



The Arcane

Sanctum

Created by: Cory Fliegel

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Meta-org Summary

The Arcane Sanctum is a repository of Arcane Knowledge based mainly in Calanda. Although there are other Sanctums' throughout Calandonia, the Prime Sanctum is in Calanhelm close to the Castle of Kings.

All Sanctums are part of this larger community with similar rank structures throughout. Although the Elves, Dark Elves, Dwarves and others use different names, the ranks are equivalent in their duties, benefits and burdens.

The Sanctum was once a secret haven for celestial casters who faced dreadful persecution at the hands of a fearful populace, the Arcane Sanctum is now a society of celestial casters from all across the breadth of Calandonia. Its members are bound together to learn and share from each other, and to promote the civilized use of the arcane art in Calandonia.

Strongly tied to the King of Calanda, who helped to found the Sanctum during a hazardous time for all arcane mages, the society is now regarded as a universal bastion of arcane knowledge in Calandonia.

Throughout the History of the Arcane Sanctum it has been made clear to all of its members of the most important rule. Joining the Sanctum is a sacrifice and a privilege. Not everyone who can be a Celestial caster is cut out for the Sanctum. The major restriction of the Sanctum is that members may never "dabble" in Earth Magic. They may never learn the Earth sphere or even copy Earth spells. They are reprimanded for using magic items that have

been created through Earth Magic. Why this is has been kept to the forgotten history of the Sanctum, but many speculate it is due to many powerful mages that unleashed horrific spells and rituals during the Great War. In recent years, and with the approval of the Great Platinum Dragon, Aithusa, the Arcane Sanctum has been allowed to train dedicated Earth Weavers in the path of the Celestial scholars. This comes with many restrictions and even greater scrutiny on those that follow this path. Earth casters found to be trained in both schools without the oversight of the Sanctum may find themselves being sent to a permanent death or, in extreme cases, an Obliteration.

The Mandate of the Sanctum is to protect the lands from those who would abuse Celestial power or attempt to wield it to harm the Kingdom or its subjects. Their methods are sometimes considered brutal and callous, but the lessons of the past are ingrained in the higher ranks and they understand that swift justice may be the only recourse to a threat.

Please note for clarification- Members of the Sanctum may never join the Earth Weavers and vice-versa without PLOT approval. This is a PLOT device. There may be ways "around this" found In Game. This has always been our intent and PLOT has told all players of this when they join the game. This is only here for clarification and to avoid any confusion.

History of the Org

Note that the history written below is the common knowledge about the Sanctum. There is much more that only the higher ranked members are privy too.

The Arcane Sanctum can date itself back thousands of years, long before the Great War. Once magic stirred in the world, there was an immediate call, mostly out of fear, to contain this new power.

Although the Elves claim that they were the first Celestial casters, this has never been proven to be true. It also cannot be proven false, so the Elves, in their arrogance, hold dear to that claim. Most celestial casters really do not care, but it is a spot of personal pride that cannot be tarnished. The Sanctum has a massive repository of celestial magic. Some say its library holds pieces of the lost Histories of Calandonia and



there are whispers that the Arch Mage has a key to a hidden planar rift where this information was whisked away to during the Great War.

The Sanctum's main library is in the capital city of Calanhelm. It has weathered the storms of war, famine, natural disasters and attempts of men to dismantle it. At first this was a hovel of a building. A few celestial casters banded together in a "safe" place to learn and practice their magic, away from the fearful eyes of "mundane". As their ranks grew, so too did their need for larger quarters. They applied their rituals toward the building from outside powers, scrying and giving them a respite from the harsh reality outside their walls.

The first ArchMage, Autrum, whose claim of the title did not sit well with some of the other races, petitioned the King to allow them to expropriate land and buildings near the castle in order to expand the growing needs of the Sanctum. Through use of fear tactics, bribery and even threats, the land owners around the castle "decided" it was a good idea to help out the Sanctum.

The result is the current massive complex that nearly dwarfs the castle in size. The building boasts flying buttresses, multiple levels and spires that nearly reach the sky. The building houses numerous tombs of past ArchMages as well as a library of spells and rituals said to be so large that it has never been catalogued. This is far from true, but to keep the mystique about the Sanctum, they allow those rumours to circulate (and even spread a few of their own). If the public ever knew exactly what kind of powerful magic was kept in the Sanctum, panic would spread quicker than a lightning bolt.

In recent history (as in the age of Parson and forward) the Arcane Sanctum has become a power to be reckoned with. During the Great Wars and several times after, the Arcane Sanctum has been another voice on the Grand Council, albeit rarely. If the Grand Council cannot come to a majority decision, the ArchMage then casts the final tie-breaking vote. Many times, the ArchMage will abstain from voting in order for the Grand Council to come to a proper decision. As a result they have been able to curry the favour of most of the Council at one point or another as a

vote swayed in their direction is better than a deadlock.

As well, during times where Calanda's ruler was dead/missing etc. the ArchMage was seated as Steward of the Kingdom. Once even the ArchMage was named King in the endless absence of a ruler to the lands. The Grand Council convened and chose another King to rule within a few years of his reign. Needless to say, this comes with a lot of influence and wealth as every noble family keeps the ArchMage in favour in hopes that should something happen to the royal House, they may suddenly find themselves in line for the Kingdom. During lengthy absences by the King, the ArchMage takes on the mantle of Reagent to the Throne allowing all pressing matters of state to continue.

Currently, the ArchMage Az'Caine is the highest ranking member of the Arcane Sanctum. No major events happen that he is not aware of. He has been the seat of power for nearly 50 years, using rituals and other magics to keep himself appearing younger than his actual years.

Recently, the ArchMage was involved in unleashing a devastating Ritual near Parson's Breach to protect himself and more importantly, the King. The devastation nearly leveled a mountain pass and killed hundreds of undead and mountain folk near the vicinity. Currently he is now searching for clues as to the whereabouts of the King as the Ritual whisked them both into "pocket realms" to keep them from harm.

As of the People's Calendar year of 119, the Sanctum has a new Penta formed within the Lux Obscura. This lost city of knowledge is the current focus of the organization.

Introduction to the hierarchy

The Arcane Sanctum holds its members – and membership – very seriously. No one oversteps his or her boundaries for the penalty is expulsion from the organization. On any matter of internal significance to the Sanctum, Initiates speak only with Lore Seekers, Lore Seekers only speak with Lore Teachers, etc. The hierarchy is strictly adhered to. This isn't to say that an Initiate cannot speak with an Advocate



outside of the Sanctum. It is only that any matters that concern the organization are only spoken about in the proper chain of command.

Arcane Sanctum Member

benefits

All members of the Arcane Sanctum may Mediate skills and spell back faster within a Greater Arcane Circle of Power.

All members gain 3 full ranks of Enhanced Meditate if they have none (allowing for skills and spells to be meditated in one minute each)

For each purchase of Enhanced Meditate that a player has on their battle board they can meditate back that amount in extra spells or skills per minute. As an example: Jinn has 3 purchases of Enhanced Meditate- He may meditate back 4 skills or spells within 1 minute (1 per the Meditate skill plus 3 more for the Enhanced Meditate III)

Rank One: Initiate

Initiates are the lowest ranks of the Arcane Sanctum and the most numerous. The Arcane Sanctum requires all casters to register with them to ensure the King and Grand Council members have a roster of all Celestial casters in Calandonia.

Qualifications: The initiate must learn Educated and Read Magic. Once they have learned those skills they can petition a Lore Master to become their Initiate.

Qualifications: to become an Initiate you must fulfill the following requirements:

Scholar

- ❖ Educated
- ❖ Read Magic
- ❖ 30 Scholarly XP Spent
- ❖ Craftsmen Arcane Lore

Adept

- ❖ Educated
- ❖ Read Magic

- ❖ 15/15 Scholar/Stealth XP
- ❖ Craftsman Arcane Lore

Spellsword

- ❖ Educated
- ❖ Read Magic
- ❖ 15/15 Scholar/Fighter XP
- ❖ Craftsman Arcane Lore

Benefits: Initiates of the Arcane Sanctum receive the following benefits for membership:

- ❖ Celestial casters gain access to the lower levels of the Sanctum's library, allowing them to copy spells of 1st to 5th levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5th level spell is 5 pages or 15cp/1sp 5cp)

Burden: All members of the Arcane Sanctum are by default part of the Home Guard and must rally with the Guard in times of war or crisis. The Arcane Sanctum still follows their hierarchy during these times and can only be given orders by higher ranking Sanctum members.

As well, members must tithe a minimum of 5% to the Arcane Sanctum (minimum 1sp per weekend event), for costs of maintaining the building, Circle of Power and inks. *This tithe is carried forward through all Ranks and must be paid by all members of the Arcane Sanctum. This tithe is to come from sales of scrolls or treasure found during questing. The members of the Sanctum that can identify magic items within a Greater Celestial Circle of Power are to charge an appropriate amount of coin which are then added to the coffers of the Penta.*

This tithe is to be noted in the Arcane Sanctums' log with the heading "tithe". This tithe can be used in the future for spells or rituals cast to aid the player, but not the purchase of new spells.

Members of the Arcane Sanctum are FORBIDDEN to teach non-members Celestial Spells under penalty of expulsion and/or DEATH. This burden carries through all ranks. Magic Inks are highly controlled by the guild. Any member caught scribing spells for a non-



member will be expelled and/or given a DEATH.

Special Note: Characters may bypass the rank of Initiate if they so choose, but they must meet the following requirements:

- ❖ 60 Scholarly XP spent
- ❖ Craftsman (Arcane Lore) Rank 1
- ❖ Pay a membership fee of 2.5 gold

Players who meet these requirements are considered Lore Seekers and receive all the benefits and burdens thereof.

Arcane Sanctum Rank Two: Lore Seeker

Lore Seekers are on the path to learning more potent spells and minor rituals. Seekers help Teachers to bolster the ranks and keep the Initiates from causing too much trouble.

Qualifications: For an Initiate to become a Lore Seeker, they must fulfill the following requirements:

Scholar

- ❖ 60 Scholarly XP Spent
- ❖ Spend 4 months as an Initiate*
- ❖ Pay a fee of 1gp to the Arcane Sanctum

Arcane Vanguard Rank Two: Lore Warrior

These are the Lore Seeker counterparts in the sanctum, the mainstay and base ranks of magic and weapon. Marching out and around the world to defend and escort those of the sanctum, their abilities are basic but their hearts set and steady. Their qualifications would be able to cast our third tier of spells, to be able to successfully teach abilities at least twice a month and imply their knowledge, to know of the basics in arcane lore as a craft, and then from front or back to learn how to properly use their weapons in at least one hard fight. For those who have been sometimes nicknamed Spellswords we strive they earn their knowledge in blacksmithing of the second rank, for the adepts the art of Legerdemain to unlock secrets left hidden.

To become a Lore Warrior, one must spend two months as a basic initiate inside the Arcane Sanctum or at least a single month with the recommendation from a senior member for promotion to Lore Warrior.

For those of Celestial magic that are more attuned to warfare, they will be placed in the **Arcane Vanguard**, the more Militant section of the Sanctum currently lead by Marshal Farr'Shen, a Lion Saar of unmatched skill at arms and arcana:

- ❖ 30/30 Scholar/Stealth (ADEPT)
- ❖ 30/30 Scholar/Martial (Spellsword)

PLUS

- ❖ Spend 4 months as an Initiate*
- ❖ Pay a fee of 1gp to the Arcane Sanctum

Benefits: Lore Seekers and Warriors are required, as a part of their membership, to help with some of the classes that occur for Initiates. This usually includes some direct teaching, but mostly involves being the teacher's aide for the Lore Teacher or Advocate who is running the class.

Lore Seekers and Warriors of the Arcane Sanctum have access to the benefits of the Initiate Rank, as well as the following:

- ❖ Celestial casters gain access to the lower levels of the Sanctum's library, allowing them to copy spells of 1st to 7th levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5th level spell is 5 pages or 15cp/1sp 5cp)
- ❖ Lore Seekers gain access to the Sanctum's Scroll Workshop. This allows double PP at weekend events.
- ❖ Lore Warriors gain access to the Vanguard's Blacksmithing Workshop. This allows double PP at weekend events.
- ❖ For 100 GS You may purchase one (1) of the following Archetypes (appropriate to your class).

Scholar's Archetype



Invoker: May cast an Evocation Bolt with Arcane Qualifier 1/day (level 3 max), Bane Evocation x1
Planeswalker: Resist Element, Spell Subjugate, Spell Banish, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 10 points per Cloak
Channeler: Convert 5 points to Elemental Awaken
Ensnarer: Bane Binding x2, Spell Shackle x2, Spell Web, Spell Prison
Spellsword Archetype
Defender: Hardy, Spellstrike Web, Spell Elemental Shield
Deflector: Parry, Cloak Evocation, Spell Parry
Cavalier: Weapons have +1 Damage when calculating Slay, Cloak Eldritch Force, Spell Enhanced Blade
Adept Archetype
Arcane Trickster: Spell Shun, Evade x2, Phase
Magehunter: Arcanestrike Silence 1/day, Arcanestrike Paralysis 1/day, Resist Spell 1/day
Nightstalker: Spell Sleep, Spell Stun Limb, Evade x2

Burdens: as Initiate.

Arcane Sanctum Rank Three: Lore Teacher

Lore Teachers are the highest rank before moving into the upper tier of the Sanctum. Lore Teachers love to share their knowledge with the lower ranks. Some Lore Teachers never rise above this rank, preferring to teach rather than engage in the politics of the upper tier.

Qualifications: Have completed the tasks set forth as a Lore Seeker, and completed the required Advancement:

- ❖ 90 Scholarly XP Spent (Must include Flexible Casting)
- ❖ Enhanced Meditate I
- ❖ Craftsman relevant skill to the Arcane Sanctum of your choice (speak to PLOT about your choice. This will become your

character's "specialty" within the guild.) Rank 1

- ❖ 3 months in Lore Seeker position
- ❖ Pay a fee of 1gp to the Sanctum

Arcane Vanguard Rank Three: Celestial Armsman

The Lore Teacher's Vanguard counterpart is one who has now seen a few months within the Sanctum and are now beginning to see both knowledge and funding for their efforts and the Sanctum. Increasing at their ability to teach, to fight well in multiple battles and likely take up armor and other skills for their work, they will provide the melee capability for those who would otherwise chop them aside.

The qualifications for those to gain the Celestial Armsman rank are that with the knowledge of the fifth tier spells, and to teach at least four things a month. Their weapon proficiency or their ability to attack one's flanks in multiple skirmishes is a must. The armoring of one's self or finesse is something that will be a debate of style or combat experience, and so with this the requirement to wear at least a bit more armor or to disarm your foes will be a requirement when the spells run dry.

Qualifications: Have completed the tasks set forth as a Lore Warrior, and completed the required Advancement:

- ❖ 45/45 Scholar/Stealth XP (Adept)
- ❖ 45/45 Scholar/Fighter XP (Spellsword)
- ❖ Enhanced Meditate I
- ❖ Craftsman relevant skill to the Arcane Sanctum of your choice (speak to PLOT about your choice. This will become your character's "specialty" within the guild.) Rank 1
- ❖ 3 months in Lore Seeker position
- ❖ Pay a fee of 1gp to the Sanctum

Benefits: Lore Teachers are teachers and scholars to the citizens of Calandonia. They are also the liaison between the upper tier and the members of the Sanctum of lower rank. They take



requests and suggestions to the Advocates, so that anyone may have a voice in the Council in this way.

Players may begin to train in a Paragon Path (see section below) with the approval of PLOT and the Guild leaders

Lore Teachers and Celestial Armsman of the Arcane Sanctum have access to the benefits of the Initiate Rank and Lore Seeker/Warrior Rank, as well as the following:

- ❖ Celestial casters gain access to the lower levels of the Sanctum’s library, allowing them to copy spells of 1st to 9th levels into their spellbook. They still must pay the 3cp per page in ink cost. It takes one page per level of spell (so a 5th level spell is 5 pages or 15cp/1sp 5cp)
- ❖ For 100 GS You may purchase one (1) of the following Archetypes (appropriate to your class).

Scholar’s Archetype
Invoker: May cast an Evocation Bolt with Arcane Qualifier 1/day (level 5 max), Bane Evocation x2
Planeswalker: Resist Element x2, Spell Subjugate, Spell Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 10 points per Cloak
Channeler: Convert 5 points to Elemental Awaken or Elemental Release
Ensnarer: Bane Binding x2, Spell Shackle x2, Spell Web x2, Spell Prison
Spellsword Archetype
Defender: Hardy, Spellstrike Web x2, Spell Elemental Shield
Deflector: Parry, Cloak Evocation x2, Spell Parry
Cavalier: Weapons have +1 Damage when calculating Slay, Cloak Eldritch Force x2, Spell Enhanced Blade x2
Adept Archetype
Arcane Trickster: Spell Shun x2, Evade x2, Phase
Magehunter: Arcanestrike Silence 2/day, Arcanestrike Paralysis 1/day, Resist Spell 1/day

Nightstalker: Spell Sleep x2, Spell Stun Limb, Evade x3

Arcane Sanctum Rank Four: Adeptus Major

The Adeptus Major is the first step in the higher workings of the Sanctum. By this point in a mage’s career, they have spent a year or more in the Sanctum and in Alliance Calgary. Players should understand that this position begins more integration with PLOT and the development of the Sanctum.

Qualifications: Have completed the tasks set forth as a Lore Teacher and completed the required Advancement.

- ❖ 120 Scholarly XP
- ❖ Enhanced Meditate II
- ❖ 6 months in Lore Teacher position
- ❖ Pay a fee of 3gp to the Sanctum

Arcane Vanguard Rank Four: War Mage

The Adeptus Major’s counterpart is the War Mage, someone who has spent almost a year on the field and veteran to the dangers the Sanctum must face on a monthly basis upon the frontiers while keeping order and support for their scholarly counterparts and fellows alike. Able to cast the higher levels as well as handle a blade or hammer as any competent soldier, the War Mage seeks and destroys those who would disturb the sanctity and security of the Sanctum’s interests.

Qualifications: Have completed the tasks set forth as a Celestial Armsman, and completed the required Advancement:

- ❖ 60/60 Scholar/Stealth XP (Adept)
 - must include 1: Enhanced Strike, Dispelling Strike, Silence/Stun Blow
- ❖ 60/60 Scholar/Fighter XP (Spellsword)
 - Must include Empowered Strike, Dispelling Strike, Foundation Strike
- ❖ Enhanced Meditate II



- ❖ 2 Gold to the Sanctum
- ❖ 3 Months in the Celestial Armsman Rank
- ❖ 1 senior rank in the militant wing must accredit the candidate for War Mage

Benefits: Adeptus Majors of the Arcane Sanctum are where the true political power of the Order begins. Adeptus Majors can sit in on meetings of the Arcane Council, and also have some voting power with regards to how the Sanctum should proceed with its internal and external affairs. All meetings of the Arcane Council are held in Calanhelm and are sometimes held with other high-ranking members of both the Home Guard and the Earth Weavers.

Adeptus Majors of the Arcane Sanctum have access to benefits from the Lore Seeker and Lore Master Ranks, as well as the following:

- ❖ Access to the complete Ritual Book of the Sanctum. Other than requiring reagents for the rituals, there is no charge by the Sanctum for using their Circle of Power. An Adeptus Major may enlist the Magus to help cast a ritual beyond their means. The Magus is obliged to give aid if he/she has the time.
- ❖ Rank equivalent in the Home Guard is Lieutenant.
- ❖ The Sanctum Ritual vault opens for the Adeptus Majors. Rituals in the vault will be based on player needs and this will be updated in 2020 once the LARP season progresses.
- ❖ For 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Scholar's Archetype

Invoker: May cast an Evocation Bolt with Arcane Qualifier 1/day (level 7 max), Bane Evocation x2, Spell Lesser Magic Storm 1/day

Planeswalker: Resist Element x2, Spell Subjugate x2, Spell Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 10 points per Cloak. Planar Asylum (self) 1/event

Channeler: Convert 5 points to Elemental Awaken, Elemental Release, or 5-10 points for Elemental Mend Armour (equivalent points)

Ensnarer: Bane Binding x2, Spell Shackle x2, Spell Web x2, Spell Prison x2, Expend a Binding Spell for Cloak Binding

Spellsword Archetype

Defender: Hardy, Spellstrike Web x2, Spell Elemental Shield x2

Deflector: Parry x2, Cloak Evocation x2, Spell Parry x2

Cavalier: Weapons have +2 Damage when calculating Slay, Cloak Eldritch Force x2, Spell Enhanced Blade x2, Expend an Eldritch Force Spell for Cloak Eldritch Force

Adept Archetype

Arcane Trickster: Spell Shun x2, Evade x3, Phase x2

Magehunter: Arcanestrike Silence 2/day, Arcanestrike Paralysis 2/day, Resist Spell 1/day

Nightstalker: Spell Sleep x2, Spell Stun Limb x2, Evade x3, Shadow Jump (rift ability in and out once, must be in shadows may not enter a Ward or CoP)

Burdens: The Adeptus Major will oversee the Sanctum's "ledger" or "log". They need to ensure that members are paying their tithe before game end on Sunday. They need to present the log to the Magus and balance the coffers.

Arcane Sanctum Rank Five: Magus

The Magus is a designation of honour. Not many celestial casters make it to this level and those that do rarely ever leave the order. A magus helps run the local sanctum and their word is final. Only the ArchMage may overrule a Magus and that only happens in extreme circumstances.



The Magus is one of the Conclave-Penta. These five individuals run the inner workings of the local Sanctum. Any major decision must be put to a vote. One Magus will be named the Magus-Prime and he/she will communicate with PLOT and the ArchMage directly to avoid confusion that can arise with multiple players in a power position. The ArchMage may overrule the entire Conclave-Penta if there is a PLOT reason.

Qualifications: Have completed the tasks set forth as an Adeptus Major, and completed the required Advancements:

- ❖ 200 Scholarly XP (Includes either Formalist or Grand Master Scrollmaker)
- ❖ Enhanced Meditate III
- ❖ 4 months as an Adeptus Major
- ❖ Craftsman (Any legal field)

Arcane Vanguard Rank Five: Sanctum Marshal

Sanctum Marshals are only appointed by the ArchMage. This posting has the same duties and responsibilities as the Magus rank. Only 1 Sanctum Marshal will be promoted in each Conclave-Penta. The current Sanctum Marshal of Calanhelm is Farr'Shen, the mighty Lion Saar. His skill in combat has no equal in the Sanctum.

Qualifications for this rank are the needed knowledge of at least the basics of formal magic if not higher and the second tier of proficiency in weapons or stabbing for key weak points. Adepts will learn the art of assassination in one strike, their ability to evade more than once within a fight, to gain further knowledge in magical trap design and have knowledge of Sanctum politics. Spellswords would further toward the use felling an opponent in one hit or blocking mighty swings. Their Blacksmith skill must continue to increase with a goal of attaining a Journeyman level soon after promotion.

Qualifications: Have completed the tasks set forth as a War Mage, and completed the required Advancements:

- ❖ 75/75 Scholar/Stealth XP PLUS an additional 50 XP split either way (total is 200XP)- ADEPT
 - Must include 1: United Blow, Create Trap 2, Alchemy 3
- ❖ 75/75 Scholar/Fighter XP PLUS an additional 50 XP split either way (total is 200XP)- Spellsword
 - Must include either Combined Strike or Blacksmith 3 PLUS Fast Refit 3
- ❖ Craftsman (any legal field) 1 Rank
- ❖ 2.5 Gold to the Sanctum
- ❖ Appointed only by the ArchMage

Benefits: Magus is the top of the echelon. They are considered in the same rank category as Commander in the Home Guard. They are the leaders of the Conclave-Penta, and make decisions for the entire Sanctum. The Magus of each Sanctum vote amongst themselves every time the position of ArchMage is vacant. Currently there are only 12 Magus, not including the current ArchMage, Az'Caine.

A Magus of the Arcane Sanctum has access to the benefits of the Lore Teacher and Adeptus Major Ranks, as well as the following:

- ❖ Access to the “ear” of the ArchMage and access to many rituals that are PLOT only controlled. Until a player reaches this level, PLOT controlled rituals are not even “out there.”
- ❖ Given the tile of Magistrate if not already in that position
- ❖ For 200 GS You may purchase two (2) of the following Archetypes (appropriate to your class). You may purchase only one if you so choose for 100GS. *Spellswords and Adepts may purchase one of the Scholar Archetypes in addition to one of their own Archetypes:*

Scholar's Archetype

Invoker: May cast an Evocation Bolt with Arcane Qualifier 1/day (level 9 max), Bane Evocation x2, Spell Lesser Magic Storm 2/day



Planeswalker: Resist Element x2, Resist Spell x2, Spell Subjugate x2, Spell Banish x2, May expend wand charges for Cloak <Stone, Lightning, Ice, Flame> at 10points per Cloak. Planar Asylum (self) 2/event

Channeler: Convert 5 points to Elemental Awaken, Elemental Release, or 5-10 points for Elemental Mend Armour (equivalent points), 15 Points for an Elemental Dispel

Ensnarer: Bane Binding x2, Spell Shackle x3, Spell Web x2, Spell Prison x2, Expend a Binding Spell for Bane Binding

Spellsword Archetype

Defender: Hardy x2, Spellstrike Web x2, Spell Elemental Shield x2, Resist Spell x2

Deflector: Parry x2, Cloak Evocation x3, Spell Parry x2, Resist Spell x2

Cavalier: Weapons have +2 Damage when calculating Slay, Cloak Eldritch Force x2, Spell Enhanced Blade x2, Expend an Eldritch Force Spell for Bane Eldritch Force, Resist Spell x2

Adept Archetype

Arcane Trickster: Spell Shun x2, Evade x3, Phase x2

Magehunter: Arcanestrike Silence 2/day, Arcanestrike Paralysis 2/day, Resist Spell 2/day

Nightstalker: Spell Sleep x2, Spell Stun Limb x2, Evade x3, Shadow Jump x2 (rift ability in and out twice, must be in shadows may not enter a Ward or CoP)

The current ArchMage, Az'Caine, has been in his position for over 47 years. The Arcane Sanctum is pleased with his leadership, and no one has ever had any reason to doubt his rule or his intentions.

Az'Caine is a faithful and firm believer in his country, his Queen, and the Arcane Sanctum. He is unwavering in his duty, honor, loyalty and service to the Arcane Sanctum, Calanda, and the relationship he has with the Grand Council.

On Az'Caine's current agenda is to strengthen the holdings of the Sanctum and ensure his legacy lives on past him. Rare to smile and fast to anger, all that he does is for the good of Calandonia as a whole.

Questions

This is a meta-game organization for the Calgary Alliance Chapter. You may contact PLOT with questions or:

You may also contact Cory Fliegel via email (ops@alliancealberta.ca) with specific questions.

Burden: All Magus must work closely with PLOT to further the storyline. They need to work to ensure that members of the sanctum do not stray "too far away" from the Sanctum's storyline.

A Magus must also ensure that the Sanctum remains prosperous through selling and trading of magic skills, rituals etc.

Rank Six: ArchMage

ArchMage is an elected position, voted on by the current Magus. The ArchMage spends most of his time seeing to the daily operations of the Arcane Sanctum, meeting with the King or his advisors, or studying within his private chambers.



Archetype Notes:

The Archetype abilities have been redesigned for 2020. You may only ever purchase one of the abilities per weekend. If you are of a higher rank you may purchase a lower rank Archetype for the lower Goblin Stamp cost, but that is the only Archetype you may purchase for the weekend. As an example: Player A is an Adeptus. He may choose any Scholar Archetype below that rank, but nothing more.

All abilities are per currently per day skills. PLOT will evaluate how they are being used and may change them to a xEVER skill instead. Unused abilities at the end of an event are LOST.

The Cavalier ability only is calculated on a Slay effect. It DOES NOT add “static damage”.

The Shadow Jump ability is a “mini-rift” and must be used to “jump” from Shadow to shadow. Player A must Rift in with a 3 count within 10 seconds of Rifting out, limiting the jump to short distances only. The Rifting in and out does not allow the PC to bypass a Ward or Circle of Power.

If a Marshal decides that the player is not following the “spirit” of this ability, they can remove any unused charges and the player may be banned from using the Nightstalker Archetype at further events.



Paragons of the Arcane Sanctum

In late 2019 we began to introduce a concept that was worked on for the new 2.0 system but has been shelved by the National organization. We are introducing several of them through our Meta-Organizations (Earth Weavers, Home Guard, Hammer Outfitters and the Sanctum). Players must be members in good standing of the meta-orgs. They must also speak with the PLOT team and the heads of each guild before attempting to spend any XP in these Paragons.

PARAGONS ARE STRICTLY LCO and will not be used in any other chapter.

How the Paragons work in Calgary:

1. The Paragon Path must be “unlocked” by the plot team.
2. Players must train with the Masters of the Paragons or study the books that the techniques come from IG.
3. Players purchase “Craftsman Paragon of <Paragon Name>” with 10 XP put into the skill (5 ranks for Non-sylvanborn, 10 ranks for Sylvanborn)
4. If you travel to another chapter, you will receive the Silver for the Craftsman instead of the Paragon abilities.
5. You may only ever have one Paragon, so choose wisely.
6. Only NPCs can teach the Paragon paths. No PC can select a path without prior approval from PLOT and the Guild leaders.
7. Abilities can, and most likely, will change or be adjusted over time. This is all in fluctuation so be prepared for things to change. We will give as much notice as possible before a change.

Current List of Unlocked Paragons:

- Conjurer
- Elementalist
- Ritualist

Current List of Paragons being unlocked through story in 2020:

- Steelsoul
- Stalker

Current Paragons not yet found but have the possibility to be unlocked:

- Arcane Berserker
- Mage Killer



Paragon of Conjunction

DESCRIPTION:

The Conjurer unlocks a new school of magic specifically meant for Celestial Casters. The Conjurer gains the ability to manipulate a host of new wall spells and short distance travel spells.

	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	125 XP spent in Celestial Scholarly Skills	Gains Access to Conjunction Magic- Fey Step		2 High Magic
LEVEL 2	150 XP spent in Celestial Scholarly Skills	Gains Access to Conjunction Magic- Stink Cloud All Wall spells gain an additional 5' (2m) of length and may be "bent" up to 90 degrees once during the casting.	May Flex Cast any spell to a Conjunction spell of one level lower.	Elemental Light 2/day
LEVEL 3	175 XP spent in Celestial Scholarly Skills	Gains Access to Conjunction Magic- Dimension Door All Wards cast may encompass 2 "Game Rooms" of size		Elemental Dispel 2/day
LEVEL 4	200 XP spent in Celestial Scholarly Skills	Gains Access to Conjunction Magic- Wall of (SLIF) May Meditate a Wall effect that was Dispelled	May expend any memorized Conjunction as if possessing the Counterspell ritual against an appropriate Eldritch Force effect of the same level.	2 High Magic
LEVEL 5	225 XP spent in Celestial Scholarly Skills	Gains Access to Conjunction Magic- Prismatic Wall All Conjunctions are cast with the Spell qualifier instead of the full incant	All Wall spells have a 10-minute duration instead of Concentration (allowing the caster to leave the area). Prismatic Wall will require a stated effect before leaving the area for a Marshal	Spell Ward 1/day



New School for Celestial Casters: Conjuration

I conjur a [Wall of (SLIF)| Wall of Force| Wizard Lock| Ward |Dimension Door | Far Step| Stinking Cloud| Prismatic Wall | Light | Lesser Investment]

- 1: Light, Lesser Investment
- 2: Fey Step
- 3: Wall of Force
- 4: Stinking Cloud
- 5: Dimension Door
- 6: *Wizard Lock*
- 7: Wall of (SLIF)
- 8: Prismatic Wall
- 9: Ward

Description of each Spell

Dimension Door- Instantaneous

When this spell is cast, the player and up to two allies, has up to 10 seconds to move (either walk or run) to another spot within sight after calling a Rift Out 3-count (in which time those players are susceptible to attack). Players may not use any other game abilities while using Dimension Door. They should go OOG (hand on head, or white headband) while moving. They may call “no effect” to any errant attack. Once they stop moving, the spell ends and the player is back IG with another Rift In 3-count (again, they are vulnerable to attacks during the rift in). This spell cannot be used to by-pass a Circle or Power, Wards or Wizard Locks. Unlike Fey Step, this spell can be used to bypass a Wall of (SLIF). Players must make every effort to stay together, you move as a group at the pace of the slowest member. Please note, even though your travel time is OOG, any timers you have currently on you, are not suspended (such as spell durations, death counts etc.)

Fey Step- Instantaneous

When this spell is cast, the player has up to 10 seconds to walk (not run or jog) to another spot within sight. Players may not use any other game abilities while Stepping. They should go OOG (hand on head, or white headband) while walking. They may call “no effect” to any errant attack. Once they stop moving, the spell ends and the player is back IG. This spell cannot be used to by-pass a Circle or Power, Walls of (SLIF), Wards or Wizard Locks. Please note, even though your travel time is OOG, any timers you have currently on you, are not suspended (such as spell durations, death counts etc.)

Prismatic Wall- Concentration

This spell creates a barrier that will stretch no more than ten feet across. This spell must be cast on a doorway or other natural feature (such as 2 trees, or a fence post) of up to ten feet across and 25 feet high.

The floor of the Prismatic Wall must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a Prismatic Wall is in place.

Each wall has the same properties such as: Blocks LoS, Weapons and Spells cannot pass through. Each can be destroyed with 60 Damage (take double from opposite element, No Effect from same element) or with single Dispel.

Each time a player crosses the Wall the Caster has the choice of calling one of the following:

- 20 Elemental (Stone/Lightning/Ice/Flame)
- Elemental Slow
- Elemental Shatter <object>
- Elemental Disarm <item>
- No Effect (the Caster can choose to allow someone to cross with no ill effects)



Stinking Cloud- 10 minutes

This spell allows the caster to inscribe a Cloud of noxious gas. Before casting the spell, a visible, physical representation of the Cloud must be drawn in the dirt or represented by something physical like chalk, a ribbon, or some string. This physical representation is out-of-game and cannot be erased, moved or stolen at any time before the spell is cast. The Stinking Cloud may be up to 6 feet in diameter. If the space it occupies is smaller, it will fill the area.

Any player (with a metabolism) that enters the Cloud is affected with Elemental Enfeeble. The PC may resist the effect, but should make all efforts to leave the Cloud immediately (within 3 seconds of calling the defence).

Wall of (SLIF)- Concentration

This spell creates a barrier that will stretch no more than ten feet across. This spell must be cast on a doorway or other natural feature (such as 2 trees, or a fence post) of up to ten feet across and 25 feet high.

The floor of the Wall of (SLIF) must be marked in some way (such as by a rope, chalk mark, or ribbon) to indicate to all observers that a Wall of (SLIF) is in place.

Each wall has the same properties such as: Blocks LoS, Weapons and Spells cannot pass through. Each can be destroyed with 60 Damage (takes double from opposite element, No Effect from same element) or with single Dispel.

The four types of Walls have special properties each:

1. Stone: Threshold of 3. Requires 60 points of damage to “break”. Players must mimic smashing the wall where the physrep is set. Packets must pass “through” the physreps barrier to have “hit” the wall itself. If the player passes over the destroyed wall they are under a Slow effect for a 3 count (to mimic the rubble)
2. Lightning: Can be stepped through. Each player takes 20 Elemental Lightning (caster must call the damage). There is no limit to how many players may pass through the barrier.
3. Ice: Threshold of 3. Requires 60 points of damage to “break”. Players must mimic smashing the wall where the physrep is set. Packets must pass “through” the physreps barrier to have “hit” the wall itself. If the player passes over the destroyed wall they are walking along an Oil of Slipperiness and must mimic slipping for a 3 count.
4. Flame: Can be stepped through. Each player takes 20 Elemental Flame (caster must call the damage). There is no limit to how many players may pass through the barrier.



Paragon of the Elementalist

DESCRIPTION:		<i>The Elementalist wields a mastery of the Foundation elements to both strike down foes and survive where no mortal can be expected to.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	125 XP spent in Celestial Scholarly Skills	The Elementalist may attune him or herself to a specific foundation element at logistics or with 10 minutes of focus in a Celestial Circle of Power. The effects of this ability are detailed in other abilities as "Attuned Element." Stone and Lightning are Opposites, as are Ice and Flame. This effect may be ended with 10 minutes of focus in a Celestial Circle of Power. Abilities do NOT reset if Attuned Element is changed.	Once per day per level of Elementalist, may expend any fifth or higher level memorized spell to become healed by the Attuned Element and double damage from the Opposite element for 10 minutes.	2 Celestial High Magic Points
LEVEL 2	150 XP spent in Celestial Scholarly Skills	The Elementalist receives 35 points instead of 25 for each purchase of Channelling. The Elementalist increases their maximum Channelling damage by 5 per Elementalist level. This is above Improved Channelling.	May flex cast an attuned Elemental bolt of the same level instead of a level below. Must have Flex Casting to use this ability	Bane Attuned Element 1/d; Cloak Opposite Element 1/d
LEVEL 3	175 XP spent in Celestial Scholarly Skills	May Meditate any Evocation Bolt of Attuned Element with a 30 count that is unresolved. (resisted, dodged or in any way negated)	May expend any third or higher level memorized spell to touchcast Spell Enhanced Blade of the Attuned Element.	75 Spell Attuned Element 1/d
LEVEL 4	200 XP spent in Celestial Scholarly Skills	Planar Asylum, Self-Only to Attuned Element.	May expend any memorized Evocation Bolt as if possessing the Counterspell ritual against an appropriate Evocation Bolt of the Attuned or Opposite Element.	Elemental Banish 3/d
LEVEL 5	225 XP spent in Celestial Scholarly Skills	All Evocation Bolts of the Attuned Element may be cast using the Elemental qualifier. Meditate restores all Evocation Bolts with one minute of meditation (as if the skill was purchased three times, and all Evocation Bolts were being Meditated simultaneously).	May expend a 9th level spell to empower herself with the Attuned Element for 10 minutes. The Elementalist gains an immunity and the ability to immediately throw an additional Spell packet after throwing an Elemental attack of the attuned element. (See below)	Potency: Attuned Element 2/d
	Element	Immunity	Damage Packet may be thrown	Spell Effect may be thrown
	Stone	Command	20	Spell Shackle
	Lightning	Binding	10	Spell Disarm
	Ice	Curse	10	Spell Stun Limb
	Flame	Alteration	10	Spell Shatter

Paragon of the Steel Soul

DESCRIPTION:		<i>The Steelsoul seeks to become more than simple flesh and bone, inspired by the golemcrafters of legend and on a quest to regain some semblance of their lost power.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	Minimum 30 XP spent in Martial and 75 xp in Scholarly skills, combined total must be 120xp	A Steelsoul may purchase an additional level of Celestial Armor beyond the normal maximum per level of Steelsoul.	Once a day per Steelsoul level, the Steelsoul may be healed instead of harmed by an Evocation Bolt she casts on herself.	Evocation Bolt 3/day (damage 5x Steelsoul level), 4 Celestial High Magic points which must be spent on Celestial Armor
LEVEL 2	Minimum 40 XP spent in Martial and 75 xp in Scholarly skills, combined total must be 140xp	The Steelsoul's bonded weapon is immune to Disarm and Shatter. The Steelsoul's bonded weapon may be used as a Wand (element selected when the weapon is bonded).	May expend Channelling as "Mend Armour" of the same amount.	Spellcrafted Spirit Link, self only, must target a melee weapon, 1/d. The Steelsoul may target a weapon that is already spirit linked/locked to herself. For other abilities, this is referred to as the "bonded weapon."
LEVEL 3	Minimum 50 XP spent in Martial and 90 Scholarly skills, combined total must be 170xp		When the Steelsoul uses a Resist or Cloak, she gains an Immunity to the effect group for the next 5 minutes	Destruction/Stun Blow 1/day
LEVEL 4	Minimum 60 XP spent in Martial and 100 Scholarly skills, combined total must be 190xp	The Steelsoul's bonded weapon gains the Monster Slayer <construct> ability. The Steelsoul may swing the Body Carrier vs. Constructs.	May expend any 7th or higher level memorized spell to Resist a Command, Necromancy, Alteration, or Binding effect.	2 Celestial High Magic points
LEVEL 5	Minimum 70 XP spent in Martial and 110 Scholarly skills, combined total must be 220xp	The Steelsoul may deliver any memorized Subjugate or Shatter spells as Arcane Strike through the bonded weapon.		Gains Protective Reflex 1/day



Paragon of the Stalker

DESCRIPTION:

A Stalker is one who has become magically attuned to the light and darkness around them. At night they become more mobile and able to escape their foes, while daytime empowers their strength and power. They can consume light to create protections made of darkness, or wield the light like a weapon on its own.

	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	60 XP spent in Stealth Skills, 60 XP spent in Scholarly Skills	For all Stalker powers, "daytime" means between 6AM and Logistics and "nighttime" means between Logistics and 6AM unless otherwise specified by Plot. During daytime, the character may Meditate in half the time it would normally take them. During nighttime, the character may Rip Free* (as per the Monster Ability Escape Binding) from Pin, Slow, Shackle or Web with a 3-count.	May expend one or more Spell Light effects (from memory or class ability) to add +5 for each Light expended to any Evocation Bolt spell cast from memory.	4/day Spell Light
LEVEL 2	70 XP spent in Stealth Skills, 70 XP spent in Scholarly Skills	During daytime, Backstabs (but not Back Attacks) give +3 damage with melee weapons From Behind (instead of +2).	During nighttime, the character may expend a use of the Evade skill as a Mettle without the body cost.	3/day Spell Light, 1/day Evade
LEVEL 3	85 XP spent in Stealth Skills, 85 XP spent in Scholarly Skills	During nighttime, the character may Shadow Jump 1/hour	During the Day, the character may move while casting any Storm Spell as per the High Magic ability	3/day Spell Light, 1/day Back Attack
LEVEL 4	95 XP spent in Stealth Skills, 95 XP spent in Scholarly Skills		During nighttime, may Focus for 3 seconds and consume a Liquid Light, Light spell, or Light scroll to produce one of the following effects by touchcast: Spell Weapon Shield, Spell Poison Shield, Spell Spell Shield, Spell Elemental Shield. During daytime, may consume a Liquid Light, Light spell, or Light scroll to add 10 damage to any single melee weapon swing From Behind (this may not be stacked). The player must have the appropriate physrep in hand.	1/day Assassinate, usable only at daytime. 1/day Counteract, usable only at nighttime.
LEVEL 5	110XP spent in Stealth Skills, 110 XP spent in Scholarly Skills	During daytime, all base weapon attacks are at +1 damage. Any Channeling may be used at +5 Damage over the player's normal cap.	During nighttime, may expend both a use of the Evade skill and a Spell Light (from memory or class ability) as a Dodge.	1/day Phase, usable only at nighttime. 1/day Doom Blow, usable only at daytime.



Paragon of the Ritualist

DESCRIPTION:		<i>The Ritualist has mastered the art of ritual casting.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	150 XP spent in Scholarly Skills	When this character is the primary caster for a ritual, at the end of a Ritual Casting where the ritual is successful, the character and all secondary casters may immediately Meditate any and all eligible spells and skills for which they have fulfilled the Meditate requirements; no roleplay or physrep requirements need be met. The character may read any Ritual Scroll, even if they do not have the required Formal Magic type.		1/day COP, 1 additional High Magic point in primary school.
LEVEL 2	175 XP spent in Scholarly Skills	Any Ritual in which this character is the primary caster recives a free Quicken Casting per Ritualist class level above level one.		Elemental Subjugate 1/day, Elemental Banish 1/day
LEVEL 3	200 XP spent in Scholarly Skills	The Ritualist may call "No Effect" to any effect (such as Voice delivery or gaze attacks) originating outside of a COP they are in.	Once per day per Ritualist class level, may fill a Spell Store or Memory Strike ritual with a spell from memory without actually expending the spell from memory. All other requirements must still be fulfilled.	Resist Destroy Magic 1/d for any Circle of Power you are in
LEVEL 4	225 XP spent in Scholarly Skills	Unique High Magic - "Create Reagent" - Cost: 2 High Magic points - This High Magic grants the caster a single generic Reagent tag. This tag may be used by any Ritualist of 4th level or higher as a Reagent of any type and may be used for any purpose where a Reagent would be wanted (Spellcrafting, Ritual Casting, paying a summoned Elemental, etc.). This tag expires at the end of the current Logistics period.		1/day create any Spellcraftable effect at its lowest level, cast using the character's Primary School if possible. The Spellcraft tag must be chosen and filled out at Logistics during memorization.
LEVEL 5	250 XP spent in Scholarly Skills	The Ritualist may choose to keep a Ritual Batch open until the next Logistics period (or end of the event, whichever comes sooner). This must be clearly marked on the partial Temporary Magic Item tag.	May expend a 9th level spell from memory to gain a Ritual Manipulation of their choice when starting or during (for Terminate Ritual) a Ritual. They do not need to fulfill the normal "Ritual Levels above" requirements.	1/day COP, 2 additional High Magic points in either school.



Paragon of the Arcane Berserker

	DESCRIPTION:	<i>The Arcane Berserker seeks the glory of battle, and uses both magic and weapon to deal out as much destruction as possible.</i>		
	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	Minimum 30 XP spent in Martial and 60 xp in Scholarly skills, combined total must be 120xp	The Arcane Berserker may conduct a 5 minute ritual each day to bond themselves with one weapon and give it a name. The weapon is now spirit locked and may be used as a Wand (element selected when the weapon is bonded).		1/day Arcane Strike Shatter
LEVEL 2	Minimum 40 XP spent in Martial and 75 xp in Scholarly skills, combined total must be 140xp	You may channel through your bonded weapon with weapon strikes. Channeling works as per normal otherwise.	May expend a spell slot of at least 6th level to add the 'Fear' carrier for the next 3 swings.	25 channel pool, 1/Day Arcane Pin
LEVEL 3	Minimum 50 XP spent in Martial and 90 Scholarly skills, combined total must be 170xp	If a killing blow is delivered, and lands, with your bonded weapon, you may swing the 'Magic' carrier for the next 5 minutes. You may also then throw a single packet for Arcane Fear.	1/day per Arcane Berserker level, may 'share' an effect and/or damage with an enemy. Both take the effect. Call 'Altered effect, bane'	1/ Eviscerating Blow, 2/ Mettle, 1/ Arcane Shackle
LEVEL 4	Minimum 60 XP spent in Martial and 100 Scholarly skills, combined total must be 190xp		May expend a spell slot of at least 7th level to add 'Strike' to any weapon attack once per day per paragon level	25 Channel Pool, 1/day Riposting Strike
LEVEL 5	Minimum 70 XP spent in Martial and 110 Scholarly skills, combined total must be 220xp	With the daily ritual, you may add one of the following to your bonded weapon: Strengthened Blow, Battle Mage's Strike, Life Leech, Explosive Demise, Elemental Imbuement	1/day may expend a Resolute, and it stays active for 10 seconds.	1/day Resolute, 1/day Phase



Paragon of the Mage Killer

DESCRIPTION:

Some Adepts focus on striking down the magically inclined. Their abilities already give them significant protections against magical attack, and by directing their training almost exclusively against magic they can hone already impressive skills even further. Not only can they strike down their spellcasting foes, they can extend some additional defenses and antimagic powers to their allies.

	PREREQUISITES	PASSIVE	ACTIVE	PER-DAY
LEVEL 1	Minimum 30 XP spent in Stealth and 60 xp in Scholarly skills, combined total must be 120xp	The Magekiller may expend an Evade to halve the damage from any damaging attack with the Spell qualifier. When used, they must call Reduced.		1/day Spell Shield, 1/day Spell Reflect Spell, 1/day Evade
LEVEL 2	Minimum 40 XP spent in Stealth and 75 xp in Scholarly skills, combined total must be 140xp	The Magekiller may expend the Evade skill instead of the Parry or Intercept skills to power the Spell Parry and/or Heroic Interception rituals.	The Magekiller may expend any 7th level or higher spell in memory as a Spellstrike Dispel.	2/day Evade
LEVEL 3	Minimum 50 XP spent in Stealth and 90 Scholarly skills, combined total must be 170xp	Whenever the Magekiller successfully uses a Guard or Return defense against an attack with the Spell Qualifier, they may immediately use 5 Spell Healing/Chaos with a single packet.		2/day Resist Magic
LEVEL 4	Minimum 60 XP spent in Stealth and 100 Scholarly skills, combined total must be 190xp	Whenever the Magekiller has a Back Attack batch active, they may change their weapon carrier with melee weapons to "Silence".	The Magekiller may expend any 6th level or higher spell in memory as a Spellstrike Spell Shield by weapon.	2/day Cloak Edritch Force
LEVEL 5	Minimum 70 XP spent in Stealth and 110 Scholarly skills, combined total must be 220xp	The Magekiller may use their first level Passive ability against Elemental qualifier attacks in addition to just Spell qualifier attacks.	The Magekiller may expend a Doom Blow to gain the Monster Ability "Innate Reflect" for 10 minutes. When this is triggered the character's Spell Shield and Reflect Spell effects are removed. The character is Immune (after Reflects are triggered) to Spell Shield and Reflect Spell while this ability is active. While this ability is active, the Magekiller's 3rd level Passive ability will not trigger.	1/day Doom Blow

