

PALADIN

The pack of cyclops looked up from their macabre feast as one, casting their baleful gazes over the party of adventurers. As fear swept through their souls, the paladin strode forwards. "No-one runs until these curs lie dead!" he bellowed. Rallied by his words and stalwart presence, his companions set about delivering justice for the fallen villagers.

If the priest of a particular deity could be described as its voice, the paladin of that same deity would be described as the hand. By spreading the teachings of their particular faith through deeds over words, the paladin truly does practice what they preach.

Becoming a Paladin

The base classes from which a character can become a paladin are **priest** and **warrior**. When a character from either of these classes reaches a new level at any point between 4th and 10th, they can choose to give up their former life and become a paladin.

As per all prestige classes, when a character chooses to follow the path of the paladin, their currently known skill list is compared to the skill list of the paladin. Any known skills that do not appear on the paladin list or the general list are lost and the XP cost is reimbursed to the character; these XP can be immediately spent on new skills from the paladin skill list. From the point that a character becomes a paladin, they can only purchase skills from the list in this document or from the general list in the main player's manual.

Finally, any priest spells already known are compared to those on the paladin spell lists. Any known spells that do not appear on this list are lost and replaced with the same number of spells from the same circles of the paladin spell list. A paladin is not able to cast any spells above 4th circle, so any known spells above this circle will be permanently lost.

CLASS ABILITIES

Armoured Caster

Although wearing armour benefits the physical protection of the paladin, it does inhibit the casting of spells. 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 paladin wearing a full set of leather armour (head, body, upper and lower limbs) would incur a 4 PP penalty for casting spells. A paladin wearing only a metal breastplate would incur a 2 PP penalty.

Magical armour has the intrinsic benefit of having no penalty to casting costs, as a skilled paladin can utilise the enchantment of the item as a conduit for their spells. This makes the collection of magical armour one of the greatest goals for a paladin, although doing so whilst maintaining the code of justice may prove problematic. This ability is unlocked when the paladin becomes trained in transcending armour.

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 magical energies (even if the shield is magical), so the same penalty is applied no matter what size of shield is used, or what material it is made of.

Code of Justice

Being a paladin is no easy task; as the mortal embodiment of the domains of their deity, paladins must follow a strict code that helps to shape every decision the paladin must make. The core tenets of the code are as follows:

- A paladin will not run away or hide, either from enemies or responsibilities.
- A paladin will not refuse a reasonable request for help from followers of a deity that share one or more domains as the paladin.
- A paladin will give tithe of at least 10% of all they obtain to churches or shrines devoted to domains that share their beliefs.
- A paladin will not use deceit, poisons or curses.

At times, the code may cause significant moral dilemma for the paladin, balancing the needs of their friends and allies with their code. If the code is broken, atonement should be sought as soon as possible!

A paladin is seen and respected as a just and fair individual who will assess the issues at hand and will not be swayed or influenced by others. As such they are often called upon to resolve issues as they pass through the land and their judgement is considered final.

Heavily Armoured

A paladin can wear all types of armour, from light cloth gambesons to full suits of metal plate.

Melee Specialist

A paladin is an expert in all forms of hand-to-hand combat and can use all melee weapons. However, a paladin will favour one weapon type over all others and when using that weapon will be able to perform feats that others could only dream of. When becoming a paladin, a character must choose their favoured weapon type from the following list:

- Short blunt or short sharp
- Long blunt or long sharp
- 2-handed blunt or 2-handed sharp

The concept of using ranged weapons goes against the paladin's code of justice and the desire to stand toe-to-toe with their foes. As such, a paladin cannot use ranged weapons (bows, crossbows or thrown weapons).

Sacred Journey

Once a paladin reaches the highest levels, they may embark upon the most important quest in their life; their sacred journey. Having survived and mastered their abilities thus far, a paladin will have proved themselves as a devout messenger for their deity and be deemed ready for such a trial.

This journey will be to seek out something whether it is an object or being of great importance. Throughout history, paladins have sought out great relics long hidden by their gods, waiting for such an individual worthy to use them. When a paladin is ready to embark on their journey and clearly knows what they seek and why they seek it, they will be able to take the first steps on the path.

A paladin may only embark upon one such journey during his life.

The sacred journey is a plot-intensive task spread over several events, with many trials and puzzles to test any character. The ramifications of a successfully completed journey can be exceptionally powerful...

Trials of Initiation

Whilst often acting alone or questing with groups of fellow adventurers, paladins are almost always members of an Order of Paladins, a fellowship of paladins that support each other and provide spiritual and practical

guidance and support. It is not essential for a paladin to join an Order, but without completing the trials, the rewards will not be available to the paladin.

In order to become a member of an Order, a trial of initiation will be required. This will usually involve demonstrating the various tenets of the Code of Justice. As well as gaining powerful allies, upon successfully completing the trials of initiation, a paladin gains the following new abilities.

- **Lay on Hands**

A paladin may restore 2 points of damage a day without spending any priest power; it is a gift from their god to aid their chosen even when out of power. This gift may be used on others as well as the paladin.

- **Fear No Evil**

As living embodiments of the domains of their deities, paladins walk the world in the knowledge that their gods walk with them. As such, they have no fear. Paladins can call “no effect” to both fear and irresistible fear effects; terror effects will however still affect the paladin.

- **Final Retribution**

A paladin may throw themselves fully into a final and ultimate sacrifice. With the grace of their god, they can sacrifice themselves for a just cause. The paladin is fully healed, all negative effects are removed and as a final gift, the paladin is granted a 30 second period of invulnerability to all damage and spell effects (calling “no effect” to anything thrown at them). At the end of the encounter in which the final retribution ability is activated (at the discretion of the attending referee), the paladin dies.

Atonement

If a paladin fails to live up to the Code of Justice, it brings shame upon the name of paladins everywhere. If circumstances have caused the paladin to break the Code, they must seek atonement from fellow paladins in their Order or from other followers of their deity. Whilst atoning for their misdemeanours, the paladin will temporarily lose access to the powers granted by their Trial of Initiation. Atonement may take the form of the sacrifice of time or possessions as the paladin seeks to gain the favour of their deity once more.

Should a paladin fail to atone for their actions, they will cast out from their Order; a fallen paladin will lose all divine powers and abilities and become hunted by followers of their former deity.

LEVEL PROGRESSION

Whilst a character that chooses to become a paladin may be up to a 10th level warrior or priest, they start their career as a paladin again at level 1. From that time onwards, all future XP spent increases their paladin level, as detailed below. 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	Starting points (minimum of 33)	Initiate paladin; determine the domain(s) through which the paladin draws power and two 1 st circle spells (if not already known), choose favoured weapon; paladin code takes effect	Any skills that do not appear in the paladin or general skill lists are lost and the XP cost reimbursed
2	+ 9	+2 priest points (PP)	
3	+ 18	Base hits increase to 2/2	If not already at 2/2
4	+ 28	Lay on hands twice a day	
5	+ 39	May learn Master level skills	If not already able
6	+ 49	Turn major undead once a day	
7	+ 60	None	

8	+ 72	Base hits increase to 3/2	
9	+ 83	May learn Grand Master level skills	
10	+ 95	Lay on hands three times a day	
11	+ 107	None	
12	+ 120	Base hits increase to 3/3	
13	+ 133	Destroy major undead once a day	
14	+ 146	None	
15	+ 159	Lay on hands four times a day	
16	+ 172	Base hits increase to 4/3	
17	+ 186	May embark upon the sacred journey	
18	+ 200	None	
19	+ 214	Destroy major undead twice a day	

CLASS SKILLS

The following table details the XP cost for each skill available to the paladin. Only skills from this list and from the general skill list in the player's manual can be taken by a paladin; any other skills must be unlearned and their XP cost be reimbursed. Skills highlighted in grey are from the priest class manual and those highlighted in red are from the warrior class manual; if a skill has an asterisk (*) next to it, the skill is slightly different to that from the original manual and so directly replaces the former skill.

Skill	Apprentice	Expert	Master	Grand Master
Armour Mastery	3	5	7	9
Create Shrine	3	4	5	6
Defensive	3	4	5	6
Defensive Combat	3	5	7	9
Divine Power	2	3	4	5
Inspiring Presence	4	5	6	7
Offensive	3	4	5	6
Prayer	4	5	6	7
Paladin Lore	3	4	5	6
Read Scroll	3	4	5	6
Scroll Writing	3	4	5	-
Shield Mastery *	3	4	5	6
Smite	3	5	7	9
Spell Potency	3	4	5	6
Spell Storing	3	4	5	6
Spell Study	2	3	4	5
Transcend Armour	3	4	5	6
Turn Undead	3	4	5	6
Weapon Mastery *	3	4	5	6

Armour Mastery

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

In order to resist a blow, the paladin 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 or rare 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 or rare 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 Shrine

This skill allows the paladin 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.

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

Defensive

The ability to increase your defensive combat styles points

<i>Apprentice</i>	+5 defensive points (DP)
<i>Expert</i>	+5 defensive points (DP)
<i>Master</i>	+5 defensive points (DP)
<i>Grand Master</i>	+5 defensive points (DP)

Defensive Combat

The ability to use particular styles to defend and deflect incoming damage.

In order to resist or reflect a blow, the barbarian must have seen the source of the blow. When a blow is resisted, 1 point of damage is taken instead of the effect of the blow. Ranged attacks can be resisted but cannot be reflected.

<i>Apprentice</i>	Resist common blow style; +2 defensive points (DP)
<i>Expert</i>	Resist rare blow style; +2 defensive points (DP)
<i>Master</i>	Reflect common blow style; +2 defensive points (DP)
<i>Grand Master</i>	Reflect rare blow style; +2 defensive points (DP)

Divine Power

The basic necessity for the casting of any divine spells.

<i>Apprentice</i>	+5 priest points (PP)
<i>Expert</i>	+5 priest points (PP)
<i>Master</i>	+5 priest points (PP)
<i>Grand Master</i>	+5 priest points (PP)

Inspiring Presence

The mere presence of the paladin inspires others to stand their ground against even the most fearsome foes. The paladin can nominate one or more fellow adventurers to share their resistance to fear effects. *The party members can call “resist” when targeted with fear effects; this protection will not counter irresistible fear effects or terror effects.*

<i>Apprentice</i>	One party member can resist fear effects whilst within 10' of the paladin
<i>Expert</i>	Up to two party members can resist fear effects whilst within 10' of the paladin
<i>Master</i>	Up to three party members can resist fear effects whilst within 10' of the paladin
<i>Grand Master</i>	Up to four party members can resist fear effects whilst within 10' of the paladin

Offensive

The ability of the paladin 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)

Paladin Lore

This skill allows the paladin to learn their spells through prayer to their god.

Replaces any levels of Priest Lore

<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 3 rd circle spells; may choose one 3 rd circle spell
<i>Grand Master</i>	May learn 4 th circle spells; may choose one 4 th circle spell

Prayer

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

This skill limits the power a paladin may regain even if the level of the shrine allows more. During prayer, no other in-character activity can be undertaken (e.g. training for skills). 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

Read Scroll

This allows the paladin 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 paladin to transfer scrolls into their spell books.

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 paladin or 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%
<i>Master</i>	1 st and 2 nd circle spells 100%; 3 rd and 4 th circle spells 95%

Shield Mastery

The ability to use a shield to optimum efficiency.

Prerequisite is Shield Use.

<i>Apprentice</i>	May use large shields
<i>Expert</i>	The additional cost of casting spells whilst holding a shield is reduced by 1
<i>Master</i>	Can resist stagger effects at the cost of 3 DP

Smite

Through the bond between the paladin and their favoured weapon, they can perform powerful feats and damage even the toughest of creatures.

<i>Apprentice</i>	May call a single "smite" blow for a cost of 3 OP. Smite may only be called against undead foes. A smite blow will hurt any target, regardless of immunities, doing two points of damage to the location struck
<i>Expert</i>	Smite call can be called against demonic and extra-planar entities
<i>Master</i>	May call a "smite" combat for a cost of 9 OP
<i>Grand Master</i>	May call a "bane" blow for a cost of 6 OP. A bane blow will hurt any target, regardless of immunities, doing four points of damage to the location struck

Spell Potency

This allows the paladin 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 paladin 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 sunset 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 paladin 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 paladin to effectively cast spells whilst wearing armour. It also grants the paladin the ability to cast spells in magical armour at no additional cost.

<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 paladin 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

Weapon Mastery

This allows for the advanced use of the chosen weapon wielded by the paladin.

Replaces any weapon masteries; the highest proficiency is used to determine the level replaced.

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

COMBAT SUMMARY

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

Offensive		Defensive	
Call	Cost (OP)	Call	Cost (DP)
Bane (blow)	6	Reflect common blow	3
Critical (blow)	6	Reflect rare blow	6
Disarm (blow)	3	Resist common blow	1
Double (blow)	1	Resist rare blow	3
Double (combat)	5		
Smite (blow)	3		
Smite (combat)	9		

SPELL List

The following table and list details the spells available to the paladin.

1 st circle	2 nd circle	3 rd circle	4 th circle
Core Spells			
Dedicate holy symbol	Destroy minor undead	Hold major undead	Destroy major undead
Detect undead	Sanctify minor	Repair armour	Sanctify major
Heal wounds 1	Spirit weapon		
Hold minor undead			
Spirit shield			
Paladin Domain Group 1			
Light	Fear	Detect lie	Disintegrate
Ward	Strength	Stun	
Paladin Domain Group 2			
Beast of burden	Imitate skill	Creeping death	Regeneration
Lay to rest	Stabilise	Detect secret	

In a similar style to all other priests, paladins have access to a core set of spells and then an additional set of spells as dictated by the domains by which their deity is described. However, in the case of the paladin path, the domains have been grouped into two broader spheres. The domain groups are detailed in the following table.

Paladin Domain Group 1	Paladin Domain Group 2
Control	Arcane
Destruction	Chaos / Change / Freedom
Healing	Creation
Order	Death
Protection	Knowledge / Divination
Sun / Day	Moon / Night
Travel / Gateways	Nature
War / Strength	Secrets / Thievery

When a character becomes a paladin, if they do not already follow a chosen deity (i.e. they have come to the paladin class as a warrior and not a priest), they must choose the domains that describe their deity, as per the creation of a new priest character.

If the paladin follows a deity that has a domain in each group, they can choose from which domain group they will take their additional spells. This allows the deity of the paladin to shape the destiny of their follower.

Beast of burden	The encumbrance limit of the touched target is increased by 20; effect lasts for 1 hour.
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.
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. A character can only have one holy symbol at a time.
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 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 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.
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).
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.
Heal wounds 1	Heals one point of damage taken by the touched location of the target.
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.
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.
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.
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).
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.
Repair armour	Can repair a single piece of cloth, leather or metal armour, as per the patching ability, restoring the protection granted by the armour to full.
Sanctify major	The caster sanctifies an area (up to 20' square) 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 5' square) 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.
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 weapon 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 death count of the touched, unconscious target is doubled, essentially extending the time until death.
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.
Ward	Protects a single object from the effects of one warp or shatter spell. Object must clearly be marked with a YELLOW ribbon or other marker. Effects wear off after 12 hours.