction to be Pursued 1

<Genesori> hinders the pursued.

Those who flee before the righteous or attempt to pursue them are impeded by Divine intervention. Exhaust 1 point of Water, call out "Slow by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Slow effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

## **Prayers to Garioch**

**Will of the Shapers 3**

This Prayer may only be said as a Litany.

Once per event you may negate any melee, packet or ranged attack. Call out "Resist by Divine" to use this Skill. This Litany must be performed on ground consecrated to Garioch before being used, and does not count as a "locked" Litany.

**Blessing of Freedom** 1

*By Garioch's will you are free*

Garioch shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Garioch's quick step to avoid immobility. The effect becomes "Cure Root by [trait] and Grant Root Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

**Invigorating Oration** 3

*Garioch inspire and invigorate this soul.*

You ask for Garioch to restore vigor sapped from your ally. Exhaust 2 points of Air and call out "Cure Drain by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Drain effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Drain by [trait] and Grant Drain Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

**Prayer to Incite Chaos** 1

*Garioch churn the chaotic rabble!*

Garioch allows you to visit some portion of Chaos on your enemies. Exhaust 2 points of Air, call out "Short Frenzy by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Frenzy effect.

Litany 1

Spending additional time preparing gives you a greater share of Garioch's Chaos. You may call out "Frenzy by [trait]" when using this Prayer.

**Malediction to Wrack the Spirit** 1

*Garioch's anger wrack the spirit*

You may inflict terrible torment upon the very spirit of the target. You exhaust a point of Fire, call out "Agony to Spirit" and throw a packet at an opponent. If it hits the target, and the target has the Spirit Trait, the target suffers the effect of Agony.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Malediction to Wrack the Flesh**

1

*Garioch's anger wrack your form*

Divine energies twist the limbs of your foes. Exhaust 1 point of Earth, call out "Maim [limb] by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Maim effect. If this Prayer is delivered via weapon strike, the call is "Maim by [trait]".

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Malediction Against Vigor 2**

*Garioch saps your drive and vigor.*

Divine energy steals the vigor from your foe. Exhaust 2 points of Fire, call out "Short Drain by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany

1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out "Drain by [trait]" when using this Prayer.

### **Malediction to Steal Strength 1**

*Garioch steals your strength*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out "Weakness by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

## **Garioch Devoted**

### **The Unbinding of Order 4**

This Prayer may only be said as a Litany.

When Order is left to reign unchecked and all things are in their 'proper place', all motion stops. By restoring chaos, even the most rigid form can be made to move again. Expend 2 Fire, touch your target with a packet, and call out "Cure Paralyze by [trait]". This Litany may not be locked, it is cast immediately upon completion.

### **Appeal for a Second Chance 3**

*Garioch mend your risen servant*

Garioch hears your appeal and allows you to keep those who have reanimated fighting. Expend 1 Water. You gain 3 packets of "Heal 3 to Reanimated"

Litany 0

Garioch's power flows through you to grant those who die in battle extended time fighting. You may create a fallen body whose spirit has not yet be drawn to Death's Gate as a Reanimated. Exhaust 2 points of Water and touch a dead recipient with a packet and call out "Imbue to Dead". The target will rise and continue to fight. They will be fully healed and can use weapons to swing uncalled Damage. If the Reanimated is successfully created the caster is empowered with 2 packet Effects of "2 Damage by Gloom" or "Heal 2 to Reanimated". These Effects do not stack with any other evocation effects or Imbues from previous Appeal for a Second Chance castings, either Orison or Litany. If the target refuses this spell the Attributes are not used. This Litany may not be locked, and is cast immediately upon completion.

#### **Invocation of Destruction 4**

*Oh, Garioch rain down destruction on these foes.*

Garioch gives you the force of will to destroy an enemy utterly. Exhaust 3 points of Earth and call out "Death by [trait]" then throw a packet at your target. If the target is hit by the packet and can be affected the target will suffer the Death effect.

Litany

1

Garioch uses you as a vessel for a brief moment, striking with pure Divine energy. When performed as a Litany, replace the call for this Prayer with "Death by Divine".

## **Metioch**

#### **Will of the Shapers 3**

This Prayer may only be said as a Litany.

Once per event you may negate any melee, packet or ranged attack. Call out "Resist by Divine" to use this Skill. The Litany for this Prayer must be performed on ground consecrated to Metioch before being used, does not count as a "locked" Litany.

#### **Laying of Hands 4**

*May Metioch mend your body and take away your pain.*

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all physical effects are removed from them.

Litany

1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical by [trait] and Grant Physical Defense, Shield. This Litany may not be locked, and is cast immediately upon completion.

#### **Malediction to Hold Them Fast 2**

*May Metioch hold you fast in place.*

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out "Short Paralyze by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany

1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Paralyze by [trait] when using this Prayer

### **Benediction Against Corruption 4**

This Prayer may only be said as a Litany.

Metioch restores all things to their proper order, eliminating corruption before it can take root. Once per void refresh, exhaust 1 point of Earth and call out “Cure Corruption by [trait]”. This cannot be used to cure Death, or any Inflict effect (including the Corruption trait itself).

### **Invigorating Oration 3**

*Metioch inspire and invigorate this soul.*

You ask for Metioch to restore vigor sapped from your ally. Exhaust 2 points of Air and call out "Cure Drain by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Drain effects are removed from them.

Litany

1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes “Cure Drain by [trait] and Grant Drain Defense, Shield”. This Litany may not be locked, it is cast immediately upon completion.

### **Malediction to Steal Strength 1**

*Metioch steals your strength.*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out “Weakness by [trait]” and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Malediction to Wrack the Flesh 1**

*Metioch's anger wrack your form*

Divine energies twist the limbs of your foes. Exhaust 1 point of Earth, call out “Maim [limb] by [trait]” and throw a packet at an opponent. If it hits, the target suffers a Maim effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Malediction Against Vigor 2**

*Metioch saps your drive and vigor.*

Divine energy steals the vigor from your foe. Exhaust 2 points of Fire, call out “Short Drain by



[trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out "Drain by [trait]" when using this Prayer.

## **Metioch Devoted**

### **Trusted Advisor 3**

This Prayer may only be said as a Litany.

Once per event you may spend 1 minute advising a companion on their actions or plans. If they accept your council on these matters you may touch the recipient with a packet and call out "Refresh 2 Purpose by Inspiration" or "Refresh Void by Inspiration". You may not use this skill on yourself. The time spent advising your companion serves as the required incantation time for this Litany. This Litany may not be locked, it is cast immediately upon completion.

### **Corruption's Bane 4**

*Metioch guide my hand to drive out this corruption*

This Prayer is an Evocation

Corruption perverts the proper shape of all things which it touches. More than any of the other gods, Metioch abhors corruption and empowers his followers to fight it. Exhaust 1 point of Fire and call out "10 Damage to Corruption" and throw a packet at a target. If it hits and the target has the Corruption trait, the target suffers 10 points of Damage.

Litany 1

Metioch grants you the power to strike down corruption. Exhaust 2 points of Fire, call out "Death to Corruption" and throw a packet at a target. If it hits and the target possesses the Corruption trait, the target suffers a Death effect.

### **Invocation of Destruction 4**

*Oh, Metioch rain down destruction on these foes.*

Garioch gives you the force of will to destroy an enemy utterly. Exhaust 3 points of Earth and call out "Death by [trait]" then throw a packet at your target. If the target is hit by the packet and can be affected the target will suffer the Death effect.

Litany 1

Metioch uses you as a vessel for a brief moment, striking with pure Divine energy. When performed as a Litany, replace the call for this Prayer with "Death by Divine".

## **Prayers to Istarum**

### **Benediction for Negotiation 2**

*This Prayer may only be said as a Litany.*

The Shepherd's will shall always allow cooler heads to prevail. Prior to the start of a formal negotiation or other meeting, perform a Litany to call down Istarum's benediction upon the meeting. Thereafter during the meeting if someone is speaking out of turn or otherwise bringing

discord to the meeting, you may call out “By your name [target], short silence by [trait]”. Each participant may only be silenced in this manner once per meeting. This Litany does not count as a “locked” Litany.

**Malediction to Stop the Enemy** 1

*Istarum commands you stop!*

Divine energies stop your enemy dead to prevent their advance or their flight. Exhaust 1 point of Earth, call out “Root by [trait]” and throw a packet at an opponent. If it hits, the target suffers a Root effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

**Malediction Against Vigor** 2

*Istarum saps your drive and vigor.*

Divine energy steals the vigor from your foe. Exhaust 2 points of Fire, call out “Short Drain by [trait]”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Drain effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Drain by [trait]” when using this Prayer.

**Malediction to Hold Them Fast** 2

*May Istarum hold you fast in place.*

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out “Short Paralyze by [trait]”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Paralyze by [trait]” when using this Prayer.

**A Call for Quiet** 2

*Istarum deems you should be quiet*

Your voice rings out with the authority of your god, causing others to take reverent silence. Exhaust 1 point of Air, call out “Silence by [trait]” and throw a packet at an opponent. If it hits, the target suffers a Silence effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.



Prerequisite: Divine Concentration, Divine Weapon, or Fist/Claw Enchantment.

Expend 2 Air to bless your weapon or fists/claws. You must have the ability to cast Prayers while holding the weapon being blessed, or have Fist/Claw Enchantment if blessing your fists/claws. You may deliver any beneficial effects from your Prayers or Holy Benediction as weapon strikes instead of packets. Only the weapon you blessed may be used in this manner; if you have multiple weapons you have to bless each one individually. This effect ends if the weapon suffers a Destroy effect (unless the effect is Short), when you rest to reset Attributes with Void or at the end of the event. Only you may benefit from this blessing, you cannot bless a weapon then hand it off to someone else to use.

Litany 1

You may enchant two weapons, or one weapon and a shield, with a single casting of this Prayer. If you enchant a shield, you can cast beneficial Prayers while holding that shield and can be holding the shield while casting this Litany. You cannot use your shield to deliver the beneficial effects. If one weapon or shield suffers a Destroy effect, it does not end the blessing on the other weapon or shield.

### **Command of Deference 3**

*In Istarum's name I command your deference!*

Istarum is gentle when necessary, but forceful when a foe must be brought to heel. Exhaust 1 point of Earth, call out "Weakness by [trait]" and throw a packet at a target. If your target negates this attack with a called defense, you may immediately expend 1 Earth, call out "Root by [trait]" and throw an additional packet. If this attack is negated with a called defense, you may expend 1 additional Earth, call out "Paralyze by [trait]" and throw a final packet. Once your foe has taken one of the effects delivered via this Prayer, the remaining attacks are lost.

Litany 1

If your foe negates the final Paralyze effect with a called defense, you may immediately follow up with a "Drain by [trait]" at no additional cost.

## **Bahadur**

### **Blessing of Freedom 1**

*By Bahadur's will you are free*

Bahadur shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Bahadur's quick step to avoid immobility. The effect becomes "Cure Root by [trait] and Grant Root Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Laying of Hands 4**

*May Bahadur mend your body and take away your pain.*

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical by [trait] and Grant Physical Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Lay Down Your Arms 2**

*Bahadur orders you to lay down arms.*

Bahadur turns the blades of your foes and knocks weapons to the earth. Exhaust 1 point of Water, call out "Disarm by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Disarm effect.

Litany 1

Spending additional time preparing gives does not only turn the blades, but renders them all but useless. You may call out "Short Destroy [weapon] by [trait]" when using this Prayer.

### **Prayer to Strike the Unworthy 1**

*Bahadur smite the unworthy!*

You ask for a bolt from on high to lay low your enemies. Exhaust 1 point of Air, call out "5 Damage by [trait]" and throw a packet at a target. If it hits, the target suffers 5 points of Damage.

Litany 1

The damage from this Prayer is increased to 10.

### **Malediction to Steal Strength 1**

*Bahadur steals your strength*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out "Weakness by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany

### **Walk on the Winds 1**

*By Bahadur, I am the wind.*

You ask that Bahadur secure your path to safety, allowing you a passage to travel unimpeded. Exhaust 1 Earth to immediately become a spirit and travel to the destination object you placed using the Litany. You must have line of sight to where you placed the object, though if it is obscured by small terrain such as rocks or bushes you may still use this Prayer. Once in spirit form you must travel as directly and quickly to your anchor as possible. If there are too many combatants in your way you may pause until a safe opening appears for you to continue. While traveling you cannot attempt to interfere with any actions by blocking or catching attacks.

Any Effect with the "to Spirit" Trait that is not beneficial will knock you out of spirit form and end this effect.

You cannot pass through any sort of gate while linked to your anchor, doing so breaks the link and before using the Prayer again you must collect your anchor and recast the Prayer to establish a new link. Otherwise the link remains active until the end of the event, until you move the anchor, or until you Refresh Attributes with Void.

Litany 0

You ask Bahadur to bless your destination, so that you may return to it in times of need. Place a small gold or yellow figurine or similar object to represent your destination. This object should be at least 6" tall, but no more than 12". Mark the object with a red circle to show that others cannot touch it. Exhaust 1 point of Earth, place your anchor on the ground and call out "Imbue by [trait]". This Litany may not be locked, it is cast immediately upon completion.

### **Prayer to Incite Chaos 1**

*Bahadur churn the chaotic rabble!*

Bahadur allows you to visit some portion of chaos on your enemies. Exhaust 2 points of Air, call out "Short Frenzy by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Frenzy effect.

Litany 1

Spending additional time preparing gives you a greater share of chaos. You may call out "Frenzy by [trait]" when using this Prayer

### **Blessing of Resurgence 2**

*Bahadur does not have time to wait!*

In a fight, nothing slows things more than injury and broken equipment. Bahadur's faithful have little time to wait for these things, and may bless their allies to continue the fight immediately. Expend 1 point of Earth, touch a packet to your target and call out "Heal 3 and Refresh 2 armor by [trait]". This blessing may only be used on others, Bahadur's faithful are heedless of their own state when pressing on.

Litany 1

Speaking this Prayer as a Litany takes time, and the very essence of the Prayer is to rush forward. When using the Litany you may choose either to modify either the heal or refresh armor portions to "Heal All" or "Refresh All Armor", to make up for time lost. This Litany may not be locked, it is cast immediately upon completion.

## **Bahadur Devoted**

### **Decisive Strike 3**

This Prayer may only be said as a Litany.

It is often times a necessity to end a battle quickly. Twice per event you may add the "Double" modifier to any called Damage effect of 3 or more delivered with a packet or weapon. The Litany for this Prayer need only be recited once, and the effects may be used at any time after the Litany is completed. This Litany does not count as a "locked" Litany.

### **Implements of War** 4

*Bahadur grant your servant working implements of war*

Bahadur requires his followers to be prepared for war at all times. Expend 1 point of Earth and call out "Repair Weapon by [trait]", or "Repair Shield by [trait]" to repair your armor or a weapon or shield you were wielding when it was destroyed.

Litany 1

You can call down Bahadur's blessing on your companions in addition to yourself. Once per void refresh, Expend 2 points of Earth and call out "Repair Weapon by [trait]" or "Repair Shield by [trait]" to repair a weapon or shield wielded by someone else. This Litany may not be locked, it is cast immediately upon completion.

### **Release the Fetters** 3

*These obstacles are nothing before the will of Bahadur*

Bahadur cannot abide inaction, and gives his Devoted the power to remove it. Expend 3 Fire and call out "By My Voice, Cure Physical by [trait]"

Litany 1

The call is changed to "By My Voice Cure Physical by [trait] and Grant Physical Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

## **Prayers to Jormic**

### **Prayer to Restore Magic** 2

*By Jormic's decree, speak your mind.*

You channel Jormic's voice of command to restore voice to someone else. Exhaust 1 point of Air and call out "Cure Silence by [trait]" and throw a packet or make a weapon strike at a target. If it hits the target, the target takes the Cure effect and all Silence effects are removed from them.

### **Jormic's Absolution** 3

*May Jormic grant me absolution from my burden*

You have a ghostly simulacrum that you can inflict with your ills. When struck with a melee or packet delivered Effect other than damage, you may Exhaust 2 Fire, call out "Reduce by Illusion", and speak the incantation to suppress the Effect. You may call "concentrate" if you are struck while saying this incant. You gain the "Illusion" trait while you have an effect suppressed. In reality you haven't actually resisted the attack; instead you are using the power of Illusion to suppress the detrimental Effect by hiding it away. You may choose to end the suppression at any time and immediately take the effect, which also purges the Illusion trait. You may not use this Prayer again until you have spent 5 minutes Resting in your temple, which also purges the illusion trait, as well as the suppressed effect if you have not already chosen to end the suppression. You may not use this Orison on Silence, Paralyze, Drain, Death, or other effects that would normally prevent the use of Prayers.

Litany 1

You may call out "Purge by Illusion" to purge the effect prior to beginning your incantation, allowing you to use this Prayer in the case of Silence, Paralyze, Drain, or other effects that





## **Malediction to Hold Them Fast**

**2**

*May Jormic hold you fast in place.*

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out “Short Paralyze by [trait]”, and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out “Paralyze by [trait] when using this Prayer

## **Prayer to Grant Understanding 1**

*Grant me Jormic’s understanding.*

The omniscience of Jormic understands all things, and you are granted a small portion of His understanding. Exhaust 1 Air and make a packet attack of “Speak to Spirit”. This does not compel the spirit to speak to you, but only gives you the opportunity to attempt communication.

Litany 1

Jormic rewards you with a total comprehension. When using the Prayer to Grant Understanding, you may choose any trait except “dead” instead of “Spirit” to attempt speech.

## **Jormic Devoted**

### **Divine Insight**

**1**

Information Skill

If you hear or see some important information in game, you can spend time between events asking Jormic for clarity regarding the information. You submit a request to plot for clarification on something you witnessed in game. Although you can ask for clarification about something you witnessed; you can only ask about and get information about what you actually experienced. Plot may decide to give you additional details or understanding of the event to reflect Jormic’s guidance.

This type of information skill is limited in scope. It is not powerful enough to replace good note taking, nor would it ever provide a transcript or long description of information after the fact but it can provide a sentence or two of clarification, and perhaps a name and its spelling if that is part of your inquiry. Asking about information that was not freely presented in the scene will always fail.

### **Blessing of Preparedness 2**

*Jormic prepare me for the battle ahead.*

Before engaging a foe, recite your Prayer as you study your opponent. After completing your Prayer, call out “Grant [trait] Defense to Self, Shield” to gain a Shield defense against any one Trait you witnessed being used by your opponents. You may only have one such defense at any time. If you use any game skill in an encounter prior to using this Prayer, you lose the chance to grant yourself the defense for the remainder of the encounter. This defense is not a Grant effect.

Litany 1

Rest for 1 minute to refresh the protection provided by Blessing of Preparedness. This Litany may not be locked, it is cast immediately upon completion. This rest time serves as the required incantation time for this Litany.

### **Request for Shrouded Sanctuary** 3

*Jormic grant me sanctuary and peace.*

You ask Jormic to protect you from harm by entering an illusory state briefly. Exhaust 3 points of Air, press your palms together and become motionless. You gain the Spirit defense trait for up to 1 minute. Only game effects that specifically include “to Spirit” in the Verbal will work on you. Any attack that is not beneficial with “to Spirit” in the Verbal that strikes you will immediately end this ability.

Litany 1

Jormic grants you the time to reflect on your actions and prepare for tasks ahead. You may remain in the Spirit state for up to 5 minutes. You count as resting while in Spirit form granted by this Prayer. This Litany may not be locked, it is cast immediately upon completion of the Orison.

## **Prayers to Thiacris**

### **Prayer for Clear Vision** 1

*Thiacris, grant me vision.*

Thiacris commands Illusions, and shows her faithful the truth of things. Exhaust 1 point of Air and make an attack of “By my gesture, Expose Illusion by [trait]”. (You may use the defensive trait for this Prayer)

Litany 1

All illusions are dispelled with Thiacris’s sight. You may call out “By My Voice, Expose Illusion by [trait] when using the Prayer for Clear Vision. This Litany may not be locked, it is cast immediately upon completion.

### **Prayer to Rend the Veil** 1

*Thiacris please rend this illusion.*

Thiacris both grants and dispels Illusion. Exhaust 1 point of Fire and call out “10 Damage to Illusion” and throw a packet at a target. If it hits, the target suffers 10 points of Damage.

Litany 1

Thiacris grants you the power to fully dispel any illusion you see. Exhaust 2 points of Fire, call out “Death to Illusion” and throw a packet at a target. If it hits and the target possesses the Illusion trait, the target suffers a Death effect.

### **A Call for Quiet** 2

*Thiacris deems you should be quiet*

Your voice rings out with the authority of your god, causing others to take reverent

silence. Exhaust 1 point of Air, call out "Silence by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Silence effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Prayer to Grant Understanding 1**

*Grant me Thiacris's understanding.*

The mystery of Thiacris includes the hidden language of all things. Exhaust 1 Air and make a packet attack of "Speak to Spirit". This does not compel the spirit to speak to you, but only gives you the opportunity to attempt communication.

Litany 1

When using the Prayer to Grant Understanding, you may choose any trait except "Dead" instead of "Spirit" to attempt speech.

### **Secrecy of the Mind 3**

This Prayer may only be said as a Litany.

Once you have completed the Litany, call "Imbue by Divine". You may then call out "Shield by [trait]" to defend against the next missile, melee, or packet attack with a Mental trait which hits you. This Litany may not be locked, it is cast immediately upon completion.

### **Blessing of Illusions 2**

*May I be wreathed in Thiacris's Illusions*

By asking Thiacris to wreath you in illusion, you become difficult to strike. You cannot cast this Prayer on others. Exhaust 2 points of Water and call out "Imbue by Illusion". You gain the Illusion Trait. While so imbued the next called attack with a Physical trait that strikes you is reduced to one point of uncalled Damage. You must call out "Reduce by Illusion" when using this protection. Any attacks made against you that are "To Illusion" or "By Shadow" will deal an additional point of damage while this spell is active. If the attack does not have a damage effect to it then it will deal 1 point of damage in addition to the delivered effect. This defense will last until used, the end of the event, or until you Refresh Attributes with Void.

Litany 1

You take time to call back the illusions Thiacris has given you. Rest for 1 minute to refresh the protection provided by Blessing of Illusions. This Litany may not be locked, it is cast immediately upon completion. You regain the Illusion trait upon refreshing this protection. This rest time serves as the required incantation time for this Litany.

### **Thiacris Devoted**

## **Divine Mystery** 1

### Information Skill

If you hear or see some important information in game, you can spend time between events asking Thiacris for additional information. You submit a request to plot for secrets about something you witnessed in game. Although you can ask for secrets about something you witnessed, you can only ask about and get information about what you actually experienced. Plot may decide to give you additional details or understanding of the event to reflect Thiacris's guidance.

This type of information skill is limited in scope. It can provide information which was not freely revealed during the encounter, but asking about information which was presented in the scene will always fail. You can attempt to direct the topic of the secrets, for example you could ask for the name of someone who did not provide it, although such direction will not always work. Thiacris will share whatever secrets she deems important for you to know.

## **Request for Shrouded Sanctuary** 3

*Thiacris grant me sanctuary and peace.*

You ask Thiacris to protect you from harm by entering a hidden state briefly. Exhaust 3 points of Air, press your palms together and become motionless. You gain the Spirit defense trait for up to 1 minute. Only game effects that specifically include "to Spirit" in the Verbal will work on you. Any attack that is not beneficial with "to Spirit" in the Verbal that strikes you will immediately end this ability.

## Litany 1

Thiacris grants you the time to reflect on your actions and prepare for tasks ahead. You may remain in the Spirit state for up to 5 minutes. You count as resting while in Spirit form granted by this Prayer. This rest time serves as the required incantation time for this Litany. This Litany may not be locked.

## **Blessing of Secrecy** 2

*Thiacris grant that I may not be seen*

As Thiacris grants that her angel Laylia is not seen when travelling in the world, so too does she help her followers hide from their foes. Exhaust 1 point of Air and call out "Imbue by Secrecy" to enable to you to silently resist the next 'Expose' effect which you would otherwise have to react to.

## Litany 1

Exhaust 2 points of Air and call out "Imbue by Secrecy". You may silently resist all Expose effects which you would otherwise have to react to. This effect ends when you refresh Attributes with Void or at the end of the event. You must be wearing a mask or have a mask as a visible part of your costuming to use the Litany version of this Prayer. This Litany does not count as a "locked" Litany.

## **Prayers to Koreel**

### **Malediction to Wrack the Spirit** 1

*Koreel's anger wrack the spirit*

You may inflict terrible torment upon the very spirit of the target. You exhaust a point of Fire, call out "Agony to Spirit" and throw a packet at an opponent. If it hits the target, and the target has the Spirit Trait, the target suffers the effect of Agony.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

**Communion with the Passed 1**

*Join me in Koreel's Communion.*

Koreel's domain includes all spirits, even those that are spirits of the departed. Exhaust 1 point of Air, call out "Speak to Dead" and throw a packet at a spirit. If it hits the target, the target may speak with you if it wishes to. This Prayer does not force the spirit to speak, nor will it prevent the spirit from continuing on its journey.

Litany 1

By taking time to understand the spirit, it becomes easier to understand. The Attribute cost of Communion with the Passed is removed.

**Walk on the Winds 1**

*By Koreel, I am the wind.*

You ask that Koreel secure your path to safety, allowing you a passage to travel unimpeded. Exhaust 1 Earth to immediately become a spirit and travel to the destination object you placed using the Litany. You must be able to see where you placed the object, though if it is obscured by small terrain such as rocks or bushes you may still use this Prayer. Once in spirit form you must travel as directly and quickly to your anchor as possible. If there are too many combatants in your way you may pause until a safe opening appears for you to continue. While traveling you cannot attempt to interfere with any actions by blocking or catching attacks. Any Effect with the "to Spirit" Trait that is not beneficial will knock you out of spirit form and end this effect.

You cannot pass through any sort of gate while linked to your anchor, doing so breaks the link and before using the Prayer again you must collect your anchor and recast the Prayer to establish a new link. Otherwise the link remains active until the end of the event, until you move the anchor, or until you Refresh Attributes with Void.

Litany 0

You ask Koreel to bless your destination, so that you may return to it in times of need. Place a small gold or yellow figurine or similar object to represent your destination. This object should be at least 6" tall, but no more than 12". Mark the object with a red circle to show that others cannot touch it. Exhaust 1 point of Earth, place your anchor on the ground and call out "Imbue by [trait]". This Litany does not count as a "locked" Litany.

### **Malediction to Stop the Enemy**

1

*Koreel commands you stop!*

Divine energies stop your enemy dead to prevent their advance or their flight. Exhaust 1 point of Earth, call out "Root by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Root effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **The Hidden World 1**

*Koreel let me peer into the hidden world*

Koreel allows her followers to commune with the spirit world. Exhaust 1 Air and make a packet attack of "Speak to Spirit". This does not compel the spirit to speak to you, but only gives you the opportunity to attempt communication.

Litany

1

By taking time to understand your target, it becomes easier to understand. The Attribute cost of The Hidden World is removed.

### **Malediction to Hold Them Fast**

2

*May Koreel hold you fast in place.*

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out "Short Paralyze by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany

1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out "Paralyze by [trait]" when using this Prayer

### **Benediction of Strength**

4

*May Koreel invigorate and strengthen my allies.*

Koreel infuses your target with power and strength, bolstering their weakened form. Exhaust 1 point of Water, call out "Cure Weakness by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Weakness effects are removed from them.

Litany

1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Weakness by [trait]" and "Grant Weakness Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Spiritual Link**

3

*Koreel, let me travel to my ally.*

If you see a companion taken down by a non-beneficial Effect away from yourself, you may go to them to assist. Exhaust 1 point of Fire and call out "Imbue by Divine" to enter Spirit form and

travel to them safely to assist. If the individual is cured or healed then this Effect ends immediately. Any Effect that is "To Spirit" or "To Divine" that is not beneficial will end this form. Once you have arrived, you end the Spirit form and may aid your companion.

Litany 1

After healing, curing, or otherwise assisting your target, you immediately become a Spirit and return to where you started. You must proceed directly back to where you began, but may pause or alter your path to avoid combat or other unsafe situations. The Litany may be performed either before or after you go to spirit to assist your companion. This Litany may not be locked, it is cast immediately upon completion.

## **Koreel Devoted**

### **Request for Shrouded Sanctuary 3**

*Koreel grant me sanctuary and peace.*

You ask Koreel to protect you from harm by entering an illusory state briefly. Exhaust 3 points of Air, press your palms together and become motionless. You gain the Spirit defense trait for up to 1 minute. Only game effects that specifically include "to Spirit" in the Verbal will work on you. Any attack that is not beneficial with "to Spirit" in the Verbal that strikes you will immediately end this ability.

Litany 1

Koreel grants you the time to reflect on your actions and prepare for tasks ahead. You may remain in the Spirit state for up to 5 minutes. You count as resting while in Spirit form granted by this Prayer. This Litany may not be locked, it is cast immediately upon completion of the Orison.

### **Whispers of the Spirits 1**

*Koreel send these whispers through the Spirits.*

You ask for Koreel's assistance reaching out to someone, and your message is borne by the spirits of the world to its destination. Exhaust 1 Earth to send a simple question or message to any recipient you have personally met. This message must be 1 sentence or less in length. You must find an NPC who is willing to assist you in sending this message, as not all individuals are in tune enough with spirits to do so. While this is generally a quick way to send messages, it is also possible that other beings may try to block your message.

Litany 1

You may use this skill between events as a full information skill. Prepare a description of the message, which may be written as a letter or as a vision the recipient experiences. The description is sent, along with the name of the sender and recipient, to the information skills address. You may send only one Whisper of the Spirits between events.

### **Blessing of the Restorer 2**

*We are the Restoration of Koreel*

You ask Koreel for the blessings of spirit to grant to your allies. Exhaust 1 point of Water. Each time you spend Attributes to cast a beneficial Prayer, you gain an additional touch attack of "Grant 1 Protection by [trait]". You only gain the additional effect when the Attributes are initially

spent, you do not gain subsequent effects from additional uses of an evocation or other skill with multiple uses, or from skills or Prayers with no Attribute cost. You can only have one of these touch attacks held at a time, so if you cast a second beneficial Prayer before using it, you lose the first. You may not use this grant on yourself. This benefit ends when you refresh your Attributes with Void.

Litany

1

Koreel responds to your request by making you a spirit of restoration on her behalf. You may take on the guise of a spirit. Exhaust 2 points of Water and call out "Imbue by Quintessence" to transform into a spiritual seeming, represented by a white and gold mask or makeup. While transformed, you have the [Divine] trait. The transformation takes as long as it takes you to appropriately costume yourself with mask or makeup. This effect will last until you Refresh Attributes with Void. This Litany may not be locked, it is cast immediately upon completion.

You lose the ability to use any non-beneficial effect, whether by skill, Prayer, or other source.. You can use melee weapons, but only for the purposes of blocking. You cannot use Shields or Bucklers.

You gain the following abilities.

1. Each time you deliver a beneficial effect from a Prayer, you gain an additional touch attack of "Grant 1 Protection by [trait]". Even if you have cast the Orison, you only gain one additional touch attack. You need not spend Attributes on these effects, even free effects empower your protection. For purposes of evocations and healing pools, every 2 uses counts as a single effect. You need not use this grant immediately, further beneficial Prayers or skills will increase the amount of protection provided by this grant. Granting the protection resets the counter. Beneficial effects from Blessing of the Restorer do not give you grantable protection. *For example if you cast 3 beneficial effects you could then "Grant 3 Protection". If you then cast another beneficial effect, you could "Grant 1 Protection".*
2. Incoming damage greater than 2 is reduced by 1.
3. You may call "Shield by [trait]" against the first melee, missile, or packet attack you are struck by. You may reset this defense by resting for 1 minute.

## Prayers to Eilona

### Walk on the Winds

1

*By Eilona, I am the wind.*

You ask that Eilona secure your path to safety, allowing you a passage to travel unimpeded. Exhaust 1 Earth to immediately become a spirit and travel to the destination object you placed using the Litany. You must be able to see where you placed the object, though if it is obscured by small terrain such as rocks or bushes you may still use this Prayer. Once in spirit form you must travel as directly and quickly to your anchor as possible. If there are too many combatants in your way you may pause until a safe opening appears for you to continue. While traveling you cannot attempt to interfere with any actions by blocking or catching attacks. Any Effect with the "to Spirit" Trait that is not beneficial will knock you out of spirit form and end this effect.

You cannot pass through any sort of gate while linked to your anchor, doing so breaks the link and before using the Prayer again you must collect your anchor and recast the Prayer to establish a new link. Otherwise the link remains active until the end of the event, until you move



the anchor, or until you Refresh Attributes with Void.

Litany 0

You ask Eilona to bless your destination, so that you may return to it in times of need. Place a small gold or yellow figurine or similar object to represent your destination. This object should be at least 6" tall, but no more than 12". Mark the object with a red circle to show that others cannot touch it. Exhaust 1 point of Earth, place your anchor on the ground and call out "Imbue by [trait]". This Litany does not count as a "locked" Litany.

**Prayer to Strike the Unworthy 1**

*Eilona's Fury Strike you down!*

You ask for a bolt from on high to lay low your enemies. Exhaust 1 point of Air, call out "5 Damage by [trait]" and throw a packet at a target. If it hits, the target suffers 5 points of Damage.

Litany 1

The damage from this Prayer is increased to 10.

**Infusion of Health 2**

*May Eilona's nature bolster your health*

You are infused with the growing essence of life, and can impart that on to others. Expend 1 point of water, Call out "Grant Poison Defense, Resist" or "Grant Disease Defense, Resist" to protect an ally.

Litany 1

Eilona's gift is so powerful it can take root in unfertile soil. You may call out "Grant Extra" when granting defenses from this Prayer. This Litany may not be locked, it is cast immediately upon completion.

**Prayer to Disperse Elements 1**

*Eilona disperse the unnatural.*

Eilona is the master of Rues' elements. Exhaust 1 point of Air and call out "10 Damage to Elemental" and throw a packet at a target. If it hits, the target suffers 10 points of Damage.

Litany 1

Eilona banishes elementals completely, reducing them to lifeless husks. Exhaust 2 points of Air, call out "Death to Elemental" and throw a packet at a target. If it hits and the target possesses an Elemental trait, the target suffers a Death effect.

**Malediction to Hold Them Fast 2**

*May Eilona hold you fast in place.*

Your foe is struck motionless by the power of your faith. Exhaust 2 points of Earth, call out "Short Paralyze by [trait]", and throw a packet. If the packet hits the target the opponent will be affected by a Short Paralyze effect.

Litany 1

Spending additional time preparing gives ensures a far greater malediction on your enemy. You may call out "Paralyze by [trait]" when using this Prayer.

**Malediction to Stop the Enemy** 1

*Eilona commands you stop!*

Divine energies stop your enemy dead to prevent their advance or their flight. Exhaust 1 point of Earth, call out "Root by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Root effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

**Malediction to be Pursued** 1

*Eilona hinders the pursued.*

Those who flee before the righteous or attempt to pursue them are impeded by Divine intervention. Exhaust 1 point of Water, call out "Slow by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Slow effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incant. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

**Communion with Nature** 1

*Eilona give me the tongue of the wild*

Eilona's domain includes all flora and fauna, and her blessing gives you insight into their language. Exhaust 1 point of Air, call out "Speak to Beast" or "Speak to Plant" and throw a packet at a target. If it hits the target, the target may speak with you if it wishes to. This Prayer does not force the target to speak.

Litany 1

By taking time to understand your target, it becomes easier to understand. The Attribute cost of Communion with Nature is removed.

**Benediction of Strength** 4

*May Eilona invigorate and strengthen my allies.*

Eilona infuses your target with power and strength, bolstering their weakened form. Exhaust 1 point of Water, call out "Cure Weakness by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Weakness effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to

weaken again. The effect becomes “Cure Weakness by [trait] and Grant Weakness Defense, Shield”. This Litany may not be locked, it is cast immediately upon completion.

## **Eilona Devoted**

### **Blessing of the Avenger 2**

*We are Avengers of Eilona*

You ask Eilona for a piece of the ferocity of Nature, and are made more feral. Exhaust 1 point of Water. You may fight with two claws up to 36” in length. If you already have claws from another source, you may instead use claws up to 46” in length. You may use these claws until you reset your Attributes with Void.

Litany 1

Eilona responds to your request by making you an Avenger on her behalf. You may take on the guise of an animal or plant of your choice. Exhaust 2 points of Water and call out “Imbue by Anima”.

You will gain the following grants and ability for the duration of this transform.

1. Grant 2 armor and 2 Vitality
2. You may use two long claws up to 46” in length.
3. You gain +1 damage to called damage melee attacks greater than 2. This damage will not stack with other numeric increases.

While in this form you may speak normally but you may not cast Spells, Prayers, Monk Spell Channeling or use normal weapons. You may still use effects gained from Spells, Prayers or abilities that have imbued you with effects prior to your transformation, such as Holy Benediction or Evocations.

While transformed, you have the Beast or Plant trait, as appropriate. You will manifest a natural seeming of your chosen form, represented by a white animal or plant mask or makeup.

The transformation takes as long as it takes you to appropriately costume yourself with mask or makeup. This effect will last until you Refresh Attributes with Void. This Litany may not be locked, it is cast immediately upon completion.

### **Prayer of Restoration 4**

This Prayer is only available as a Litany.

Once per void refresh when you are outdoors without man-made cover above you, you may speak this Litany to reduce a 1 minute rest to 30 seconds, or reduce a 5 minute rest to 4 minutes. If you are completely surrounded by nature without any man-made structures in sight, or on ground consecrated to Eilona, using this Prayer does not count against the once per void refresh limit. This Litany may not be locked, it is cast immediately upon beginning the Litany.

### **Whispers of the Trees 1**

*Eilona send these whispers through the trees.*

You ask for Eilona’s assistance reaching out to someone, and your message is borne by the natural world to its destination. Exhaust 1 Earth to send a simple question or message to any recipient you have personally met. This message must be 1 sentence or less in length. You

must find an NPC who is willing to assist you in sending this message, as not all individuals are in tune enough with the world to do so. While this is generally a quick way to send messages, it is also possible that other beings may try to block your message.

Litany 1

You may use this skill between events as a full information skill. Prepare a description of the message, which may be written as a letter or as a vision the recipient experiences. The description is sent, along with the name of the sender and recipient, to the information skills address. You may send only one Whisper of the Trees between events.

## Prayers to Severrin

### Guardian's Repose 3

This Prayer may only be said as a Litany.

Severrin gives you the vitality born of the growing side of the entropic cycle. Perform your Litany and call out "Imbue by [trait]". For the remainder of the event, if you fall Unstable, you will remain in that state for 2 minutes before becoming Dead. This Litany does not count as a "locked" Litany.

### Blessing of Freedom 1

*By Severrin's will you are free*

Severrin shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Severrin quick step to avoid immobility. The effect becomes "Cure Root by [trait] and Grant Root Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### Laying of Hands 4

*May Severrin mend your body and take away your pain.*

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical by [trait] and Grant Physical Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### Malediction to Wrack the Flesh 1

*Severrin's anger wrack your form.*

Divine energies twist the limbs of your foes. Exhaust 1 point of Earth, call out "Maim [limb] by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Maim effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Prayer to Continue the Cycle 1**

*Severrin set right the Cycle.*

Severrin grants you the power to disrupt that which has stepped out of the entropic cycle. Exhaust 1 point of Earth and call out "5 Damage to Undead" and throw a packet at a target. If it hits and your target has the undead trait, the target suffers 5 points of Damage.

Litany

1

In addition to damaging them, Severrin asks that you remind the undead of their transgressions, painfully. Your attack call for this Prayer becomes "5 Damage and Agony to Undead".

### **Malediction to Steal Strength 1**

*Severrin siphon your strength.*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out "Weakness by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany

1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Prayer to Siphon Life 1**

*Severin steal your life for me.*

You beseech Severrin to replace your victim with another in the cycle of entropy. Exhaust 1 point of Earth, throw a packet and call out "2 Damage by [trait]". If your target is affected by the spell you may store the life force another or return it to the victim by touching them and calling "Heal 2 by [trait]". You may only have one such life force stored in this manner at a time. Stored life force is lost when you reset your Attributes with Void, or at the end of the event.

Litany

1

When casting the Litany Prayer to Siphon Life, you may change either the Healing or Damage component of the Prayer to "Heal 4" or "4 Damage". The other component is not changed.

### **Malediction to Cause Decay 2**

*Severrin rust and decay this*

You ask Severrin to increase the entropy present on weapons of war, rotting them away to uselessness. Exhaust 2 Water, call out "Short Destroy [target] by [trait]" and throw a packet at your target. If it hits, whatever object you chose is affected with a Short Destroy.

Litany 1

Severrin does not just render objects useless, but destroys them utterly. The effect for this Prayer becomes "Destroy [target] by [trait]".

### **Severrin Devoted**

#### **Entropic Mastery 2**

This Prayer may only be said as a Litany.

You call on Severrin to protect you from the Entropy of death. After performing this Litany call out "Imbue by Mercy". At any time after that you may call "Reduce to 5 Damage by Aging" against any one Death effect. This Litany costs no Attributes, but may only be performed once per event. This Litany does not count as a "locked" Litany.

#### **Malediction to Destroy Abominations 3**

*Severrin diminish this abomination!*

Your Prayer to Severrin asks him to unravel the physical form of the creatures that have exited the entropic cycle. Exhaust 2 points of Fire, call out "Drain to Undead", and throw a packet. If the target is hit by the packet and can be affected the target will suffer the Drain effect.

Litany 1

Severrin allows you to fully remove the abominations to his order. When using this Prayer, you may call out "Death to Undead" instead of Drain.

#### **Invocation of Destruction 4**

*Oh, Severrin rain down destruction on these foes.*

Severrin gives you the force of will to destroy an enemy utterly. Exhaust 3 points of Earth and call out "Death by [trait]" then throw a packet at your target. If the target is hit by the packet and can be affected the target will suffer the Death effect.

Litany 1

Severrin uses you as a vessel for a brief moment, striking with pure Divine energy. When performed as a Litany, replace the call for this Prayer with "Death by Divine".

## **Prayers to Gwennara**

#### **Prayer to Restore Magic 2**

*By Gwennara's decree, speak your mind.*

You channel Gwennara's voice of command to restore voice to someone else. Exhaust 1 point of Air and call out "Cure Silence by [trait]" and throw a packet or make a weapon strike at a target. If it hits the target, the target takes the Cure effect and all Silence effects are removed from them.

#### **Infusion of Health 2**

*May Gwennara's essence bolster your health*

You are infused with the growing essence of life, and can impart that on to others. Expend 1 point of water, Call out "Grant Poison Defense, Resist" or "Grant Disease Defense, Resist" to protect an ally.

Litany 1

Gwennara's gift is so powerful it can take root in unfertile soil. You may call out "Grant Extra" when granting defenses from this Prayer. This Litany may not be locked, it is cast immediately upon completion.

### **Guardian's Repose 3**

This Prayer may only be said as a Litany.

Gwennara gives you the vitality born of the growing side of the entropic cycle. Perform your Litany and call out "Imbue by Aging". For the remainder of the event, if you fall Unstable, you will remain in that state for 2 minutes before becoming Dead.

### **Benediction of Strength 4**

*May Gwennara invigorate and strengthen my allies.*

Gwennara infuses your target with power and strength, bolstering their weakened form. Exhaust 1 point of Water, call out "Cure Weakness by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Weakness effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Weakness by [trait] and Grant Weakness Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Blessing of Freedom 1**

*By Gwennara's will you are free*

Gwennara shatters bonds and sets free the trapped at your request. Exhaust 1 point of Air and call out "Cure Root by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Root effects are removed from them.

Litany 1

The Litany form of this Prayer gives your target Gwennara's quick step to avoid immobility. The effect becomes "Cure Root by [trait] and Grant Root Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Laying of Hands 4**

*May Gwennara mend your body and take away your pain.*

You receive the strength to restore order to a broken form. Exhaust 1 point of Water and call out "Cure Physical by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Physical effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Physical by [trait] and Grant Physical Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Malediction to Steal Strength 1**

*Gwennara siphon your strength.*

Divine energies remove all the strength from the limbs of your enemies. Exhaust 1 point of Earth, call out "Weakness by [trait]" and throw a packet at an opponent. If it hits, the target suffers a Weakness effect.

Litany 1

When performed as a Litany, this Prayer is locked in your mind and can be cast immediately at a later time without additional incantation. This Litany can be locked in your mind along with another Litany, for a maximum of two, and you may cast other Prayers without losing this Litany.

### **Prayer to Siphon Life 1**

*Gwennara steal your life for me.*

You beseech Gwennara to replace your victim with another in the cycle of entropy. Exhaust 1 point of Earth, throw a packet and call out "2 Damage by [trait]". If your target is affected by the spell you may store the life force another or return it to the victim by touching them and calling "Heal 2 by [trait]". You may only have one such life force stored in this manner at a time. Stored life force is lost when you reset your Attributes with Void, or at the end of the event.

Litany 1

When casting the Litany Prayer to Siphon Life, you may change either the Healing or Damage component of the Prayer to "Heal 4" or "4 Damage". The other component is not changed.

## **Gwennara Devoted**

### **Benediction of Revivification 4**

*You are revived with the benediction of Gwennara.*

Gwennara empowers you to remove disruptions in the cycle. Exhaust 1 point of Fire, call out "Cure Stricken by [trait]" and throw a packet at a target. If it hits the target, the target takes the Cure effect and all Stricken effects are removed from them.

Litany 1

The Litany form of this Prayer bolsters your target to such a degree that they are unlikely to weaken again. The effect becomes "Cure Stricken by [trait] and Grant Stricken Defense, Shield". This Litany may not be locked, it is cast immediately upon completion.

### **Curative Touch 3**

This Prayer may only be said as a Litany.

After performing this Litany, call out "Imbue to Self by [trait]". The next time you deliver a Cure effect, you may immediately deliver the same Cure effect a second time on the same or another target at no additional cost. The second cure effect must be used immediately, you cannot hold



it for use at a later time. Only the Cure effect itself may be delivered a second time; you do not get a second use of the Shield component of most cure Litanies.

**Prayer to Restore Life** **3**

This Prayer may only be said as a Litany.

Prerequisite: The Gift of Life

Once per void reset, when you perform the Gift of Life, you may complete the ritual in 30 seconds instead of the usual minute. At the beginning when you touch the Dead body, call out "Imbue by Divine" instead of "Imbue by Purpose". Only one person can perform this Prayer to reduce the duration of The Gift of Life. At the completion of the ritual, touch the Dead body and call out "Cure Death by Divine". Using this Litany still exhausts the use of The Gift of Life for all participants in the ritual, including yourself. Even if you have already used The Gift of Life, you may still be a 6th (extra) participant in the ritual in order to reduce the time to 30 seconds. This Litany may not be locked.