Chapter 17: Effect List

Tagline

A tagline is an out-of-play phrase used to inform anyone who hears it the information they need to understand what was "just done" and how, if necessary, to react to it. The tagline is composed of one to three components: the effect, the source and the descriptor(s). The effect, by necessity, will always be declared. The source will be declared in most cases, especially if any form of magic is being used. The descriptor(s) will only be declared in specific cases that require it.

Players should be aware that the order of the components in a tagline is not fixed. Most taglines will conform to <Source> - <Effect>. When present, descriptors can occur in a variety of positions in the tagline.

Example: Shadow Mental Pain - Shadow is the source, Pain is the effect and Mental is the descriptor.

Source

The source of an effect represents the actual in-game mechanism that causes the effect to exist. For players, the source informs them of the potential defenses versus the overall effect that they might possess. All sources except for Natural are magical in origin, so protectives that defend against magic would apply to any effect sourced from anything excepting Natural.

Anything sourced from Light, Fire, Storm, Shadow, or Ice is of the Realms of Energy, and can be defended against with any Realm-specific or Magical-specific protectives. Similarly, anything Sourced from Aether, Flesh, Fluid, Earth and Dust is of the Forms of Matter, and can be defended against with any Form-specific or Magical-specific protectives. Additionally, effects sourced with the word "Blood" should be treated in all ways as Fluid sourced effects. Blood is simply a variant name for Fluid.

Things sourced from Natural are mundane (non-magical) and are only defended against by protectives that defend against the effect or descriptor parts of the tagline.

Example: Natural Death Poison - Stopped by any protective against poison.

Effect

The effect is the word or words that define what game mechanical things are being applied to the target. There are dozens of effects, but many are grouped into progressions of increasingly more severe affects.

Examples: Dart, Arrow, Lance, Blast; Pin Foot, Bands, Entangle, Prison

Descriptor

The descriptor is a word or words in a tagline that specify one of two things: that the effect is of a specific "type", and that type has specific characteristics and potentially specific protectives against it, or that the effect provides additional information about the nature of the effect. The most common "type" descriptors are "Poison", "Mental" and "Acid".

Examples: "Shadow Mental Sleep", "Natural Death Poison"

The Realms of Energy (Light, Fire, Storm, Shadow and Ice), the Forms of Matter (Aether, Flesh, Fluid, Earth and Dust) and even the term "Magic" can be used as descriptors. Using a Realm, Form or "Magic" as a descriptor does not mean that the effect is sourced from them, but that the effect conveys the essential properties of them when it takes effect. The Realms, Forms and Magic, when used as descriptors, are not stopped by protectives that defend against Realms, Forms or Magic; the protective simply does not react to the effect.

Examples: "Piercing Blow, Light", "Striking Blow, Earth", or "Dust" (on a base weapon attack)

Informational descriptors might include things like "Ancient Arts", "Shieldeaters" or "Krudrunis".

Examples: "Spell Parry - Oriset"

Also included in this group are descriptors that can be applied directly to a character. These are special cases that require a specific briefing from the Campaign Committee.

Examples: "Shadow Creature" and "Animal"

Declaration

A declaration is an out-of-play statement, usually one or two words in length, which is spoken by a player in response to an effect interacting with them. Declarations are not full taglines, and as such will not contain Sources and descriptors like a full tagline. Many declarations duplicate or are very similar to the underlying effect that they are declared for. Declarations typically indicate the use of some skill or protective to counteract an effect.

Example: A Fire Shield against Mental is a Shield effect, sourced from Fire, with a Mental descriptor. The declaration made by the player when that shield stops a Mental effect is "Shield".

Other Examples: Dodge, Parry, Resist, Ward, Reduce, etc...

Sources

Source	Description
Arcane	Raw magical power; this is a magical source. Effects delivered with this as the source may not be prevented by any non-Arcane sourced protectives except Dodge.
Aether	One of the Forms of Matter, this is a magical source.
Blood	Equivalent to the Form of Fluid, this is a magical source.
Dust	One of the Forms of Matter, this is a magical source.
Earth	One of the Forms of Matter, this is a magical source.
Fire	One of the Realms of Energy, this is a magical source.
Flesh	One of the Forms of Matter, this is a magical source.
Fluid	One of the Forms of Matter, this is a magical source.
Ice	One of the Realms of Energy, this is a magical source.

Light	One of the Realms of Energy, this is a magical source.
Natural	A mundane and non-magical source.
Shadow	One of the Realms of Energy, this is a magical source.
Storm	One of the Realms of Energy, this is a magical source.

Descriptors

Descriptor	Description
Acid	This descriptor indicates that the effect is corrosive and harmful in nature. Specific protectives against Acid exist and will defend against this effect.
Aether	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Ancient Arts	This descriptor indicates that the effect was performed using a skill or ability of the Ancient Arts.
Animal	This descriptor applies to a character and indicates that the character is now counted as an Animal. Characters receiving this descriptor will have all details of the implications of this explained to them by the Campaign Committee
Bulwark	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: Dane's Bulwark.
Displaced Hand	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: The Displaced Hand.
Dust	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Earth	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Fire	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Flesh	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.

Fluid	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Ghul	This descriptor applies to a character and indicates that the character is now counted as a Ghul. Characters receiving this descriptor will have all details of the implications of this explained to them by the Campaign Committee
Ice	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Krudrunis	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: Krudrunis.
Light	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor. Additionally, this particular descriptor indicates that the effect only affects certain types of target. **<u>Unless a player is told explicitly otherwise, damaging spell effects (Dart, Arrow, Lance, Blast) and Wounding Blows with the Light descriptor do not affect them in any way.</u>**
Magic	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor. Additionally, certain types of defenses, like some types of Reduce, cannot function properly against an effect with the Magic descriptor.
Marked	This descriptor applies to a character and indicates that the character is Marked. Characters receiving this descriptor will have all details of the implications of this explained to them by the Campaign Committee
Mass	This descriptor indicates that the effect is applied to all applicable targets on or being held (or touched, in some cases) by the target. Example: Storm Mass Drop - the target would take a Drop effect to all applicable targets, which in this case is both hands.
Mazhan	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: the Lost Blades of Mazhan.
Mental	This descriptor indicates that the effect affects the mind and mental state of the target. Specific protectives against Mental exist and will defend against this effect.
Oriset	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: The Vanguard of Oriset.
Poison	This descriptor indicates that the effect is toxic or harmful in some way if it enters the target's body. Specific protectives against Poison exist and will defend against this effect. For any non-magical weapon strike with the Poison descriptor, the poison component can be blocked by hand-held shields and armor, but not by skins or toughness.
Sand Spire	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: Sand Spire.
Shadow Creature	This descriptor applies to a character and indicates that the character is now counted as a Shadow Creature. Characters receiving this descriptor will have all details of the implications of this explained to them by the Campaign Committee
Shieldeaters	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: The Shieldeaters of Gaunt
Shadow	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.

Silver	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Storm	This descriptor indicates that the effect has certain special properties when it takes effect. Certain targets will take greater effect from an effect that uses this descriptor.
Swordsmen	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: The Silver Swordsmen of Tarsikka.
Ultaf	This descriptor indicates that the effect was performed using a skill or ability from the Warrior Order: Ultaf.

Declarations

Declaration	Description
Absorb	This declaration indicates that the target has absorbed the effect that struck them and can potentially use it to power another effect of their own.
Dodge	This declaration indicates that the character has completely avoided the effect that struck the player. It represents the character's ability to move extremely rapidly to avoid effect that otherwise would have landed.
Ignore	This declaration indicates that the character is able to ignore an effect. Unlike the 'No Effect' declaration, this statement indicates that the effect did not fail to affect the character, but that the character is able to ignore the consequences of the effect. The effect is not canceled by this declaration, and if the character ceases to be able to ignore the effect, they suffer its consequences at that time.
No Effect	This declaration indicates that the effect striking the character is not affecting them in any way. When this declaration is used, in indicates that the effect was successfully delivered to the target, not being prevented by any protective or defense, but that the character is simply immune to the consequences of the effect.
Parry	This declaration indicates that the character has blocked the weapon attack that struck the player. It represents the character's ability to move extremely rapidly to block weapon attacks that otherwise would have landed.
Redirect	This declaration indicates that the character is able to "redirect" an effect to a different, close-by target. Players struck by an effect can use this ability to move the effect to a nearby alternate target of their choice. Additionally, a character with this ability could also move an effect from a nearby target to themselves. In all cases, the effect is never cancelled; it will always land on a target.
Reduce	This declaration indicates that the character is reducing damaging attacks to a lower damage value. Reduce will never eliminate a successful damaging attack from doing some damage, but may reduce the damage from one or more attacks quite significantly.
Resist	This declaration indicates that the character resisted the effect that struck them, preventing the effect from affecting them.
Shield	This declaration indicates that a protective Shield the character possessed has been expended to protect them from the effect that struck them.

Spell Parry	This declaration indicates that the character has deflected a packet-delivered spell that struck them, and is unaffected by the spell.
Threshold	This declaration indicates that the character is not being affected by the damaging effects that struck him. Unlike the 'No effect' declaration, this declaration indicates only that damaging effects below a certain value are not affecting the character; any damaging effects that exceed the Threshold value convey the full damage to the character.
Ward	This declaration indicates that a protective Ward the character possessed has been expended to protect them from the effect that struck them.

Effects

Effect	Effect Type	Description
Accelerate Healing	Healing	This effect immediately Stabilizes the target. In addition, after one minute onset time all of the target's Wounds will now heal within one (1) hour (and are considered to be healing more rapidly than normal), and the target regains consciousness. After five (5) minutes, the target becomes Walking Wounded.
Afflict	-	This effect delivers four (4) distinct effects to the target at once: Slow, Weaken, Disrupt Magic, and Drain. Each of these effects is delivered separately, and protectives against any of them will only stop that particular effect from landing. Each of these effects may also be cured individually. See the individual effect descriptions for additional details.
Armor Pierce	-	This effect indicates that the attack it accompanies will bypass any armor that it strikes, delivering its damage to location struck as if the armor were not present. If the attack instead strikes a character in a non-armored location, the character suffers the damage of the attack to that location. The armor is not affected in any way by this effect.
Arrow	-	This effect deals two (2) wounds to the location struck. The Arrow effect bypasses hand-held shields, and the damage can be absorbed by armor, skins, and toughness.
Awaken	-	This effect removes all active Mental effects on the character. Additionally, this effect will cause a character who is unconscious from the Blindside skill to awaken.
Bands	Lesser Restrict	This effect causes the target to have his arms bound to his sides. He may not cast spells, fight, or use his hands or arms in any way for the duration of the effect, and must drop anything held in his hands. The bands have no lock and cannot be opened by anyone other than the caster. A character with any type of Strength effect can expend it, using a slow three-count, to free themselves from the effect of Bands. This effect lasts as long as the caster maintains Line-of-Sight.
Bane	-	This effect is always preceded by a race or descriptor, such as Ghul or Werewolf. If the target is of the named race or descriptor, he takes the attack as a Mighty Blow (+5 damage).
Befuddle	-	This effect scrambles the thoughts of the target, rendering them unable to take any offensive action, use any form of magic, or activate any item or other magical ability (though all protectives that are already "up" still apply). If the character is attacked, he

		may flee or defend himself (including using Defensive Maneuvers), but he cannot return the attack or pursue a person. This effect lasts for 10 seconds.
Bestow	-	This effect transfers a single use of a skill or ability from the person using Bestow to the target. Specific versions of this effect will define the particulars of what may and may not be transferred.
Blast	-	This effect causes all locations on the target to become Wounded. The Blast effect bypasses hand-held shields, armor, skins, and toughness.
Bless Weapon	-	This effect enchants a target weapon to gain a descriptor of one of the Realms, one of the Forms, or of "Magic." The type of descriptor gained is detailed in the description of the spell or ability. If the weapon leaves the grasp of the person wielding it when the effect began, the effect immediately ends. Characters wielding a weapon that has this effect on it should call the appropriate descriptor on each attack with the weapon. This effect lasts for thirty (30) minutes.
Blindside	-	This effect renders the target unconscious. The effect cannot be avoided using any Defensive Maneuver skills (Parry, Dodge, etc.). The Shield against Physical protective stops this effect. If the target is wearing armored headgear covering the back of their head and neck, this skill will not affect them. This effect bypasses skins and toughness. This character will remain unconscious for fifteen (15) minutes.
Break	Destruction	This effect targets tagged items, causing them to shatter into pieces and become useless. This effect can be declared with the name of a target item, indicating that the named item takes the effect. Also, the effect can be used without an item being named, which means that the item struck by the packet or weapon delivering the effect takes the Break, if applicable. Broken items are able to be repaired with the proper resources (Mend effect, etc..) This is a Destruction type effect and is prevented by any protectives against Destruction.
Charge Weapon	-	This effect enchants a target weapon to gain one (1) additional wound of damage and a descriptor of one of the Realms, one of the Forms, or of "Magic" for one (1) swing. The type of descriptor gained is detailed in the description of the spell or ability. The single swing may be used whenever the wielder chooses. This effect lasts until Dusk or until used.
Charm	-	Charm causes the target to consider the character to be the target's "best friend and closest confidant." The target will in no way attempt to harm the character, and will attempt to protect the character from harm. If the character makes any aggressive motion towards the target the effect is instantly broken. Most Charm effects specify a creature descriptor or race, such as Animal or Homunculus. The Charm has no effect if the targeted creature does not possess that descriptor or is not of that race. Charm cannot compel the subject to tell the truth, though the target does view the character in the best possible light and would most likely tell anything that would not mean certain death. This effect lasts for one hour.

Circle	-	This effect creates a circle up to 20 feet in diameter that prevents anything from crossing it. The circle must be designated with a length of white cloth or other material that is a minimum of six (6) inches wide. No characters, weapons or any other effects can pass through the boundary of the circle. If any character or creature is standing upon the boundary of the circle when the it is being created, the effect will fail. All circles are completely transparent and can be seen through easily. The creator of the Circle must be inside of its boundaries at the time of creation, and must remain so for the entire duration of the effect. Further, the creator must maintain Concentration for the duration of the effect, and cannot fight, cast spells, activate items or use any other abilities. If the creator's Concentration is broken, the Circle immediately drops. See Chapter 16: General Rules for Play for more details on Concentration. Circles sourced from the Realm of Light are notably different from all other circles. Circles of Light do not present as a barrier to any creature or person unless they are a Creature of Shadow. Entities that are Creatures of Shadow may not pass through the barrier, nor may any effect or attack made by them. See the Creature of Shadow descriptor for more information. Any person or creature that is not a Creature of Shadow may pass freely through the Circle as if it were not there. This effect lasts as long as the character maintaining it holds Concentration.
Cleanse	Curative	This effect removes any and all of the following effects from a single target: Disease, Poison, Weaken, Slow and Disrupt. All of these effects are removed from the target with but a single use of the Cleanse effect.
Command	-	This effect forces the target to follow a single instruction of up to ten (10) words to the best of their ability. The target will rationalize the command such that it makes sense for them to do as they were instructed. This effect cannot force a character to kill themselves, to attack or harm allies, or to behave in truly ridiculous ways (i.e., "Eat your crossbow"). Additionally, the command cannot force the target to accept a blatant disregard for reality ("That is not a bear; that is a mouse"). If the command violates any of these restrictions, the character is left very confused and loses the most recent 15 minutes of their memory instead of following the command (see the effect: Erase Memories). Characters affected by this effect should understand that while their character may not completely be able to make sense of the command, it is only important that the player be able to for this effect to work. This effect lasts for fifteen (15) minutes.
Consume	-	This ability is always coupled with a count (Consuming 3...Consuming 2...), counting down. On the count of "Consuming 1," the targeted location receives one (1) Wound. This Wound may not be stopped or prevented in any fashion. A target may only be the target of Consume once per combat. Should the target be targeted again, he should state "Already Consumed" at the end of the count, even if the Consume effect targets a different location. Already Consumed does not prevent the Wound from occurring. Gaining a Renew does not Renew the character's ability to be Consumed, unless specifically stated. The ability to be Consumed again resets as per Wounding Blows.
Countermagic \<Effect\>	-	This effect is followed by the name of a magical effect being Countered. The targeted magical effect, which must have struck the character using Countermagic or a character close to (within 5 feet) the character using Countermagic, is canceled. Countermagic may be used to cancel any magical effect delivered via packet, point, voice or spellstrike.
Create Greater Illusion	Greater Illusion	This effect creates a special Greater Illusion shaped to a specific purpose. The specifics of the Greater Illusion will typically be detailed in the specific spell description.

One such use of the effect is well defined: Create Greater Illusion - Doorway. This Illusion serves to mask the presence of a door on or in a building, hiding it with a life-like illusion. To external appearances, the door appears to be closed and locked with a Lock effect (see effect: Lock). Any attempts to open the door, pick, force, Break or Destroy the lock will fail. However, no examination of the door or Lock, no matter how detailed, will reveal anything amiss about them; to all concern they appear real. Any character inside of the building can perceive and interact with the door normally, but only from the inside.

The creator of the Illusion can always perceive the door without problem. Characters witnessing the door being opened and closed see those actions occur, but they cannot themselves operate the door.

Characters who have this effect placed upon their building should properly phys-rep the Lock part of the Illusion. See the effect: Lock for specifics.

Any character using a Sense Illusion effect can, after the requisite ten (10) seconds of concentration, see the illusion and interact with the door freely. The Illusion does not actually provide a real lock, so, unless a real one has been placed in the door, the door can be opened freely; the Illusion spell does nothing to secure the door.

This effect lasts for five (5) days.

Effect	Type	Description
Create \<Weapon\>	-	This effect indicates that the character has instantly created one or more weapons in their hands.
Crippling Blow	-	This effect causes the location struck to become Wounded. This effect bypasses armor, skins and toughness.
Cure Disease	Curative	This effect cures any one (1) of the following effects: Disease, Slow, Weaken or Disrupt. Only one of these may be cured with each application of this effect. If a character has more than one of these effects active on them, it is the recipient's choice as to which effect is cured.
Dart	-	This effect deals one (1) wound to the location struck. The Dart effect can be blocked by hand-held shields, and the damage absorbed by armor, skins, and toughness.
Daze	-	This effect causes the target to be knocked to their knees. The affected character cannot take any offensive action during the duration of this effect, but may defend themselves or use other non-offensive effects. This effect bypasses armor, skins and toughness.

This effect lasts for ten (10) seconds. |
Death	-	This effect causes the target to immediately fall to the ground lifeless. The Death effect bypasses all armor, skins and toughness.
Deathweave	-	This effect increases the target's chance of successful resurrection. The target must be dead for this effect to work. This effect is only active for the next resurrection attempt. A character may not be affected by more than one Deathweave at a time.
Decree	-	This effect forces the target to obey a one-word decree. The target of this effect is compelled to obey, but does not in any way need to rationalize the behavior; the target is aware they were compelled. The target must be able to clearly hear and understand the decree for it to function. Decrees made to creatures or characters that do not understand the language of the decree (for example. an animal) will instead be Befuddled (see effect: Befuddle) for the duration of the effect.

		All spell and ability versions of Decree contain requirements for the specific word or words that are appropriate for use with this effect. If a character using Decree misspeaks or incorrectly uses the ability, it fails and the mana or ability is expended. This effect lasts for ten (10) seconds.
Delay <#>	-	This effect, always accompanied by a number, indicates that the character has had all Bleeding, Disease and Poison countdowns paused for a number of minutes equal to the number declared with the effect. When the effect ends, all countdowns resume where they left off; the countdowns do not reset. This effect lasts for declared number in minutes.
Destroy	Destruction	This effect targets tagged items, causing them to disintegrate into dust. This effect can be declared with the name of a target item, indicating that the named item takes the effect. Additionally, the effect can be used without an item being named, in which case the item struck by the packet or weapon delivering the effect takes the Destroy, if applicable. Destroyed items are not able to be repaired. If a container fails to Resist or Shield a Destroy effect, all items inside the container receive the same Destroy effect. This is a Destruction type effect and is prevented by any protectives against Destruction.
Devour	-	This effect causes the target instantly disappear, leaving no trace behind. Characters struck with this effect should immediately assume an Out-of-Play gesture and find a Guide. No physical protectives (armor, hand-held shield, skins or toughness) prevent this effect. Please see Plot immediately if you are affected by this effect.
Disarm	-	This effect targets a wielded weapon, causing it to be knocked from the character's grasp. The targeted weapon should be tossed at least five (5) feet away from the character wielding it. This effect may be declared simply as "Disarm" with the targeted weapon being then struck by a weapon delivering the effect. Alternatively, some uses of the effect may declare the effect along with naming the weapon that is targeted. In this case, the effect can be delivered to the character, but must only strike him on a valid location for the Disarm to work. Affixing the weapon to the wielder's hand does not prevent Disarms from taking effect.
Disease	-	This effect causes the target to feel very ill and drained of vitality. The target suffers the following effects as symptoms of the disease: Slow, Weaken and Disrupt Magic. These effects are results of the disease and cannot be individually cured; they can only be removed by curing the disease itself. This effect lasts for one (1) hour, at which time it becomes a Grim Poison. After the disease becomes a Grim Poison, it can only be removed by curatives that address the poison. The affected target is no longer diseased, and cannot be made well by any curatives that are designed to remove a disease. Non-magical Disease effects delivered via weapon (or claw) do not take effect if the weapon is stopped by a hand-held shield or armor. Skins and toughness, however, will not prevent this effect.
Disintegrate	-	This effect causes the target to die and have their body reduced to dust. This effect is not stopped by a hand-held shield, armor, skins or toughness. All tagged items on the target's body suffer a Destroy effect.
Dispel	-	This effect either removes all effects of a type specified in the declaration of the effect (i.e. "Dispel Lesser Restricts"), or removes one specifically named effect (i.e., "Dispel Lesser Illusion, Obscure").

Disrupt	-	This effect interferes with the target's ability to use and manipulate magic and magical items. The effect will be declared as "Disrupt <Type>", where the type may be a single Realm or Form (i.e. Storm or Dust), a whole type of Magic (i.e. Forms or Realms), or even all magic (i.e. Magic). The affected target cannot use any form of the designated magic, including casting, countering (i.e. Countermagic) or activating magic items, until the effect expires or is cured. Disrupt does not prevent a Vanguard of Oriset from using Vanguard abilities. This effect lasts for one (1) hour.
Dissolve	-	This effect causes the target to die and have their body reduced to dust. This effect is not stopped by a hand-held shield, armor, skins or toughness. No tagged items are affected.
Drain	-	This effect so greatly depletes the target's natural healing ability that all types of healing are made more difficult. The target loses any ability to naturally heal, meaning that only external healing effects can cause their body to become well. If the target is Stabilized, they will not continue to heal if left untended...only external healing effects can cause them to heal at all. Additionally, Rapid Healing and Chirurgery have no effect on the affected target, and all other forms healing require double the time to work. Example: A Drained character with Wounds to the Torso and right arm has an Heal Minor Wound effect used upon them. They are immediately Stabilized, but the arm wound would take two (2) minutes to be healed, and the Torso Wound, which is now Accelerated, will take two (2) hours to heal. This effect lasts until cured.
Drain Mana <#>	-	This effect is declared with a number value. The target has that amount of mana drained from them, if applicable. If the amount drained would cause the target to be drained below zero (0), no other consequences result from such. Targets who do not have mana are not affected by this effect.
Drop	-	This effect causes the target to drop everything in one of his hands. When the effect is declared, it will indicate which hand is affected (i.e., "Storm Drop, Right Hand"). If both hands are on the object, it is still dropped. Packets used for casting magical effects are not actual items and are not affected by a Drop effect. A player holding a fragile object (glass vials, lantern, crossbow phys-rep, etc.) can call a Hold to place the item on the ground. If the item in question is somehow tied or bound to the subject of the spell the item is not dropped. All items dropped may be picked up immediately once they are dropped.
Engulf	-	This effect causes a targeted weapon, shield or suit of armor to burst into flames. The affected item inflicts a Fire Dart effect to any location that the object is touching immediately. Every ten (10) seconds after the effect begins, another Fire Dart again takes effect. This spell immediately stops once the item is no longer touching any valid location (i.e. is no longer held or worn). This effect may only target weapons, shields and armor. This effect lasts for one (1) minute or until the item is no longer being held or worn.
Entangle	Greater Restrict	This effect causes the target to be entangled in a thick mesh of material and is completely immobilized. He cannot walk, use any magical abilities, fight, or take any action other than speaking until he is released from the effect. A character with a Giant Strength effect can rip an Entangle apart freeing themselves or another entangled character, using a three-count. This effect lasts as long as the caster maintains Line-of-Sight.

Enrage	-	This effect causes the target to fly into an almost mindless rage. While under the Enrage effect, the character must immediately attack the nearest character or creature to them. They may only fight with melee weapons, and must keep attacking additional targets (each time, finding the closest one to them) until the effect ends. This effect lasts for fifteen (15) minutes.
Enslave	-	This effect causes the character to have his will completely subjugated to that of the person using the effect. The affected character will perform **ANY** task given to them, up to and including the taking of his own life. All instructed tasks should be performed to the best ability of the affected character, using whatever means and resources needed to succeed. The affected character does not possess any will of his own and will not act without direction. He is capable of carrying out extremely complicated orders, however, as his intelligence is not reduced by the spell effect, only his will is reduced. The subject does not have any desire to give away his own thralled state. This effect lasts for one (1) hour.
Erase Memories	-	This effect causes the character's memories to be replaced by the details of a 10-word phrase given to them by the person using the effect. The phrase's contents replace the most recent fifteen (15) minute section of the character's memories. Further, the affected character will fully rationalize the new memories and have no reason to doubt the accuracy of them. If no phrase is provided, the affected character will have a blank spot in their memory for the fifteen (15) minute time period, but will never notice the lack unless specifically inquired about it. Even with inquiry, the character will rationalize the lack as a simple failure of memory and nothing more. This effect can be used successively on the same target (all uses of the effect must occur prior to the phrases being delivered), allowing additional 10-word phrases and replacing additional fifteen (15) minute sections of memory working backward from the time the effect began. The altered memories become permanent and cannot be removed once an amount of time has passed that is equal to the the amount of memory altered. For example, if a character had fifteen (15) minutes of memories erased, then this effect becomes permanent after fifteen (15) minutes have passed. During the window of time that the memories are not yet permanent, the effect can be removed like any other Mental effect. This effect lasts for fifteen (15) minutes (per use) before becoming permanent.
Exalt Weapon	-	This effect enchants a target weapon to gain one (1) additional wound of damage and a descriptor of one of the Realms, one of the Forms, or of "Magic". The type of descriptor gained is detailed in the description of the spell or ability. If the weapon leaves the grasp of the person wielding it when the effect began, the effect immediately ends. Characters wielding a weapon that has this effect on it should call the appropriate descriptor and the total damage value on each attack with the weapon. Example: "Fire, 2" This effect lasts for thirty (30) minutes.
Exsanguinate		This effect causes the target to fall dead, their body a withered husk and their blood completely removed. This effect is not stopped by hand-held shields, armor, skins or toughness. No items on the target are affected by Exsanguinate.
Fear	-	This effect causes the target to be overcome with an unreasoning fear centered on the person causing the effect. A character affected by this spell must immediately move ten (10) or more feet away from person they fear, and can take no actions against them nor approach closer than ten (10) feet. The character will actively attempt to stay away from the person and should roleplay

		the emotions associated with this effect.
		The character using the Fear effect should never attempt to "herd" the target with this effect.
		This effect lasts for fifteen (15) minutes.
Feeblemind	-	This effect reduces the target's mind to a blank slate. The character cannot perform any actions at all, and will simply stand staring off into space. Characters under this effect can be led (at a slow walking pace) and placed in a sitting or lying position, but they cannot perform any action, not even to save their own lives. Once the duration of the effect has passed, the character bears no lasting effects from a Feeblemind.
		This effect lasts for fifteen (15) minutes.
Feign Death	Lesser Illusion	This effect causes the target to fall into a death-like torpor, for all intents and purposes acting as if they are dead. Sense Health will show that the target as dead, as will Studia Mortis. No bleeding, disease, or poison counts cease under the effects of Feign Death. When someone under this effect receives a healing effect, she should respond "No Effect" as part of the illusion, but the healing does have its full normal effect.
		This effect lasts one (1) hour.
Fling	-	This effect causes the target to fling any single hand-held item at least ten (10) feet from him. The item must be named when the effect is declared. Items flung by the character cannot be flung at or to anyone, and cannot be thrown with any accuracy. Flung items may be retrieved at any time. If the weapon is somehow physically tied to the subject of the effect, the arm that is bound to the item becomes Wounded. This Wound cannot be prevented by any armor, skins or toughness.
		Care should be taken when throwing a item that the item does not strike another player. Despite the name of the effect, the item should be carefully tossed (underhand) at least ten (10) feet away. Characters carrying fragile objects (glass vials, crossbow phys-reps, lanterns, etc.) can call a Hold to carefully place the item ten (10) feet away.
Pin Foot	Lesser Restrict	This effect causes the target's right foot to become rooted in place. The target may still move his upper body, but his foot is frozen in place. The character may fight and interact as normal as long as he does not move his right foot. The character cannot pivot on the right foot. Anyone can break free of this spell using a Strength (or greater) effect and a 3-count.
		This effect lasts as long as the caster maintains Line-of-Sight.
Form	Greater Illusion	This effect causes the area around the target to warp and twist in such a way as to hinder a foe's ability to affect them. The target must cross their arms above their head for the duration of the effect. If weapons are held, they may be crossed in lieu of the arms. If this gesture is dropped the effect ends.
		While under the Form effect, the target calls "No Effect" against any weapon blow or non-Arcane spell that hits them, with the following exceptions: Any weapon blow delivered with the "Magic" descriptor affects the target normally. Any weapon blow carrying a Realm or Form tagline (such as the Bless Weapon, Charge Weapon, or Exalt Weapon effects) affects the target normally unless it is of the same Realm or Form as the source of the character's Form effect. For example, a character in Shadow Form is unaffected by a Shadow weapon swing, but takes normal effect from Storm or Fluid weapon swings.
		A Dispel Illusion effect ends the Form effect. In all cases, normal protectives apply where appropriate (Dodge, Wards, Shield

		against Physical, etc.). This effect lasts until the target stops the required gesture.
Fortification	-	This effect grants the character two Resist effects against a specific target Realm, Form or type of effect, depending on the specifics of the spell being used. If more than one Realm, Form, or type of effect is specified in the tagline, instead of gaining two (2) Resists against a single type of effect, the target gains one (1) Resist against each of the named effects. The character with this effect active can spend three (3) mana to Resist additional effects of the same Realm, Form or type for the duration of this effect. This effect may not be placed on anyone except for the character casting it. Example: "Fortification against Fire", "Fortification against Mental and Restricts" This effect lasts for thirty (30) minutes.
Fortitude	Enhancement	This effect adds fifteen (15) minutes to a character's bleed-out time. It can be administered prior to being injured, or may be given to a character who is already bleeding to death, although it still takes one (1) minute to take effect. If a character dies within that minute, this brew has no effect. Fortitude will have no effect if administered while another Fortitude is still active. This effect lasts for one (1) hour.
Greater Drain Mana <#>	-	This effect, which is always declared with a number value, drains that amount of mana from the target. If the amount drained would cause the target to be drained below zero (0), the target dies as if from over-casting. Targets who do not have mana are not affected by this effect.
Greater Renew	-	This effect replenishes the use of a set of a character's abilities. When this effect is declared, it may be done so with an indication of the specific ability that is affected. If no abilities are declared, this effect restores a full set of one (1) of the following maneuvers: Wounding Blow, Parry, Counter Magic, or Dodge. The set that is replenished is the target's choice. Only the abilities from a single set may be replenished; no mix of abilities from different sets can be affected. Once any Renew effect is received, the character cannot benefit from any additional Renew effects (of any type) until he spends the requisite time resetting his Combat Maneuvers.
Giant Strength	Enhancement	This effect grants to the target enhanced strength for five (5) minutes. During this time, the target may carry loads of up to 500lbs with one hand without any side-effects. Only one Strength effect may ever be active upon a target at a time. A higher value strength effect may replace a lower value strength effect is one is already active upon the recipient. The target can carry up to two people with this effect, but both hands must be completely empty and free to do so (he cannot carry a person with a shield strapped to his arm, for example). If carrying another character, the target must role-play carrying the individual and the players must stay in physical contact at all times. When carrying another character you cannot move faster than a quick walk and certainly not faster than the player of the character you are carrying. At any point during the duration of this effect, the target may fully expend the Giant Strength on a single melee weapon attack, adding five (5) points of damage to the blow. This damage may be combined with any other damaging effects that allow such combinations. The target may also choose to expend the effect to inflict three (3) Break effects to a target item. This requires the target to hold the item with both hands, and spend one (1) minute of time applying the effect. If the target is interrupted at any

		point during this time, the effect is expended with no result.
Glorious Rejuvenation	-	The effect temporarily brings a dead character back to life in the midst of a battle. As long as the dead character is relatively whole and intact (the head, torso and at least two (2) limbs must be present) the effect works instantly. The character returns to life fully healed. Any non-Mark condition is cured immediately, as well. The character is able to resume fighting from the point they had died. Any abilities that reset as per Wounding Blows are reset, but abilities that recover each day are not reset. The character that has been returned to life remains alive until one (1) of the following things occurs: he breaks Line-of-Sight with the invoker, he is slain again, or the battle ends. At any point during the duration of this effect, the invoker may touch the Glorious Rejuvenation target and state "Ending Glorious Rejuvenation." Once this effect ends, the character who was Rejuvenated immediately returns to being dead and needs to be resurrected as per the normal rules for resurrection. This Glorious Rejuvenation in no way affects the character's chance of being resurrected normally, and if the character dies again while under the effects of Glorious Rejuvenation, the character still only counts as having died one (1) time. This effect lasts until the caster ends it, the target dies or the battle ends.
Glow	-	This effect creates a small green flame. This flame is useful only as a light source and is not flammable in any way. Once created, the light source exists independently of the creator and can be carried by anyone or even left by itself. A green "glowstick" must be used as a phys-rep for this effect; no other color is allowed. This effect lasts until the next Dusk or Dawn.
Glue	-	Glue causes whatever substances it comes in contact with to bond. A single Glue effect is sufficient to coat an area up to the size of a standard door. A player attempting to move a glued object must expend a Strength effect (+1 or greater) and roleplay the effort for one (1) minute. In some cases it may be necessary to have a Guide present to ensure that the effects are properly role-played. When applied to a door, Glue acts as a doorbar that cannot be opened from either side. If a Strength effect (+1 or greater) is expanded as above to open the door, the Glue effect is dispelled. Glue does not provide additional resistance to opening beyond a lock or a doorbar, but it does make opening the door normally impossible. A Strength effect used to break a doorbar or lock will automatically break any Glue effect also on the door in addition to the normal effect on the doorbar or lock, even if that effect is Resisted. A lock or doorbar can be opened prior to breaking a Glue effect with Strength if desired and the character has access to do so. Glue cannot be applied while a lock or doorbar is in the process of being broken, or if a door is trying to be opened by another party. When applied to a weapon or shield handle, Glue provides a single Resist Drop effect. While this effect is not expanded, the wielder cannot put down the weapon or hold any other object in their hand at the same time. Once expanded, the Glue effect is dispelled. Glue does not prevent a Fling effect, but is still dispelled if a Fling effect is taken.
Grim Poison	-	This effect so severely poisons the target that they are pushed to the brink of death itself. The affected target collapses, and can only speak softly, crawl very slowly and ward of a killing blow. The target cannot cast or activate any magics, use any skills, or perform anything other than the most simple of actions (drink a brew, write a goodbye note, etc...).

		Non-magical Grim Poison effects delivered via weapon (or claw) do not take effect if the weapon is stopped by a hand-held shield or armor. Skins and toughness, however, will not prevent this effect. This effect lasts for one (1) hour, at which time the affected target dies.
Hallucinogen	-	Though the effects vary among individuals, anyone who comes under the sway of a Hallucinogen effect sees and hears things that aren't there. The hallucinations the character sees are most often related to his or her emotional state at the time. In addition, the affected character is under the effect of a Befuddle effect for the entire duration of the Hallucinogen. Also, the character temporarily gains the following advantages, also for the entire duration of the Hallucinogen: Acute Taste, Acute Smell, and Strong Will. The Befuddle effect cannot be avoided once affected by a Hallucinogen. Nor can it be removed normally; it only can be removed when the Hallucinogen effect is removed. Removal of the Hallucinogen effect also immediately removes the advantages gained from it. This effect lasts for one (1) hour.
Haste	-	This effect allows the target to move very quickly for a short period of time. While Hasted, the character may not fight, cast spells, activate items or use any other ability or skill. As long as the Haste effect is active, the character can flee from a combat (or any other situation) without fear of pursuit. Players who witness a character under the effect of Haste cannot attempt to pursue or intercept him in any way, though they can take up a defensive posture. A character under this effect can only be attacked physically if he willingly comes within striking distance. A character affected by Haste cannot be struck by packet effects or missile weapons (these always miss their target). A character under the effects of Haste cannot carry another character, even if with a Strength effect. A player under the effects of Haste must continually call out "Haste!" (at least once every two seconds) as long as the effect is active. The effect ends after one (1) minute has elapsed, the player stops calling out "Haste", or the character commits any of the proscribed actions. After the Haste effect ends, the character receives the following effects as a consequence: Natural Weaken and Natural Disrupt Magic. Additionally, the character may not receive another Haste effect until the Weaken and Disrupt effects have been removed. These effects cannot be avoided by any means, and cannot be cured by any normal means. These effects last until the character spends ten (10) minutes recovering. The player may take other actions during this time, but may not engage in any sort of combat, cast spells, or activate any items or abilities. After the ten (10) minutes have passed, the Weaken and Disrupt effects vanish. This effect lasts for one (1) minute.
Haven	-	This effect creates a magical barrier around a building, barring entry to any but those who hold the key. The building upon which this effect is placed becomes completely impregnable from normal means of entry. A key is created at the time of Haven's creation that is the only means of entering the Haven. A magical "lock" is formed at the entrance to the building and the key must be placed in the lock before the door will open. If the Key to a Haven is removed while the door is open, the Haven remains unlocked until the door is closed. This lock and key are not actually a mechanical lock and key, but should be represented by a pair of objects that are made of like

material and designed to "fit" together (i.e., like the last puzzle piece fits into a assembled puzzle, etc...). The lock should be placed beside the primary door to the building and the key must be "fitted" into the lock to disengage the Haven. The Haven effect is only removed for the doorway with the lock; no other windows and doors become accessible. No matter the status of the Haven, anyone inside the building may exit freely.

Extremely large buildings, such as a tavern, cannot be protected by a Haven. The fact that a Haven effect has been placed upon a building must always be noted on the Cabin Notes, as well as who placed it.

The building under the effects of a Haven must be clearly marked (typically on the front door) with a large "H".

This effect lasts for five (5) days.

Heal Grievous Wounds	Healing	This effect causes a Bleeding character to be instantly stabilized (see effect: Stabilize) and, after one (1) minute, fully heals any three (3) Wounds as chosen by the target of the effect. If the character possesses any additional Wounds, they receive an Accelerate Healing effect
Heal Minor Wound	Healing	This effect causes a Bleeding character to be instantly stabilized (see effect: Stabilize) and, after one (1) minute, fully heals any single limb Wound as chosen by the target of the effect. If the character possesses any additional Wounds, they receive an Accelerate Healing effect
Heal Mortal Wounds	Healing	This effect causes a Bleeding character to be instantly stabilized (see effect: Stabilize) and, after one (1) minute, fully heals all Wounds.
Heal Wound	Healing	This effect causes a Bleeding character to be instantly stabilized (see effect: Stabilize) and, after one (1) minute, fully heals any single Wound as chosen by the target of the effect. If the character possesses any additional Wounds, they receive an Accelerate Healing effect
Imbue Weapon	-	This effect temporarily enchants a weapon, allowing it to store other spell effects for future use.
Inflict Fatigue	-	This effect is declared with a number and causes the target to immediately gain that amount of Fatigue. If the target gains more Fatigue than their Fatigue limit, there are no other consequences. Characters who are not Ritualists or Homunculi are not affected by Inflict Fatigue.
Intoxicant	-	This effect offers the same effect as consuming large quantities of alcoholic beverages all at once. A character affected by an Intoxicant effect is considered to be fully intoxicated for the duration of the brew. In addition, the character is under the effects of a Weaken effect for the entire duration of the Intoxicant. Also, the character gains the Pain Tolerance Advantage, also for the entire duration of the Intoxicant effect. The Weaken effect cannot be avoided once affected by an Intoxicant. Nor can it be removed normally; it only can be removed when the Intoxicant effect is removed. Removal of the Intoxicant effect also immediately removes the advantage gained from it. This effect lasts for one (1) hour.
Invisibility	Greater Illusion	This effect causes the target to become invisible. The character remains invisible until he makes a violent or fast moving action of any type, speaks, or makes a loud noise. This includes: running, swinging a weapon, casting a spell of any type, coming into physical contact with another being, talking, or making any other loud noise such as snapping a large twig.

		A character under the effect of Invisibility must hold both hands over her head with the hands steepled, palms together. The character cannot have anything in his hands while under the effects of this spell. The character can only move at a slow walk. All players must ignore a character who is Invisible and should continue roleplaying as if the character were not there. Some effects allow a character to hold weapons while Invisible. Characters using that effect such hold their weapons side-by-side, pointing straight up. If the character only possesses one weapon, it should be held above his head pointing straight up with his unoccupied hand in place of the other weapon.
Knockback	-	This effect causes the character to be knocked ten paces away from the origin of the source, landing on his back. The character may defend himself while this effect is active, but may not take any offensive action. This effect bypasses armor, Skins, and Toughness. The character may immediately stand again. It is acceptable to take a knee instead of lying on the back, but players are encouraged to roleplay standing more slowly in that case.
Knockdown	-	This effect causes the character to be knocked onto the ground on his back. The character may defend himself while this effect is active, but may not take any offensive action. This effect bypasses armor, skins and toughness. This effect lasts for ten (10) seconds.
Lasting Strength	Enhancement	This effect grants the target an enduring Strength effect for 30 minutes. During the duration, the character has unlimited uses of the Strength effect.
Lance	-	This effect causes the location struck to become Wounded. This effect bypasses armor, skins and toughness. Additionally, the Lance effect inflicts a Break effect on any hand-held shields it strikes, and Wounds the arm beneath the shield.
Leap	-	Leaping characters are moving with incredible agility, jumping up and over objects, off walls, or simply high up into the air. While leaping, the character must cross weapons or arms over their head, and call 'Leaping' at least once every two seconds. A character that is Leaping is immune to all attacks except Voice Effect and True Strike. They do not have to move in a straight line. It can be used indoors. They can move through and around things - players should allow them to pass and not attempt to bar their movement. The character may not attack anyone or activate abilities while under the effects of a Leap effect. A character under this effect is immune to all attacks until they "land." Because of the speed of the movement, only characters with Acute Sight can visually track characters using a Leap effect. In some situations, a Marshal may allow a character to use a Leap effect for other effects, such as leaping over a wall or chasm, but that is solely at the discretion of the Marshal.
Lethal	-	Attacks delivered with this tagline are resolved normally. If the attack would render the target bleeding to death, the target immediately dies.
Liquefy	-	This effect causes the target to die and their body putrefies instantly. This effect bypasses physical protectives such as armor, hand-held shields, skins and toughness. No tagged items are affected.
Lock	-	This effect seals a single door, barring entry to any but the character that holds the key. The key is created at the time of Lock's creation that is the only means of entering the Lock. The magical "lock" is formed next to the door and the key must be placed in the lock before the door will open. If the Key to a Lock is removed while the door is open, the Lock remains unlocked until the door is closed. The Lock created acts as a Level One Lock for uses of Disable Security, and may be subject to being picked, forced, Broken or Destroyed.

		This lock and key should be represented by a standard phys-rep lock and key, identical to ones used to phys-rep normal locks

This effect can also be placed on a box or any object 1' x 1' or greater that has a door or lid. Sacks, pockets, and pouches cannot be sealed with this spell.

The fact that an Lock effect has been placed upon a door (or other object) must always be noted on the Cabin Notes, as well as who placed it.

The Locked object must be clearly marked with a large "L."

This effect lasts for three (3) days. |
| **Mask Aura** | Greater Illusion | This effect creates a mask over the recipient's spirit, allowing him to reveal and hide details of his person as he chooses. Mask Aura blocks all effects of the type: Sense <XXX> from correctly reading information about the character wearing this effect. A character using any of the "Sense XXX" effects (excluding Sense Illusion) will not be aware that the character is protected by this effect and the Masked player may answer any of the questions as they desire. Mask Aura does not cover items that are on or carried by the Masked character.

If the character wearing this effect is unconscious when being examined with a Sense effect, the Mask Aura effect functions exactly like an Obscure effect, with all of its effects and limitations.

This effect is not expended by its use, and can foil any number of effects during it duration. This effect foils Warding Glyphs.

This effect lasts until the next Dusk. |
| **Mask <XXX> Ties** | Lesser Illusion | This effect hides the presence of ties to a specified Realm, Form or other type of magic on the target. No spell or ability, short of those specifically designed to penetrate Illusion, can sense the tie. When any spell or ability is used to sense a tie, the player should answer in the negative.

This effect is not expended by its use, and can foil any number of effects during it duration.

This effect lasts until the next Dusk. |
| **Meld** | Lesser Illusion | This effect causes the target to become completely invisible while standing next to an appropriate large object (a building or a large tree). The character remains invisible until he moves, speaks, or takes any other action. If the character comes into contact with another character, the effect ends immediately. As long as the character does not take any action that will cause the effect to drop, they remain hidden. Many Meld effects have additional restrictions on when or where the effect can be used; such restrictions are included in the ability or magic item description.

A character under this effect must hold both hands over his head with the hands splayed open with thumb and forefinger touching. The character cannot have anything in his hands while Melded.

Some effects allow a character to hold weapons in their hand while Melded. Characters using that effect should hold their weapons in a V-shape on top of their head, with the point of the V being the pommels of the weapons. If the character only possesses a single weapon, the V-shape should be made with the weapon and his unoccupied hand. |

Mend	-	This effect allows the character to repair any item that has suffered a Break effect. It will not repair items that have suffered a Destroy effect. Armor that has been damaged during combat can also be restored, though one use of the power must be used for each point repaired. (For example, a five-point suit of plate mail that has been repeatedly breached to a value of two (2) points would require three (3) castings of this spell to restore it to full). Mend cannot be used in place of maintenance of weapons and armor.
Mighty Blow	-	This effect adds five (5) extra wounds to the base damage of any weapon attack. Damage can be absorbed by armor, skins, and/or toughness.
Mimic	-	This effect allows a character to copy a single ability possessed by another character. The specific details of what may be copied are explained in the individual spell or ability definitions.
Mortal Blow	-	This effect causes the target's Torso to become Wounded, regardless of location struck. The weapon strike must still hit a valid location, but the wound is applied to the torso. This effect bypasses armor, but any skins or toughness is removed.
Mountain Strength	Enhancement	This effect grants to the target enhanced strength for seven (7) minutes. During this time, the target may carry loads of up to 500lbs with one hand without any side-effects. Only one Strength effect may ever be active upon a target at a time. A higher value strength effect may replace a lower value strength effect is one is already active upon the recipient. The target can carry up to two people with this effect, but both hands must be completely empty and free to do so (he cannot carry a person with a shield strapped to his arm, for example). If carrying another character, the target must role-play carrying the individual and the players must stay in physical contact at all times. When carrying another character you cannot move faster than a quick walk and certainly not faster than the player of the character you are carrying. At any point during the duration of this effect, the target may fully expend the Mountain Strength on a single melee weapon attack, adding seven (7) points of damage to the blow. This damage may be combined with any other damaging effects that allow such combinations. The target may also choose to expend the effect to inflict four (4) Break effects to a target item. This requires the target to hold the item with both hands, and spend one (1) minute of time applying the effect. If the target is interrupted at any point during this time, the effect is expended with no result.
Obscure	Lesser Illusion	This effect creates a mask over the recipient's spirit, making details of his person unable to be discovered. Obscure blocks all effects of the type: Sense <XXX> from correctly reading information about the character wearing the Obscure. The exceptions to this are Sense Health, Sense Lesser Illusion, and Sense Illusion, which Obscure does not interfere with in any way. A character using any of the "Sense XXX" effects (excluding Sense Health, Sense Lesser Illusion, and Sense Illusion) will not be aware that the character is protected by Obscure and the Obscured character must give a negative response to all of the questions asked from the "Sense" effect. If responding to Sense Truth, the statement checked will always return as True. Obscure does not cover items that are on or carried by the Obscured character. This effect is not expended by its use, and can foil any number of effects during it duration. This effect does not foil Warding Glyphs. This effect lasts until the next Dusk.
Pain	-	This effect causes the target to drop to their knees, screaming in agony. The character cannot use any skill or perform any action other than to ward off a killing blow.

		This effect lasts for ten (10) seconds.
Paralyze	-	This effect immobilizes the target completely, freezing them in the place and position they were in when affected. The target is fully aware of their surroundings, but cannot move, speak or take any type of action. Natural Paralyze effects delivered via weapon (or claw) do not take effect if the weapon is stopped by a hand-held shield or armor. Skins and toughness do not prevent this effect. This effect lasts for 15 minutes.
Paranoia	-	This effect causes the target to become extremely delusional, thinking that everyone is "out to get him". The result varies from one individual to another, with some victims becoming violent toward those they feel mean to harm them, while others run away to cower in fear until the effects wear off. The character is also under the effects of a Disrupt Magic effect for the entire duration of the Paranoia effect. Also, the character gains the Acute Hearing Advantage, also for the entire duration of the Paranoia effect. The Disrupt effect cannot be avoided once affected by a Paranoia. Nor can it be removed normally; it only can be removed when the Paranoia effect is removed. Removal of the Paranoia effect also immediately removes the advantage gained from it. This effect lasts for one (1) hour.
Petrify	-	This effect causes the target and all of his possessions to be transformed into solid crystal. Any counts in-progress (Bleeding, Disease, Grim Poison, etc.) are halted, but will resume when the character is un-petrified. While petrified, the character is immune to most forms of harm and can only be moved by two (2) or more characters using Strength effects. While petrified, the character is aware of everything that transpires around him. This effect is permanent until cured. The character can will himself to die, if desired.
Piercing Blow	-	This effect adds one (1) extra wound to the base damage of any weapon attack. Damage can be absorbed by armor, skins, and/or toughness.
Prison	Greater Restrict	This effect completely envelopes the target in material appropriate to the source used to create the effect (i.e., ice for the Realm of Ice, etc.). The target cannot move any part of his body, speak, or see. The character that created the Prison can attack the target with a weapon, or deliver a barehanded Killing Blow; other characters may not affect the target in any way, though the Prison effect itself may be targeted with Dispel effects. This effect lasts for 30 minutes.
Purification	-	This effect removes any poison, brew or formulation that has not yet been used. Any ingested brew or formulation, even if mixed into food or drink can be removed with use of this effect. Formulations applied to bladed weapons or other objects can be removed with this effect as well. This effect does not have any effect on substances already in the body. It can be used to purify up to one quart of liquid and can even be poured onto food (generally about one plate of food).
Purify Blood	Curative	This effect cures any and all Poison effects the target is suffering from.
Razor's Edge	-	This effect allows the character to hone an edged weapon to a razor edge, causing the weapon to inflict extra damage on its <u>next swing</u>. Different versions of this effect apply different amounts of extra damage to the weapon. To apply the effect the weapon, the

| | | character must spend a full minute "sharpening" the weapon. The character should declare "Razor's Edge, #" where the number is the total value of wounds the attack delivers to the target. The Razor's edge effect may be freely combined with other damage enhancing effects (such a Strength, Wounding Blows, etc.), but no more than one (1) Razor's Edge effect may be on a weapon at one time.

Specific Razor's Edge effects will provide the additional damage amount added for that version. Damage can be absorbed by armor, skins, and/or toughness.

This effect lasts until Dusk or until used. |
|---|---|---|
| **Recover** | - | This effect allows a character to counter a Disarm effect made against a weapon they are wielding. |
| **Refresh <Resource> <#>** | - | This effect replenishes the target character's named resource (typically mana or ritualism Fatigue) in the specified amount. The refreshed resource cannot exceed that character's normal daily maximum. In the case of ritualism Fatigue, the Refresh effect should be understood to *reduce* the target's accumulated Fatigue, allowing her to draw more bones the next time she casts a ritual. |
| **Renew** | - | This effect replenishes a single use of a character's ability. When this effect is declared, it may be done so with an indication of the specific ability that is affected. If no abilities are declared, this effect restores a single Wounding Blow, Parry, Counter Magic, or Dodge of the target's choice.

Once any Renew effect is received, the target cannot benefit from any additional Renew effects (of any type) until the character spends the requisite time resetting their Combat Maneuvers. |
| **Resist against <XXX>** | - | This effect provides protection for the recipient against a single effect of the type indicated in the declaration. Resists are used by a conscious choice of the recipient; they do not provide their protection unless the character wills it so. As a consequence, using a Resist is an act of deliberate will, and cannot be performed while unconscious. The player must call out "Resist" to indicate that the effect has not affected him. A character may have an unlimited number of Resists active at one time.

Resists can protect against a wide variety of different types of effects. Examples include: Resist against Poison, Resist against Magic, Resist against Disease, etc. The particular kind of protection provided will be made clear when the effect is declared.

This effect lasts until Dusk or until used. |
| **Restore** | - | This effect causes all harmful effects on the target to end, and heals the target of all Wounds. All Poison, Disease, Slow, Weaken, Disrupt, Drain, or any other harmful effect on the target are removed, and all Wounds healed, after one (1) minute of onset time. |
| **Resurrection** | - | This effect attempts to bring a dead character back to life. Success is not guaranteed and all resurrections must have a member of the Campaign Committee present to be completed. A successful resurrection provides the following effects to the now-living target: Restore; all toughness is healed. Additionally, the character who had been resurrected will have no memory of the 30 minutes leading up to their death. Of note: the more difficult the death (i.e., the worse condition the remains are in), the harsher the resurrection can be on the spirit of the character being resurrected.

There are two common sources of resurrection are Alchemical Resurrection and Totemic Resurrection. Alchemical Resurrection is rumored to often end with imperfect results, permanently altering the character in some way. |

Sanctuary	-	This effect creates a Light Circle with the following additional properties: All who enter the Circle receive an Accelerate Healing effect, and any enchantments Sourced from the Realm of Light may be cast instantly, eschewing the usual meditation time.
Sense Health	-	This effect indicates that a character is attempting to determine information about the target character. The character can ask a series of Out-of-play question to the target that must be answered truthfully. After starting this ability, the character may immediately ask the following questions: • Are you alive or dead? • Are you conscious or unconscious? • Are you bleeding to death? • Are you wounded? If so, what locations? The following questions may be asked after at least five (5) seconds of inspection per question: • Are you healing faster or slower than normal? • Are you Poisoned? • Are you Diseased, Weakened, or Disrupted? • Are you Paralyzed? • Are you under the effects of an Intolerance? • Do you have a Graft of any kind? • Do you have any Natural Enchantments? • If so, what types are they? (Shield, Ward, Skin, Resist, Triggered, or Other)
Sense Hidden	-	This effect allows a character to become aware when other beings hidden by any Illusion (Lesser or Greater) are nearby. This effect is placed upon a character, enchanting them in such a way that they are made aware of the first being hidden by an Illusion that enters their field of vision. When the player notes another character using the appropriate type of gesture to indicate an Illusion effect, this effect is eligible to activate. The character may choose to stop the activation of this effect for a specific target, but doing so forever (for the duration of this effect, at least) eliminates that target from being detected again. If the effect is allowed to trigger, it immediately give the character a sense that there is something hidden by an Illusion in his field of view. If he spends one (1) minute in full Concentration, he becomes aware of the general location of any hidden characters in his field of view and a rough count of the total number. The count estimates are: one (1) to two (2), a few (up to five (5)), and many (more than five (5)). This does NOT allow the character to know the precise location of or interact with the hidden beings in any way. This sensitivity lasts for fifteen (15) minutes, during which time the character may stop and Concentrate for one (1) minute again to become aware of the general location of any hidden characters in his field of view and a rough count of the total number. This process may be repeated as often as is liked during the fifteen minute duration. After the fifteen minute duration, the enchantment ends and the character is left unable to sense hidden characters in any fashion. This effect lasts until triggered or until Dusk.
Sense Illusion	-	This effect allows a character to either become aware when other beings hidden by any Illusion (Lesser or Greater) are nearby, or determine the specifics of any Illusions on a person or object. This effect is placed upon a character, enchanting them in such a way that they are made aware of the first being hidden by an Illusion that enters their field of vision. When the player notes another character using the appropriate type of gesture to indicate an Illusion effect, this effect is eligible to activate. The character may choose to stop the activation of this effect for a specific target, but doing so forever (for the duration of this effect, at least) eliminates that target from being detected again. If the effect is allowed

to trigger, it immediately give the character a sense that there is something hidden by an Illusion in his field of view. If he spends one (1) minute in full Concentration, he becomes fully aware of the location of one (1) hidden character and is able to interact with them normally. This sensitivity lasts for fifteen (15) minutes, during which time the character may stop and Concentrate for one (1) minute again to become aware of any other single character hidden with Illusion effects. This process may be repeated as often as is liked during the fifteen minute duration. After the fifteen minute duration, the enchantment ends and the character is left unable to sense hidden characters in any fashion.

At any point while wearing this enchantment, the character can also choose to expend the effect to examine a character or object, detecting all Illusions upon the target. After ten (10) seconds of examination, the character may use Sense Illusion as a point effect and may ask the target (or a Guide if the target is an object) out-of-play questions about any and all Illusion effects present. The character should declare "Sense Illusion" and point at the target while standing within five (5) feet of the target. If the target it out of range, this effect is not expended. Once this effect is used in this fashion, it is expended and the enchantment ends.

The following questions may be asked after examining a target:
- Are you under the effect of an Illusion?
- If so, what is the Source of the Illusion? (Shadow, Blood, Aether, Fire, etc...)
- What is the Illusion? (Obscure, Meld, etc...)

This effect lasts until triggered or until Dusk.

Sense Lesser Illusion	-	This effect allows a character to either become aware when other beings hidden by Lesser Illusions are nearby, or determine the specifics of any Lesser Illusions on a person or object. This effect is placed upon a character, enchanting them in such a way that they are made aware of the first being hidden by a Lesser Illusion that enters their field of vision. When the player notes another character using the appropriate type of gesture to indicate a Lesser Illusion effect, this effect is eligible to activate. The character may choose to stop the activation of this effect for a specific target, but doing so forever (for the duration of this effect, at least) eliminates that target from being detected again. If the effect is allowed to trigger, it immediately give the character a sense that there is something hidden by a Lesser Illusion in his field of view. If he spends one (1) minute in full Concentration, he becomes fully aware of the location of one (1) hidden character and is able to interact with them normally. This sensitivity lasts for fifteen (15) minutes, during which time the character may stop and Concentrate for one (1) minute again to become aware of any other single character hidden with Lesser Illusion effects. This process may be repeated as often as is liked during the fifteen minute duration. After the fifteen minute duration, the enchantment ends and the character is left unable to sense hidden characters in any fashion. At any point while wearing this enchantment, the character can also choose to expend the effect to examine a character or object, detecting all Lesser Illusions upon the target. After ten (10) seconds of examination, the character may use Sense Lesser Illusion as a point effect and may ask the target (or a Guide if the target is an object) out-of-play questions about any and all Lesser Illusion effects present. The character should declare "Sense Lesser Illusion" and point at the target while standing within five (5) feet of the target. If the target is out of range, this effect is not expended. Once this effect is used in this fashion, it is expended and the enchantment ends. The following questions may be asked after examining a target: - Are you under the effect of a Lesser Illusion?

		• If so, what is the Source of the Lesser Illusion? (Shadow, Blood, Aether, Fire, etc...) • What is the Lesser Illusion? (Obscure, Meld, etc...) This effect lasts until triggered or until Dusk.
Sense Magic		This effect allows a character to immediately determine if a single object is magical, or if a person has any active magical effects on him, as long as the object or person is within five feet of the character. After delivering the tagline "Sense Magic," the character must examine each individual object and person separately. The character may ask if an object in plain view on another character is magical, but she may not ask if a character is carrying anything magical without specifying the item she is inspecting. Each of the questions below requires five (5) seconds of study prior to asking, other than asking if an item is magical or if a person is under any magical effects. Characters may not be able to detect items or effects if the target is otherwise obscured or hidden. Additional effects may be detected by going through each list of questions each time. Each use takes five (5) seconds after the initial detection. It is immediately obvious to any onlooker who hears the tagline that this ability is being used. If an item is identified as being magical, the player may ask the following questions: • Is the item under multiple effects? If so, how many? • Is it magic of the Realms, Forms, or Other? (Other magic will NOT be specified in most cases.) • Which specific Realms or Forms are involved? • Is it Battle magic or an Enchantment? If examining a person and active magic is detected, the player may ask the following questions: • Is the person under multiple effects? If so, how many? • Is it magic of the Realms, Forms, or Other? (Other magic will NOT be specified in most cases) • Which specific Realms or Forms are involved? • Is it Battle magic or an Enchantment? What is the general effect of the magic? (Shield, Ward, Resist, Skin, Triggered, other)
Sense <XXX> Ties	-	This effect allows a character to detect if the target has a tie to a specific type of magic. The type of magic being detected will be stated during the declaration. Targets of this effect should quietly answer "yes" or "no" if a specific Realm or Form is named. Similarly, if a tie to the Realms or the Forms is being detected, the character should answer "yes" or "no" and supply the Realms, Forms, Other, or combination thereof to which they are tied, if appropriate. If a tie to Magic is being detected, the character should supply the type of magic to which they are tied, and then the details of their tie to that magic. Examples: "Sense Ice Ties", "Sense Form Ties", "Sense Magic Ties"
Sense Truth	-	This effect allows a player using the effect to ask the target's player if the last statement they spoke was true or false. The target's player MUST answer truthfully. The "is this true or false" question is considered Out Of Play, though the Sense Truth effect is obvious to anyone who hears the tagline.
Shatter Soul	-	This effect decreases the chance of a successful resurrection. The target must be dead for it to take effect. This effect is only active for the next resurrection attempt. A character may not be affected by more than one Shatter Soul at a time.
Shield against <XXX>	-	This effect provides protection against the <u>first</u> effect of the type indicated in the declaration that strikes the recipient. The player must call out "Shield" to indicate that the effect has not affected him. A character may have multiple shields active on him at the same time, but only one of each type of declared protection.

		Shields can protect against a variety of different types of effects. Examples include: Shield against Mental, Shield against Physical, Shield against Disease, etc. The particular kind of protection provided will be made clear when the effect is declared. This effect lasts until Dusk or until used.
Shield Disarm	-	This effect targets a wielded shield, causing it to be knocked from the character's grasp. The targeted shield should be tossed at least five (5) feet away from the character wielding it. If the character cannot loose and drop the shield in two seconds, she takes a Wound to the arm that bypasses Skins, Toughness, and Armor. If this effect is delivered via a weapon swing and the attack strikes the character instead of the shield, the character suffers the base damage value of the weapon.
Shield Pierce	-	This effect indicates that the attack it accompanies will bypass any hand-held shield that it strikes, delivering it damage to the arm wielding the shield. If the attack instead strikes a character in a valid location, the character suffers the damage of the attack to that location. The shield is not affected in any way by this effect.
Silence	Lesser Restrict	This effect causes the target to be unable to speak or make any noise that originates from the mouth (including whistling, playing a flute, etc.). Any form of magic that has an In-play component (i.e. a verbal) cannot be successfully used. This effect lasts for fifteen (15) minutes.
Skin	Enhancement	This effect hardens the skin of the target, granting a number of points of protection. These extra points absorb damage at a rate of one (1) point of Skin absorbs one (1) point of damage. Any damage remaining after all points of a Skin have been used carries through to the appropriate hit location. Skin points are only used if damage is not avoided or reduced by other means such as Wards, Shields, Armor, blocking with a hand-held shield or weapon, Dodge, Parry, and so forth. Skins are considered "all over" protection and are NOT resolved per hit location. A number will be indicated when this effect is placed on the target that designates the exact number of points that Skin effect grants. Skins may never stack with other Skin effects. Example: A "Skin 3" effect would stop up to three (3) points of damage. If Karl has a three (3) point skin and takes a one (1) wound sword blow to his arm, and then one to his leg, in both cases the damage is absorbed and now his Skin is reduced to one (1) point. If Karl then takes a Piercing Blow 2 to his arm, one point of damage is absorbed by the Skin, but since there are no more points of Skin remaining, the last point of damage carries through to Karl's arm, and his arm is now Wounded. This effect lasts until used or until Dusk.
Sleep	-	This effect causes the target to immediately fall unconscious. This effect lasts for fifteen (15) minutes
Slip / Rip Bindings	-	This effect allows the user to escape from Pin Foot, Bands, and Entangle effects. Once this effect is active, the user immediately begins a 3 count, usually "I...Slip/Rip....Free!" After this slow count is complete, the user is freed from all Pin Foot, Bands, or Entangle effects currently affecting them. Escaping in this fashion does not in any way harm the user.
Slow	Lesser Restrict	This effect prevents a character from moving any faster than a <u>slow</u> walk. A character so affected may fight at normal speed, as well as use any special Maneuvers they may possess. This effect lasts for one (1) hour.

Speak with Dead	-	This effect allows the user to ask five (5) questions to a dead body. This number is variable, and the means of adding more questions will be specified in the specific power description, if any. The total number should be announced as part of the declaration, such as, "Speak with Dead 7." The corpse does not have to answer the questions, but the dead are less resistant to questions, as they have begun to leave the morals and concerns of the material world behind them. This spell ends automatically after fifteen (15) minutes, regardless of if any questions are remaining. The dead do not usually spend time trying to avoid answering questions, but it does happen from time to time. Should this spell be used on a player, a Guide must be present. Players should answer as they would normally, unless directed otherwise by the Guide.
Soul Wrack	-	This effect greatly decreases the chance of a successful resurrection. The target must be dead for it to take effect. This effect is only active for the next resurrection attempt. A character may only be affected by one Soul Wrack at a time.
Stabilize	Healing	This effect causes a target who is bleeding to death to immediately cease bleeding, with all wounds considered stable. Within one (1) minute after the application of the effect, the target will regain consciousness if they were unconscious due to Wounds. A character who is only stabilized will not transition to Walking Wounded.
Stasis	-	This effect indicates that the target has had all Bleeding, Disease and Poison countdowns paused for the duration of the Stasis effect, or until they are removed by other means. The effect lasts until sunset. Any effects received after the Stasis was used work normally and are not paused. When the effect ends, all countdowns resume where they left off; they do not reset.
Stoic Body	Enhancement	This effect allows the subject to remain conscious no matter how Wounded they become. Even with all locations Wounded, the character will never lapse into unconsciousness. The character does not retain the use of injured limbs, nor does it prevent the character from bleeding to death. However, the character will remain conscious until the moment of death. This effect lasts for one (1) hour. If a character under the effects of Stoic Body suffers a Torso Wound, they may still perform the following actions: 1. Use any skill that takes less than 10 seconds to perform. 2. Use brews/formulations 3. Use any skill or item that explicitly states it may be used with a Torso Wound 4. Stand or walk with assistance from at least one other character. The character may crawl if they have two unwounded limbs. 5. Armor continues to function normally, as do any protectives that are already active at the time of receiving the Torso Wound. Resists may be expended if they are already active. 6. Attempt to ward off a Killing Blow.
Strength	Enhancement	This effect grants to the target enhanced strength for one (1) minute. During this time, the target may carry loads of up to 500lbs with one hand without any side-effects. Only one Strength effect may ever be active upon a target at a time. A higher value strength effect may replace a lower value strength effect is one is already active upon the recipient. The target can carry up to two people with this effect, but both hands must be completely empty and free to do so (he cannot carry a person with a shield strapped to his arm, for example). If carrying another character, the target must role-play carrying the individual and the players must stay in physical contact at all times. When carrying another character you cannot move faster than a quick walk and certainly not faster than the player of the character you are carrying. At any point during the duration of this effect, the target may fully expend the Strength on a single melee or thrown weapon attack, adding one (1) point of damage to the blow. This damage may be combined with any other damaging effects that allow such combinations. The target may also choose to expend the effect to inflict one (1) Break effects to a target item. This requires the target to hold the item with both hands, and spend one (1) minute of time applying the effect. If the target is interrupted at any

		point during this time, the effect is expended with no result.
Strike	-	This effect allows the user to declare the hit location to be affected by an attack. If an attack is made and it hits a valid location, it is considered to have struck the declared location rather than the actual location struck. Abilities that grant a Strike effect should specify if they can be used with other maneuvers or not. If not specified, Strike cannot be used with other maneuvers. Example: "Strike - Right Arm"
Strike of Death	-	This effect causes the target to fall to the ground dead. The target suffers the effects of a Torso wound and a Killing Blow instantly. This effect breaches armor and removes any skins and toughness.
Striking Blow	-	This effect adds three (3) extra wounds to the base damage of any weapon attack. Damage can be absorbed by armor, skins, and/or toughness.
Stun	-	This effect causes the target to be knocked onto their back a lay insensate for ten (10) seconds. While Stunned, a character may perform no actions other than to ward off a Killing Blow. This effect bypasses armor, skins and toughness. This effect lasts for ten (10) seconds.
Suffocate		This effect causes the target to fall to the ground, suffocating. After one (1) minute, the affected character will lapse into unconsciousness, and after an additional five (5) minute, will die. During the initial minute, the affected character is unable to perform any actions or use any skills or abilities; they may only lie upon the ground gasping for air. Suffocate is not a Line-of-sight or Concentration effect; once affected it cannot be removed by the caster. This effect is not stopped by a hand-held shield, armor, skins or toughness. This effect lasts for six (6) minutes.
Supplement	-	A Supplement grants a specified Advantage for one (1) hour.
Suppress	-	This effect causes all magically sourced protectives (Wards, Shields, Skins, Triggered effects, Resists) and battle effects worn by the target to become dormant and cease functioning. The dormant effects are NOT removed, but become inactive and thus unable to perform their usual functions. The Suppress effect lasts until the character spends ten (10) minutes recovering. The player may take other actions during this time, but may not engage in any sort of combat, cast spells, or activate any items or abilities. Any new protective or battle effects received after the Suppress effect beings function normally.
Swipe	-	This effect allows the character, who MUST be within 5 feet of the target and in a non-combat situation, to declare an item being held in the target's hands and then take it from the target's player. This effect is obvious to everyone who hears the declaration. This effect cannot be Dodged or Parried or otherwise avoided by the target, though items tied or otherwise bound in place will not move beyond the limits of their tether. Example: "Swipe - Book"
Trance	-	This effect causes the target to fall into a trance, unable to perform any action. The target will cease any actions he or she is currently undertaking and will do nothing but stare blankly. The target is unable to move, fight, defend themselves, or speak. If the target or an object in his possession is struck by a damaging blow, harmful effect, or other attack, this effect ends, though the target

		must then resolve the effect that broke the Trance. If a Killing Blow is administered to the target, the effect ends after the declaration "Killing Blow One" (but before the Killing Blow succeeds). This effect lasts as long as the caster maintains Line-of-Sight.
Treatment	-	A Treatment effect alleviates a specified Disadvantage for one (1) hour.
Triggered \<XXX\>	-	A Triggered effect is an effect that does not become active until certain conditions have been met. A character may only have one (1) Triggered effect active per triggering condition, but may have as many different Triggered effects (that have different triggering conditions) active as they wish. A Triggered effect goes off when the triggering condition is met. A Triggered effect is targeted at another character, and is not Dodgeable, but can be countered with any defense that normally stops the triggered effect. Unless noted otherwise, a Triggered effect does not prevent the consequences of any effect that triggers it. Example: Triggering Condition: Character has been bleeding to death for one (1) minute. Effect: Triggered Light Accelerate Healing. Example: Triggering Condition: a wielded weapon receives a Break effect from another weapon. Effect: Triggered Disarm. This effect lasts until Dusk or until used.
Troll Strength	Enhancement	This effect grants to the target enhanced strength for three (3) minutes. During this time, the target may carry loads of up to 500lbs with one hand without any side-effects. Only one Strength effect may ever be active upon a target at a time. A higher value strength effect may replace a lower value strength effect is one is already active upon the recipient. The target can carry up to two people with this effect, but both hands must be completely empty and free to do so (he cannot carry a person with a shield strapped to his arm, for example). If carrying another character, the target must role-play carrying the individual and the players must stay in physical contact at all times. When carrying another character you cannot move faster than a quick walk and certainly not faster than the player of the character you are carrying. At any point during the duration of this effect, the target may fully expend the Troll Strength on a single melee weapon attack, adding three (3) points of damage to the blow. This damage may be combined with any other damaging effects that allow such combinations. The target may also choose to expend the effect to inflict two (2) Break effects to a target item. This requires the target to hold the item with both hands, and spend one (1) minute of time applying the effect. If the target is interrupted at any point during this time, the effect is expended with no result.
True Strike	-	This effect makes the attack it is called with unable to be stopped by any Defensive Maneuver skill (Parry, Missile Dodge, Dodge, Countermagic, etc.). The attack still resolves normally against any other protectives that are present and that apply to the attack type.
Truth	-	This effect allows a player using the effect to ask the target's player if the last statement they spoke was true or false. The target's player MUST answer truthfully. The "is this true or false" question is considered Out Of Play, though the Truth effect is obvious to anyone who hears the tagline.
Wall	-	This effect creates a Wall up to 10 feet in length that prevents anything from crossing it. The wall must be designated with a length of white cloth or other material that is a minimum of six (6) inches wide. No characters, weapons or even any other effects can pass through the boundary of the wall. If any character or creature is standing upon the boundary of the wall when it is being created,

		the effect will fail. All walls are completely transparent and can be seen through easily. The creator of the Wall must be within five (5) feet of the Wall boundary at the time of creation and must remain so for its entire duration. Further, the creator must hold his arm out with his palm facing the Wall for the duration of the effect. The creator must also maintain Concentration for the duration of the effect, and cannot fight, cast spells, activate items or use any other abilities. If the creator's Concentration is broken, the Wall immediately drops. See Chapter 16: General Rules for Play for more details on Concentration. Walls sourced from the Realm of Light are notably different from all other walls. Walls of Light do not present as a barrier to any creature or person unless they are a Creature of Shadow. Entities that are Creatures of Shadow may not pass through the barrier, nor may any effect or attack Sourced from the Realm of Shadow. See the Creature of Shadow descriptor for more information. Any person or creature that is not a Creature of Shadow may pass freely through the Wall as if it were not there. This effect lasts as long as the character maintaining it holds Concentration.
Ward against <XXX>	-	This effect provides protection against the <u>first</u> magical effect of the type indicated in the declaration that strikes the recipient. The player must call out "Ward" to indicate that the effect has not affected him. A character may only have one Ward of any type active at a single time. Wards can protect against particular subsets of a type of magic (i.e. Ward against Fire or Ward against Dust), against whole types of magic (i.e. Ward against the Realms or Ward against the Forms), or even against all types of magic (i.e. Ward against Magic). The particular kind of protection provided will be made clear when the effect is declared. This effect lasts until Dusk or until used.
Weaken	-	This effect saps the target's energy, leaving them unable to fight with any strength or finesse. The target may not use any Combat Maneuvers, any skill or ability that grants the use of a Combat Maneuver, or any other skill or ability that resets as per Combat Maneuvers. This includes (but is not limited to) such skills as Dodge, Piercing Blow, and Second Wind, but does not impair the use of Toughness in any way. This specifically excludes Countermagic, which is not hindered by Weaken effects. This effect lasts for one (1) hour.