

PRIEST

Battle raged around her. The MacBoar clan had gained the advantage at last. The strength of the bear had definitely helped her warriors to hold their position. The invaders must be annihilated though. None who breached these walls could be allowed to live to tell the tale. She called upon Raxiel one final time, pooling what power she could, and invoked fury in all of the front line...

A priest is the mouthpiece of their chosen deity, spreading the word throughout the world of Eventyr. In the same way as no two deities being alike, even if they share the same domains, no two priests are exactly alike, even if they share the same deity.

The Nature of Gods

In the universe in which Eventyr is set, there is no set pantheon of gods. Instead of a fixed pantheon, with specific gods embodying certain virtues or characteristics, there are a fixed number of domains. Any god or other object of worship will embody one or two of these domains. The name of the deity, its appearance and the methods of worship are functionally irrelevant. As such, two different groups can worship different gods of the same domain in wildly different forms, but their power comes from effectively the same source.

The list of domains is as follows:

Arcane	Death	Moon / Night	Secrets / Thievery
Chaos / Change / Freedom	Destruction	Nature	Sun / Day
Control	Healing	Order	Travel / Gateways
Creation	Knowledge / Divination	Protection	War / Strength

Character Creation

When a player creates a priest character, they must choose one deity to follow. This deity grants power to the priest and it is in the name of the deity that spells are cast. As stated previously, the precise name and nature of the deity is not important in terms of game mechanics but the domains that that deity embodies are. The player must select up to **two** domains that represent their deity. These choices are important as they specify which spells will be available to the priest character.

There is no benefit or disadvantage to only selecting one domain for a particular deity. The spell list available to a priest of such a deity will be reduced, but this will allow a clearer focus for the development of the character. Similarly, there is no benefit or disadvantage to selecting two domains that could be considered as functionally opposite in nature (for instance, creation and destruction).

CLASS ABILITIES

Armoured Caster

Wielders of divine energy can cast spells whilst wearing armour. However, this comes at a price; spells cast whilst wearing armour have an increased casting cost, which depends upon the material of the armour.

- Cloth armour does not convey a penalty to the casting cost of a spell.
- Leather armour conveys a 1 PP penalty per armoured location.
- Metal armour conveys a 2 PP penalty per armoured location.

As such, a priest wearing a full set of leather armour (head, body, upper and lower limbs) would incur a 4 PP penalty for casting spells. A priest wearing only a metal breastplate would incur a 2 PP penalty.

Shields convey a similar penalty to casting spells; a shield conveys a penalty of 3 PP to any spell cast. Holding a shield prevents the clear focussing of divine energies, so the same penalty is applied no matter what size of shield is used, or what material it is made of.

CASTING SPELLS

Spells like all things can vary from simple cantrips to complex, deadly weapons. As such they are divided into circles of power; the simplest and easiest spells to command are within the first circle, whilst the more intricate and powerful spells are found within the sixth circle.

Spell Books and Scrolls

A priest will have a spell book (an in-character item) that will need to be at least A5 in size. Into this book will be placed the spells that are known by that priest. A priest's spell book is specific to each priest and is a constant source of reference; it is therefore not possible to copy or cast directly from another's spell book.

A scroll is a single piece of parchment (A5 sized) that is a minor magical item. The scroll contains the magical instructions for the priest to harness, the spell within the scroll may either be cast from the scroll directly (which then uses the power within the scroll and destroys it), or the spell may be transcribed into the spell book of the priest, from which it may then cast many times (power permitting). The scroll will not tell of the effects of the spell it contains, this must be researched and known by the priest prior to casting.

Adding a spell to a spell book carries a risk of failure. If done under the guidance of a grand master then this is greatly reduced.

Learning Spells

Each priest begins their career with three 1st circle spells; one of the starting spells must come from the core spell list, whilst the other two can come from either the core spell list or from the domain spell list(s) associated with their chosen deity. Certain skills allow for additional spells to be chosen from the spell list, otherwise spells can be learnt from other, more experienced priests or by finding scrolls whilst out adventuring.

Spell Lists

All priests have access to a core set of spells that can be cast in the name of deities of any domain. However, the one or two domains that define the particular god allow their follower access to additional spells that fit with the "flavour" of the domains. A priest cannot learn spells from outside of the domains of their deity. For instance, the healing domain grants access to high level healing spells whilst the destruction domain contains spells focussing on damage to items and individuals.

The spell list for each domain is not unique; there are some spells that are found in multiple domain lists but in such cases, the spells are often found in different spell circles. Taking the spell "spirit shield" as an example, this spell is available from the protection domain at 1st circle, whereas it is a 2nd circle spell in the creation and war / strength domains. The variation of spell circle allows the different domains to put a greater emphasis on certain types of spells, whilst not precluding the use of others completely.

If a spell is present in the lists from both domains of a particular deity, the lower circle will always take priority.

The core spell list is as follows:

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Dedicate holy symbol	Bless	Destroy minor undead	Invisibility to undead	Destroy major undead	Dismiss
Detect divine	Create light	Hold major undead	Sanctify major		
Detect undead	Sanctify minor				
Heal wounds 1					
Hold minor undead					

Each domain gives the priest access to a further number of spells, as dictated in the following table:

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
2 additional spells	4 additional spells	3 additional spells	2 additional spells	1 additional spell	1 additional spell

As such, a priest whose deity is described by two domains that do not share any spells would have access to the following maximum spell list.

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
9 spells	11 spells	8 spells	6 spells	3 spells	3 spells

The detailed spell lists of each domain are presented in full at the end of this document.

Verbal Components

In order to cast a spell, the priest must incant a series of verbal commands, which not only signify the casting of the spell, but also select targets and specify effects. The verbals must be clearly spoken (or shouted) and every spell will end with the word “spellcasting” and the name of the spell. For clarity and to avoid confusion on the battlefield, it is recommended that a caster summarises any spell effects immediately after casting a spell; whilst all of the monsters are briefed on the commonest spell effects to expect, a reminded to all in earshot is never a bad thing.

The length of the verbal component is dictated by the complexity and power required by the spell; this is specified by the circle of the spell. A first circle spell is the simplest to cast and so requires the shortest verbal component of only 5 words. As the spell circle increases, so does the length of the verbal component, by 3 words per circle. As such, a third circle spell requires 11 words prior to “spellcasting” and a sixth circle spell requires 20 words.

The minimum verbals for a first circle priest spell are “By the power of [domain], spellcasting [spell name]”. The [domain] portion is replaced by the specific domain by which the spell is cast and relates to the domains used to describe the deity of the caster.

Upon speaking the word “spellcasting”, the divine power of the spell is released. If a priest needs to halt their casting mid-verbal for any reason, it must be done before “spellcasting” is spoken. If not, the spell does not occur as intended, but the power points are deducted from the priest’s total and inflicted as hits to the head of the caster. As such, it is important to avoid taking damage whilst casting spells!

Physical Components

As well as the essential verbal component, some spells will require a physical representation to allow others to appreciate the effect is in place. For example, the spell “Wall of Element” requires a coloured ribbon or rope to be placed on the ground to mark the location of the wall. The markings must be clear to all other players, crew

and referees, particularly when ribbons or other markings are to be placed on items to mark blessings (white ribbons) or wards (yellow ribbons), to avoid any confusion.

To signify that a spell is being cast, the priest needs to be holding their spell book and be in physical contact with their holy symbol. Without their holy symbol, the priest cannot cast any spells other than the “dedicate holy symbol” spell, assuming they have that spell in their spell book.

Spell Costs

A priest may only cast so many spells a day (defined as from twilight to twilight), which are restricted by Priest Points (PPs) and must study each evening to memorise the spells they have available to them and ensure they have control over the power which runs through them.

A spell costs a number of PPs equal to the circle of the spell. First circle spells cost 1 PP to cast, second circle spells cost 2 PP and so on.

Regaining Lost Power

Lost power points are regained each day at twilight; to avoid confusion, the time of twilight will be announced during the player brief at the start of each event and will also be posted outside GOD.

There is a second way that experienced priests can use to regain their power before the setting of the sun; by praying at a shrine sanctified to their deity. When a shrine is sanctified, the symbols of the domain(s) that typify that god or deity must be inscribed within the sanctified area. A priest cannot gain the benefits of praying at a shrine unless their deity shares one of the domain(s) by which the shrine is sanctified. A shrine must be created within an in-character (IC) location and prayer at the shrine must also be carried out in-character; no out-of-character (OOC) activities can be conducted whilst the character is considered to be “at prayer”.

LEVEL PROGRESSION

All characters start at level 1; they then increase in level as experience points are gained and spent on new skills. Permanent bonuses are awarded as you progress in level. The following table details the number of experience points needed to be spent to reach each level, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	10 – 16	Starting character	
2	17 – 24	May learn Expert level skills	
3	25 – 32	May turn minor undead once a day	
4	33 – 41	May pursue a prestige class or dual class	
5	42 – 51	+2 priest points (PP)	
6	52 – 61	Base hits increase to 2/1	
7	62 – 71	May turn minor undead twice a day	
8	72 – 82	May learn Master level skills	
9	83 – 93	None	
10	94 – 104	+2 offensive points (OP)	
11	105 – 116	None	
12	117 – 127	May learn Grand Master level skills	
13	128 – 140	Base hits increase to 2/2	
14	141 – 152	May turn major undead once a day	
15	153 – 165	None	
16	166 – 178	+2 priest points (PP)	

17	179 – 191	None	
18	192 – 205	None	
19	206 – 218	May turn major undead twice a day	
20	219 – 232	Base hits increase to 3/2	
21	233 – 246	None	
22	247 – 261	+4 offensive points (OP)	

CLASS SKILLS

The following table details the XP cost for each skill available to the priest. Only skills from this list and from the general skill list in the player’s manual can be taken by a priest.

Skill	Apprentice	Expert	Master	Grand Master
Armour Mastery	3	5	7	-
Create Scroll	4	5	6	7
Create Shrine	3	4	5	6
Divine Power	2	3	4	5
Divine Power Advanced	4	5	6	7
Imbue Spell	3	4	5	6
Long Weapon Mastery	3	4	5	6
Offensive	3	4	5	6
Prayer	4	5	6	7
Priest Lore	3	4	5	6
Read Scroll	3	4	5	6
Scroll Writing	3	4	5	6
Shield Mastery	3	4	-	-
Spell Potency	3	4	5	6
Spell Storing	3	4	5	6
Spell Study	2	3	4	5
Transcend Armour	3	5	7	9
Turn Undead	3	4	5	6

Armour Mastery

Through extensive training, the priest can make the most of the protection granted by their armour.

In order to resist a blow, the priest must have seen the source of the blow.

Prerequisites are Cloth Armour Use, Leather Armour Use and Metal Armour Use.

<i>Apprentice</i>	+1 hit on all locations covered by armour; this bonus is lost if the armour covering a particular location is removed, either intentionally or at the end of a combat encounter in which the armour was destroyed.
<i>Expert</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, once per day (call “resist” to signify this)
<i>Master</i>	Can resist a common called blow that strikes an armoured location, taking 1 point of damage instead of the effect of the blow, twice per day (call “resist” to signify this)

Create Scroll

This skill allows the priest to create scrolls from spells held within their spell book.

Only one scroll can be created by a priest at an event; the maximum circle of that scroll is dictated by their skill. Creating a scroll requires the spending of PP equal to the circle of the spell.

Prerequisites are Scroll Writing and Read Scroll to the same level of expertise.

Apprentice	May write a 1 st circle scroll once per event
Expert	May write a scroll of up to 3 rd circle once per event
Master	May write a scroll of up to 5 th circle once per event
Grand Master	May write a scroll of any circle once per event

Create Shrine

This skill allows the priest to create a shrine to their deity once a day. The shrine is a focal point for their faith and a place to pray, either alone or with other believers.

The area must be sanctified prior to becoming a shrine; once sanctified it will take 10 minutes of role-play to create each level of the shrine. The level of the shrine must be identified at the time of creation with the same rune as the first four spell circles. Similarly, the domain(s) of the deity must also be marked using the relevant symbols. The shrine bestows the following limitations to each follower of that god.

Apprentice	Peasant’s shrine (3’ x 3’) – may restore up to 3 PP per day (20 minutes prayer per point)
Expert	Minor shrine (6’ x 6’) – may restore up to 6 PP per day (10 minutes prayer per point)
Master	Greater shrine (9’ x 9’) – may restore up to 12 PP per day (12 minutes prayer per point)
Grand Master	Major shrine (12’ x 12’) – may restore up to 20 PP per day (5 minutes prayer per point)

Divine Power

The basic necessity for the casting of any spells.

Apprentice	+5 priest points (PP)
Expert	+5 priest points (PP)
Master	+5 priest points (PP)
Grand Master	+5 priest points (PP)

Divine Power Advanced

This gives the priest more power to cast more spells, more often.

Prerequisite is Divine Power at master level.

Apprentice	+5 priest points (PP)
Expert	+5 priest points (PP)
Master	+5 priest points (PP)
Grand Master	+5 priest points (PP)

Imbue Spell

This skill allows the priest to bestow a spell into another character, by effectively casting it into them. To imbue the spell, the priest must maintain physical contact with the target for 30 seconds per circle of spell. The imbuing process consumes 1 PP in addition to the cost of the spell. If the imbued spell is not cast within the hour, it is lost. The recipient of the imbued spell casts the spell by the power of the original caster, calling “by the power of [spellcaster], imbued spellcasting [spell name]”.

Apprentice	A 1 st circle spell may be imbued into a target
Expert	A spell of up to 3 rd circle may be imbued into a target
Master	A spell of up to 5 th circle may be imbued into a target
Grand Master	A spell of any circle may be imbued into a target; the spell can also be set to be cast automatically by specifying a condition for casting when imbued into the target

Long Weapon Mastery

This allows for the advanced use of the long weapons wielded by the priest.

Apprentice	Double blow style; +2 offensive points (OP)
Expert	Double combat style; +2 offensive points (OP)
Master	Disarming blow style; +2 offensive points (OP)
Grand Master	Critical blow style; +2 offensive points (OP)

Offensive

The ability of the priest to hone their offensive combat styles.

<i>Apprentice</i>	+5 offensive points (OP)
<i>Expert</i>	+5 offensive points (OP)
<i>Master</i>	+5 offensive points (OP)
<i>Grand Master</i>	+5 offensive points (OP)

Prayer

A priest may dedicate themselves at a shrine to their deity and recover power.

This skill limits the power a priest may regain even if the level of the shrine allows more. A priest can only pray at a shrine that has been dedicated to a deity that shares at least one domain with those of the priest's chosen deity. You can never regain more than your starting total of power points.

<i>Apprentice</i>	May restore 3 PP per day – 20 minute prayer/point restored
<i>Expert</i>	May restore 6 PP per day – 10 minute prayer/point restored
<i>Master</i>	May restore 12 PP per day – 5 minute prayer/point restored
<i>Grand Master</i>	May restore 20 PP per day – 5 minute prayer/point restored

Priest Lore

This allows the priest to learn higher circles of spells through prayer.

<i>Apprentice</i>	May learn 1 st circle spells beyond their starting spells; may choose two additional 1 st circle spells
<i>Expert</i>	May learn 2 nd circle spells; may choose one 2 nd circle spell
<i>Master</i>	May learn 4 th circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 6 th circle spells; may choose one 4 th circle spell

Read Scroll

This allows the priest to read a scroll that they have found on their travels.

Any scroll can be read by a character with this skill; the only limitation is the circle of the spell, as dictated by the proficiency level in this skill.

Scrolls are cast by tearing them in half and calling "by the power of this scroll, spellcasting [spell name]"

<i>Apprentice</i>	1 st and 2 nd circle scrolls may be read
<i>Expert</i>	Up to 4 th circle scrolls may be read
<i>Master</i>	Up to 6 th circle scrolls may be read
<i>Grand Master</i>	All scrolls may be read

Scroll Writing

This allows the priest to transfer scrolls into their spell book.

Only scrolls of spells that appear in the spell list of a character can be written into their spell book; if the spell is not on their spell list, any attempt to write it to a character's spell book will immediately fail.

Attempting to write a scroll into a spell book will destroy the scroll, whether the attempt is successful or not. Every player has a remote chance of successfully achieving this task; this is 10% for 1st & 2nd circle spells and lower for higher circle spells. A dice is rolled when this is attempted; if the player fails then the scroll is lost and not transferred into the book. If scroll writing with another priest, the level of the highest participant may be taken.

<i>Apprentice</i>	1 st and 2 nd circle spells 60%; 3 rd and 4 th circle spells 30%
<i>Expert</i>	1 st and 2 nd circle spells 95%; 3 rd and 4 th circle spells 60%; 5 th and 6 th circle spells 30%
<i>Master</i>	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%; 5 th and 6 th circle spells 60%
<i>Grand Master</i>	1 st to 4 th circle spells 100%, 5 th and 6 th circle spells 95%

Shield Mastery

The ability to use a shield to optimum efficiency.

<i>Apprentice</i>	May use large shields (any shield larger than 2' diameter)
<i>Expert</i>	The additional cost of casting spells whilst holding a shield is reduced by 1

Spell Potency

This allows the priest to study the ways of spell construction. With greater knowledge it is possible for others not to be able to resist your spells. The caster must call 'irresistible' before the spell name.

Prerequisite is Spell Study to the same level of expertise.

<i>Apprentice</i>	One 1 st circle spell may be cast as irresistible once a day
<i>Expert</i>	One spell of up to 2 nd circle may be cast as irresistible once a day
<i>Master</i>	One spell of up to 3 rd circle spell may be cast as irresistible once a day
<i>Grand Master</i>	One spell of up to 4 th circle spell may be cast as irresistible once a day

Spell Storing

This allows the priest to pre-cast a spell and store it in the forefront of their mind, allowing them to cast it as the next spell without saying the entire verbal length. The spell is cast by saying "Spell Store [spell name]". If the stored spell is not the next spell cast or twilight occurs before the spell is cast, the spell is lost.

<i>Apprentice</i>	May store a 1 st circle spell; +1 PP
<i>Expert</i>	May store a spell up to 2 nd circle; +2 PP
<i>Master</i>	May store a spell up to 3 rd circle; +3 PP
<i>Grand Master</i>	May store any spell; +4 PP

Spell Study

This skill allows the priest to learn additional spells beyond those initially learnt.

<i>Apprentice</i>	Can choose an additional 1 st circle spell from the list; +1 PP
<i>Expert</i>	Can choose an additional 2 nd circle spell from the list; +2 PP
<i>Master</i>	Can choose an additional 1 st circle and 3 rd circle spell from the list; +3 PP
<i>Grand Master</i>	Can choose an additional 2 nd circle and 4 th circle spell from the list; +4 PP

Transcend Armour

This allows for the priest to cast spells more effectively whilst wearing armour.

<i>Apprentice</i>	The additional cost of casting spells in armour is reduced by 1
<i>Expert</i>	The additional cost of casting spells in armour is reduced by 2
<i>Master</i>	The additional cost of casting spells in armour is reduced by 3
<i>Grand Master</i>	The additional cost of casting spells in armour is reduced by 4

Turn Undead

This allows the priest to force an undead creature to obey their commands, in the name of their deity.

<i>Apprentice</i>	May turn minor undead once per day
<i>Expert</i>	May turn minor undead three times per day
<i>Master</i>	May turn major undead once per day
<i>Grand Master</i>	May turn extra-planar beings (demons) once per day

Combat Summary

The following table summarises the full range of offensive calls that can be made by a priest, along with the relevant points cost.

Offensive	
Call	Cost (OP)
Double (blow)	1
Critical (blow)	6
Disarm (blow)	3
Double (combat)	5

SPELL DESCRIPTIONS

As discussed previously, the different domains used to describe deities all have different spells available to them. The following section details which spells are available to each domain and then goes on to describe each spell in detail.

Arcane

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Create element	Elemental wall	Comprehend magic	Dispel magic	Bestow charge (arcane)	Steal power
Detect magic	Identify	Magic blast 2	Transfer arcane		
	Magic blast 1	Resist element			
	Prolong arcane				

Chaos / Change / Freedom

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
?	?	?	?	?	?
?	?	?	?		
	?	?			
	?				

The domain of chaos is unlike all others; instead of having a fixed spell list, a worshipper of chaos will be granted a random selection of spells at the start of every event. The number of spells known by the priest will be noted at the end of each event and replaced with new ones at the start of each subsequent event.

Control

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Drop	Confuse	Command 3	Mind blast 2	Mass command 3	Mass paralysis
Suggestion	Fear	Mind block	Sleep (ranged)		
	Hold person	Stun			
	Sleep (touch)				

Creation

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Create element	Duplicate crude	Duplicate quality	Duplicate masterwork	Bestow charge (divine)	Duplicate magic item
Repair	Grow	Mend bone	Regeneration		
	Spirit weapon	Repair armour			
	Spirit shield				

Death

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Lay to rest	Command minor undead	Bleed	Command major undead	Full dedicate	Stay of execution
Life wound	Desecrate	Creeping death	Life blast 4		
	Speak to dead	Life blast 1			
	Stabilise				

Destruction

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Divine wound	Desecrate	Creeping death	Disintegrate	Mass shatter	Earthquake
Shatter (touch)	Fear	Holy blast 2	Wither limb		
	Holy blast 1	Shatter (ranged)			
	Warp				

Healing

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Accelerate healing	Diagnose	Heal wounds 4	Antidote	Mass heal wounds 4	Full heal
Stabilise	Healing chant	Ranged heal wounds 1	Regeneration		
	Mend bone	Speak to dead			
	Slow poison				

Knowledge / Divination

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Detect magic	Detect race	Detect lie	Ask the earth	Commune	Appropriate ability
Divine inspiration	Identify	Detect secret	Transfer piety		
	Imitate skill	Speak to dead			
	Know plane				

Moon / Night

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Create dark	Dark blast 1	Conceal truth	Dark blast 4	Mass fear	Summon twilight
Star gaze	Detect illusion	Merge with dark	Sleep (ranged)		
	Fear	Speak to dead			
	Sleep (touch)				

Nature

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Beast of burden	Barkskin	Beast form	Command beast	Befriend beast	Mass hold person
Speak to beast	Entangle	Calm beast	Mass entangle		
	Resist fear	Grow			
	Sleep ranged (beast)				

Order

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Divine inspiration	Repair weapon	Command 3	Transfer arcane	Reflect	Simulacrum
Ward	Resist fear	Detect lie	Transfer piety		
	Stabilise	Repair armour			
	Transfer condition				

Protection

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Spirit shield	Divine armour	Cat's grace	Invisibility	Protection from planar effects	Mass cat's grace
Ward	Divine wall	Sanctuary	Reflect		
	Spirit weapon	Slow poison			
	Stabilise				

Secrets / Thievery

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Spirit rope	Conceal truth	Detect secret	Forget	Steal power	Time stop
Suggestion	Hide in shadows	Open mundane lock	Invisibility		
	Release bonds	Teleport			
	Spider climb				

Sun / Day

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Create light	Destroy minor undead	Detect lie	Destroy major undead	Dismiss illusion	Mass fire blast 4
Sun bathe	Detect illusion	Detect secret	Fire blast 4		
	Fire blast 1	Peaceful respite			
	Resist fear				

Travel / Gateways

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Beast of burden	Blink	Open mundane lock	Gate	Mass teleport	Planar travel
Spirit rope	Feather fall	Remove paralysis	Teleport other		
	Know plane	Teleport			
	Spider climb				

War / Strength

1 st circle	2 nd circle	3 rd circle	4 th circle	5 th circle	6 th circle
Beast of burden	Holy blast 1	Bear's strength	Holy blast 4	Full dedicate	Mass bear's strength
Spirit weapon	Spirit shield	Holy blast 2	Invoke fury		
	Stabilise	Repair armour			
	Strength				

Accelerate healing	The time taken for non-magical healing on the target is halved; this includes healing from first-aid, camping and potion effects.
Antidote	Any potion and poison effects on the touched target cease; this does not heal any damage caused by the effects.
Appropriate ability	The caster temporarily gains access to a skill (from any class list) at master level; any OP or DP required by the skill are granted by the spell solely for use by the skill. Access to the skill lasts for 5 minutes.
Ask the earth	The caster delves into the aura of a particular area; they may ask three questions about their current location to the attending referee, who will provide answers appropriate to the location.
Barkskin	Provides two points of natural armour to each location of the caster, akin to two temporary hit points per location. The armour dissipates at the end of the combat or encounter (at the discretion of the referee). Cannot be cast on a target that is wearing any armour.
Bear's strength	Touched target regains up to 5 OP.
Beast form	The caster takes on the aspect of the named beast, acquiring the associated skill at master level for the duration of the spell; hawk (detect secret), wolf (tracking), hare (leaping), fish (swimming). Spell lasts for 5 minutes (at discretion of the attending referee).
Beast of burden	The encumbrance limit of the touched target is increased by 20; effect lasts for 1 hour.
Befriend beast	The target beast is charmed by the caster; it will not act in a hostile way towards the caster or their companions and will follow simple commands issued by the caster, including fighting alongside them. Effects wear off after 5 minutes, at which point the beast is no longer charmed but not hostile towards the caster.
Bestow charge (arcane)	Will restore any lost charges of a magical item to full.
Bestow charge (divine)	Will restore any lost charges of a divine item to full.
Bleed	The death count of the touched, unconscious target is halved, essentially reducing the time until death.
Bless	Target touched item is sanctified, making it immune to shatter or warp effects (from spells or crushing blows) for a maximum of 3 hours. Blessing a weapon does not allow it to do holy damage. Blessed water is classed as holy water (used in certain rituals). The phys rep must be clearly marked with a WHITE ribbon or other marker.
Blink	Caster may place hand above head and walk (out of time) to any location within 10 walking paces in a single straight line. Throughout this movement, they are unaware of anything happening around them.
Calm beast	The target beast is calmed by the caster; it ceases any hostile actions towards the caster and any accompanying characters if it is not provoked.
Cat's grace	Touched target regains up to 5 DP.
Command 3	Target must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work)
Command beast	Target beast must obey the next 5 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "go jump in the lava" will not work on a target, but "try jumping over the chasm" will work).

Command major undead 3	Target major undead creature (e.g. mummy or lich) must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work). Will also affect minor undead creatures.
Command minor undead 3	Target minor undead creature (e.g. zombie, skeleton or ghoul) must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work)
Commune	The player may communicate directly with their deity, asking for advice or guidance. The attending referee will provide an answer in keeping with the domain(s) of the requested deity.
Comprehend magic	The touched target gains the ability to read and therefore use scrolls. If the target already possesses the read scroll skill, it is temporarily increased to the next level, otherwise the target gains the skill at apprentice level. Effect lasts for 5 minutes or until a scroll is used.
Conceal truth	For the next 5 minutes, any lies told by the caster will be believed by any that hear them.
Confuse	The target is confused for 30 seconds; they cannot use skills or make sense when talking during this time. Any physical or spell damage taken will immediately break this effect.
Create dark	Creates a quantity of the element stated. The quantity is determined by the volume of the casting verbals. The functional use of the created element is situational, at the discretion of the attending referee.
Create element	Creates a quantity of the element stated. The quantity is determined by the volume of the casting verbals. The functional use of the created element is situational, at the discretion of the attending referee.
Create fire	Creates a quantity of the element stated. The quantity is determined by the volume of the casting verbals. The functional use of the created element is situational, at the discretion of the attending referee.
Creeping death	The touched target can only be healed by magical spells; potions and first-aid have no effect on physical wounds. Effect lasts for 1 hour or until dispelled or dismissed.
Dark blast 1	Does one point of ranged elemental damage to the chest of the target, ignoring armour.
Dark blast 4	Does four points of ranged elemental damage to the chest of the target, ignoring armour.
Dedicate holy symbol	Changes an existing mundane object into the focus by which the character channels power from their deity. This is the only spell that can be cast without a holy symbol; a holy symbol is required for casting all other spells. The spell must be cast on the object to become a holy symbol whilst it is held by its proposed user. It should be noted that a character can only have one holy symbol at a time.
Desecrate	Removes the sanctified effect from a given area; repeat castings may be required for areas that have been affected by a "sanctify major" spell.
Destroy major undead	Target major undead creature (e.g. mummy or lich) is destroyed; the target cannot regenerate from this damage. Will also affect minor undead creatures.
Destroy minor undead	Target minor undead (e.g. zombie, skeleton or ghoul) is destroyed; the target cannot regenerate from this damage.
Detect divine	Can detect whether an item has any divine properties. No details of the properties can be determined, only their presence or absence.

Detect illusion	Caster can detect any illusions within a radius of 10'.
Detect lie	For the next 5 minutes, the caster can detect whether any lies are told within their presence (the attending referee will indicate any lies). This spell does not force the truth to be told in the presence of the caster.
Detect magic	Can detect whether an item has any magical properties, or is affected by a curse. No details of the magic or curse can be determined, only their presence or absence.
Detect race	Caster can detect any creatures of the specified race within a radius of 10'. Any of the specified creatures in this radius must identify themselves with a "ding" or other noise, but not necessarily come out of hiding. Cannot penetrate solid barriers such as doors and walls.
Detect secret	Caster can discover all secret doors or hidden objects within a 10' radius.
Detect undead	Caster can detect any undead creatures within a radius of 10'. Any undead creatures in this radius must identify themselves with a "ding" or other noise, but not necessarily come out of hiding. Cannot penetrate solid barriers such as doors and walls.
Diagnose	Caster can identify the nature of any curses or poisons affecting the touched target.
Disintegrate	Target object is destroyed. Ward spells provide no resistance to this spell. Magical items lose their abilities and become simple quality items. Can be used on chests and doors (in presence of a referee).
Dismiss	Removes all magical power from a target. If cast upon an individual, all spell points (arcane or divine) will be removed and all ongoing magical effects will be dispelled. If cast upon a magical item, it will remove all enchantments, leaving the item as a mundane, masterwork object. In certain circumstances, may banish extra-planar creatures to their plane of origin (at the discretion of the attending referee).
Dismiss illusion	Target illusion is permanently dispelled.
Dispel magic	Removes any and all ongoing magical effects from the target and their items, including fear effects, armour, wards. Allows for cursed items to be released, but does not remove curses from items. Magical items will lose any charges and/or be rendered useless for 5 minutes (behaving as if they were simply masterwork items).
Divine armour	The caster conjures a divine plate breastplate that cannot be shattered; the armour is deemed a quality item for any related skills. No phys rep is required but the caster's chest must clearly be marked with a WHITE ribbon. The armour dissipates at the end of the combat or encounter (at the discretion of the referee).
Divine inspiration	The caster can ask for help from their deity; simple guidance to a given situation can be given by the attending referee.
Divine wall	Creates a wall of divine energy, up to 5' in length. Remains in place for 5 minutes. Prevents physical movement through the barrier (including physical attacks) and divine magical attacks. Phys rep required to show location of barrier.
Divine wound	Does two points of divine damage to the touched location of the target. Does not ignore armour.
Drop	Target must release whatever is held in the hands; the held object must hit the floor before being picked up. Works on objects held in two hands.
Duplicate crude	Creates an exact copy of the type of the touched crude item. A second phys rep is required prior to casting the spell. The conjured copy remains for up to 1 hour or until dispelled or dismissed.
Duplicate magic item	Creates an exact copy of the type of the touched magical item (with only one magical property). A second phys rep is required prior to casting the spell. The conjured copy remains for up to 1 hour or until dispelled or dismissed.

Duplicate masterwork	Creates an exact copy of the type of the touched masterwork item. A second phys rep is required prior to casting the spell. The conjured copy remains for up to 1 hour or until dispelled or dismissed.
Duplicate quality	Creates an exact copy of the type of the touched quality item. A second phys rep is required prior to casting the spell. The conjured copy remains for up to 1 hour or until dispelled or dismissed.
Earthquake	The caster strikes the ground and causes a massive shaking around them. All creatures within 30' of the caster are staggered, falling to the ground.
Entangle	Target's feet and legs become stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
Fear	Target must run away from the caster for 30 seconds; it will be reluctant to return to the source of the fear spell for the next 5 minutes.
Feather fall	Caster is immune to the effects of falling damage for 1 minute.
Fire blast 1	Does one point of ranged elemental damage to the chest of the target, ignoring armour.
Fire blast 4	Does four points of ranged elemental damage to the chest of the target, ignoring armour.
Forget	The target forgets everything that has happened to it, including conversations and combat, in the last 5 minutes.
Full dedicate	The touched target ignores all damage and effects from combat, spells and environmental sources, until the end of the combat or encounter (at the discretion of the attending referee) at which point the target dies (no death count or healing possible).
Full heal	The touched target is completely healed and all negative physical effects (e.g. broken bones and poisons) are removed.
Gate	The caster creates a temporary rift that acts as a gate, which connects to a location close to the nearest permanent gate. The temporary rift stays open for 30 seconds.
Grow	Up to three touched target herbs (alchemical ingredient obtained through foraging) are duplicated.
Heal wounds 1	Heals one point of damage taken by the touched location of the target.
Heal wounds 4	Heals four points of damage taken by the touched location of the target.
Healing chant	Whilst the caster maintains a chant and does not engage in any other activities (e.g. engaging in combat), the touched target will regain hit points at a rate of one every 30 seconds. As long as the caster maintains the chant, they can move from one target to another. The chant can be maintained for a maximum of 5 minutes.
Hide in shadows	Caster can hide in shadows as per the apprentice level skill (hand on head; cannot move; can only be detected by someone with detect hidden skill)
Hold major undead	Target major undead creature (e.g. mummy or lich) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect. Will also affect minor undead creatures.
Hold minor undead	Target minor undead (e.g. zombie, skeleton or ghoul) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.
Hold person	Target humanoid (e.g. human, orc, elf or lizard) is held in place for 30 seconds; it cannot move at all for the duration. Any physical or spell damage taken will immediately break the held effect.

Holy blast 1	Does one point of ranged divine damage to the chest of the target, ignoring armour.
Holy blast 2	Does two points of ranged divine damage to the chest of the target, ignoring armour.
Holy blast 4	Does four points of ranged divine damage to the chest of the target, ignoring armour.
Identify	Caster learns the magical properties of an object at a cost of 2 power points per effect. Curse effects are always identified last. If the object has multiple effects, the spell will drain power points until either all the effects have been identified or the caster is reduced to 0 or 1 power point; the spell will never cause the caster to "overcast".
Imitate skill	Either the caster can use a skill as known by the touched target or the touched target can use a skill as known by the caster. The skill cannot be used at a level higher than expert and must be used within 5 minutes of casting the spell; any OP or DP required by the skill are granted by the spell solely for use by the skill.
Invisibility	Caster vanishes from sight, placing hand above head (effectively timed out, not hidden). Cannot move but is aware of all that is happening around them, for up to 5 minutes. Cannot be detected except by extra-planar entities.
Invisibility to undead	Caster vanishes from the sight of any undead creatures, placing hand above head (effectively timed out, not hidden). Can move but not interact with objects without breaking the effect, for up to 5 minutes. Cannot be detected by undead creatures.
Invoke fury	The touched target enters a berserk rage, as per the barbarian skill, for the next 30 seconds.
Know plane	The caster learns basic details about the particular plane on which they currently find themselves. The details will include the name of the plane and any particular nuances; repeated castings may provide more in-depth detail, at the discretion of the attending referee.
Lay to rest	Prevents the touched target from being reanimated as an undead creature; stops the regeneration of undead creatures already dropped to zero hit points.
Life blast 1	Does one point of ranged divine damage to the chest of the target, ignoring armour. Causes one point of healing to the caster, irrespective of any damage reduction or immunities the target may have.
Life blast 4	Does four points of ranged divine damage to the chest of the target, ignoring armour. Causes four points of healing to the caster, irrespective of any damage reduction or immunities the target may have.
Life wound	Does two points of divine damage to the touched location of the target. Does not ignore armour. Causes two points of healing to the caster, irrespective of any damage reduction or immunities the target may have.
Light	Summons a source light, which is centred on the caster's hand, for up to 5 minutes. The light cannot be removed from the caster's hand but may be cancelled before the end of the duration (phys rep of torch or light stick needed).
Magic blast 1	Does one point of ranged arcane damage to the chest of the target, ignoring armour.
Magic blast 2	Does two points of ranged arcane damage to the chest of the target, ignoring armour.
Mass cat's grace	All friendly targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) can regain up to 5 DP.

Mass command 3	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) must obey the next 3 word command issued by the caster as closely as possible; the command cannot directly damage the target (e.g. "stab your chest" will not work on a target, but "attack that troll" will work)
Mass entangle	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) find their feet and legs stuck in vegetation, preventing forward movement for 30 seconds. Requires vegetation to be present underfoot.
Mass fear	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a fear spell (must run away for 30 seconds; reluctant to return for 5 minutes).
Mass fire blast 4	All targets within a 90 degree cone in front of the caster (shown by the caster's arms) are affected by an elemental blast 4 spell (4 points of damage to the chest, ignoring armour).
Mass bear's strength	All friendly targets within a 90 degree cone in front of the caster (shown by angle of the caster's arms) can regain up to 5 OP.
Mass heal wounds 1	All friendly targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) can take one point of healing to their most damaged location.
Mass hold person	All humanoids within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are affected by a hold person spell (held in place for 30 seconds or until damaged).
Mass paralysis	All targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are paralysed and cannot move for 30 seconds. Any damage taken during the duration of the spell is inflicted at the end of the spell.
Mass shatter	All objects within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are damaged sufficiently to prevent their use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Mass teleport	All friendly targets within a 90 degree cone in front of the caster (shown by the angle of the caster's arms) are teleported, along with the caster, to any location within line of sight of the casting location. Movement to the location is effectively "out of time", indicated by hands held above the heads of the targets.
Mend bone	Restores any broken bones and causes one point of healing to the touched location.
Mental block	Touched target can resist the effects of the next psionic or mind-affecting spell cast at it.
Merge with dark	Caster may merge with any area of darkness or deep shadow large enough to contain their body, placing hand above head. They may remain within the area for up to 5 minutes. At the end of the spell (or when it is chosen to be ended), the caster must leave the area from the same point by which they entered.
Mind blast 2	Does two points of ranged psionic damage to the head of the target, ignoring armour.
Open mundane lock	The touched, target, non-magical lock is unlocked.
Peaceful respite	The caster begins a chant, preventing the regeneration or respawning of any minor undead in the area around the caster.

Planar travel	The caster creates a temporary rift that acts as a portal to another plane of existence, as specified by the caster. The portal will remain open for 5 minutes after casting. The name of the plane and its identifying runes are mandatory for the successful casting of the spell. The location of the portal on the destination plane will be random unless additional details are woven into the casting of the spell.
Prolong arcane	Any ongoing magical effects affecting the target have their duration doubled (e.g. the length of time a target is affected by a fear spell is increased from 30 seconds to 1 minute, or the duration of an elemental wall is increased from 5 minutes to 10 minutes).
Protection from planar effects	The touched target gains immunity to any particular effects specific to the plane they are currently occupying; the immunity lasts for up to 24 hours or until the target travels to a different plane.
Ranged heal wounds 1	Target friendly creature receives one point of healing to their most damaged location; no touch component is required.
Reflect	Target can reflect the damaging effects of the next spell back to its source.
Regeneration	Touched target regains one hit point to their most damaged location every 30 seconds. This effect lasts for 5 minutes, effectively providing 10 points of healing over time.
Release bonds	Touched target is released from any non-magical restraints.
Remove paralysis	Any paralysing effects experienced by the touched target are removed.
Repair armour	Can repair a single piece of cloth, leather or metal armour, as per the repair armour skill.
Repair weapon	Allows the caster to reverse any damage caused by shatter or warp spells to the touched target weapon, shield or quiver.
Resist element	Target can resist the damaging effects of the next elemental spell cast upon it. Does not provide damage resistance to environmental sources of elemental damage (e.g. resist fire will not prevent damage from lava).
Resist fear	Target can resist the next fear effect placed upon it, either through spells or environmental sources. Can also be used to remove the effects of a fear spell currently being experienced, allowing the target to return to the source of fear.
Sanctify major	The caster sanctifies an area (up to 4m x 4m) to allow it to be used for a shrine to their chosen deity; this is sufficient for creating a major shrine, as per the "create shrine" skill. The centre of the area must have previously been sanctified by the sanctify minor spell.
Sanctify minor	The caster sanctifies an area (up to 2m x 2m) to allow it to be used for a shrine to their chosen deity; this is sufficient for creating a minor shrine, as per the "create shrine" skill.
Sanctuary	As long as the caster takes no hostile actions (signified by holding both hands above their head), they cannot be harmed by non-magical means (they are immune to physical damage from blows). Effect lasts for a maximum of 2 minutes.
Shatter (ranged)	Target object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.
Shatter (touch)	Target touched object is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded, blessed or magical, the bearer must call "no effect". Armour damaged in this way must be repaired before it can be used again.

Simulacrum	The caster meditates and projects an exact copy of themselves (and any equipment held), which exists for up to 10 minutes; the copy is represented by the caster. During this time, the copy can use all of the caster's abilities and spells and can interact fully with its surroundings. If damaged to the point of unconsciousness, the copy disappears. Any items held by the copy will disappear if separated from the copy for more than 30 seconds.
Sleep (ranged)	Target falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 30 seconds nothing can wake the target, including damage.
Sleep ranged (beast)	Target beast falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 30 seconds nothing can wake the target, including damage.
Sleep (touch)	Touched target falls to the floor asleep. Unless awoken by others, this effect lasts 5 minutes. For the first 30 seconds nothing can wake the target, including damage.
Slow poison	Delays all poisons effects on the touched target for an hour, during which they may be healed normally.
Speak to beast	The caster may ask one question (one sentence) of a beast which will be answered, to the best knowledge of the beast. This may be cast a maximum of three times on one target.
Speak to dead	Caster may ask one question (one sentence) of a dead target which will be answered but not always truthfully. This may be cast a maximum of three times on one target.
Spider climb	Touched target can climb any non-magical surface (e.g. a tree or cavern wall); elemental or divine barriers cannot be scaled. Effect lasts until the target breaks contact with the surface being climbed, or for a maximum of 30 seconds.
Spirit rope	The caster creates a 50' length of divine rope which hangs down from a specified point. Any character can climb the rope. Lasts for a maximum of 5 minutes.
Spirit shield	The caster conjures a divine shield that cannot be shattered; the shield is deemed a quality item for any related skills. Phys rep must clearly be marked with a WHITE ribbon. The shield dissipates at the end of the combat or encounter (at the discretion of the referee).
Spirit weapon	The caster conjures a divine weapon that cannot be shattered; the shield is deemed a quality item for any related skills. Phys rep must clearly be marked with a WHITE ribbon. The weapon dissipates at the end of the combat or encounter (at the discretion of the referee).
Stabilise	The remaining death count of the touched, unconscious target is doubled, essentially extending the time until death.
Star gaze	The caster may create a master-level campsite, as per the camping skill; this spell can only be cast at night. The campsite dissipates as soon as the caster leaves the casting location. A physical representation of the focal point of the campsite is required.
Stay of execution	The touched dead target is returned to life until the next occurrence of twilight, when it immediately dies. The target returns with all of its previous skills and with one hit point per location; additional healing can then be applied. If the target dies before twilight, the spell cannot be cast on the target again.
Steal power	Target spell caster loses 5 spell points and the caster gains 5 spell points.
Strength	The touched target can perform a single act of strength. This can include increases the target's encumbrance limit by 20 for 30 seconds, or performing a double combat, or breaking down a simple wooden door. Environmental effects are at the discretion of the attending referee.

Stun	The target is rendered incapable of action (movement, spell-casting or combat) for 5 seconds. This effect is not broken by damage.
Suggestion	The caster attempts to put a thought or idea into the mind of the target by weaving this spell into conversation. Repeat castings reinforce the suggestion and increase the effectiveness of the spell.
Summon twilight	The caster hastens the onset of twilight, the point at which all spell points, offensive and defensive points refresh. This spell can only be cast once per day and only within 3 hours of when twilight would naturally occur.
Sun bathe	The caster may create a master-level campsite, as per the camping skill; this spell can only be cast during the day. The campsite dissipates as soon as the caster leaves the casting location. A physical representation of the focal point of the campsite is required.
Teleport	Caster holds hand above head and walks (out of time) to any location within line of sight of the casting location.
Teleport other	The touched target is teleported to a location of the caster's choice, within line of sight of the casting location. The target must hold a hand above their head and walk (out of time) to the specified location.
Time stop	Caster calls a local "time freeze". They can move and interact with the world as normal for 30 seconds, at which time "time in" is called.
Transfer arcane	The caster transfers energy from themselves to the touched target, restoring up to 5 MP at the cost of one PP per point over the base cost of the spell.
Transfer condition	A single negative physical condition (e.g. broken bone or poison effect) affecting the touched target is transferred from the target to the caster, or from the caster to the touched target.
Transfer piety	The caster transfers energy from themselves to the touched target, restoring up to 5 PP at the cost of one PP per point over the base cost of the spell.
Wall of element	Creates a wall of the chosen element, up to 5' in length. Remains in place for 5 minutes. Prevents physical movement through the barrier (including physical attacks) and magic of the same element. Phys rep required to show location of barrier.
Ward	Protects a single object from the effects of one shatter or warp effect (from spells or crushing blows). Object must clearly be marked with a YELLOW ribbon or other marker. Effects wear off after 3 hours.
Warp	Target wooden object (shield, staff, bow, quiver of arrows) is damaged sufficiently to prevent its use. Large objects (chests, doors, tables etc.) or magical items cannot be shattered. If an item is warded or is magical, the bearer must call "no effect".
Wither limb	The target touched limb is rendered absolutely useless; cannot hold things with a withered arm or walk on a withered leg unaided. This damage requires healing as per a broken bone.