

THE SH'DDAR PROFESSIONS

NETHERMANCERS

KNOWLEDGE SKILLS

Knowledge Name	Build Cost	Knowledge Description	Duration	Prerequisites
Small Weapon	1	This ability will allow the user to wield a dagger or other small weapons.	Constant	None
Leather Efficiency	4	As long as the character is wearing 10 points of Armor (before modifications for Armor Efficiency, magical armor, or shields), this Knowledge will always provide a damage soak of 1, to a minimum of 1 damage.	Constant	None
See Spirit	3	This Knowledge allows the Nethermancer to see Spirits. Spirits are represented by people wearing a red headband. This will not allow the Nethermancer to speak with spirits.	Constant	None
Staff	3	This skill will allow the user the ability to wield a staff.	Constant	None
Teach	4	This ability will allow a person to teach any skill that they know for any profession for which they satisfy the prerequisites to teach. Advanced skills and lists as well as hidden skills and hidden sub-lists cannot be taught by player characters. A character cannot teach a profession until she has an advanced list in that profession and cannot teach a sub-profession until she knows at least 15 build worth of skills from that sub- profession.	Constant	Any 5 th Rank Nethermancer Spell or Sacrament
Utilize Component	3	This ability allows a character to recognize, harvest, dissect, and use components. The most common components can be used by characters for mana and vigor. Other components may have different effects as described by the component. Characters with this knowledge may also harvest raw components located in-game and grants the knowledge required to dissect components from different creatures. Harvesting and dissecting a component takes 1 minute. For mana and vigor components this will harvest 2 points per minute. A single character may only harvest a maximum of 10 points from a single component node each hour. Components can be traded between players, however all components wither and die at the end of the weekend.	Constant	None
Literacy	2	This skill grants a character the ability to read and write the common language.	Constant	None
Caster Essence	1	The caster may purchase 1 healable essence for 1 build every other level. Starting at level 1.	Constant	None
Mana	1, 2	The character may purchase 1 healable Mana at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Mana thereafter.	Constant	None
Vigor	1, 2	The character may purchase 1 healable Vigor at a rate of 1 build per point of Mana. Once a character has reached 40 Mana the cost will increase to 2 build per point of Mana and will increase by 1 build for every 40 Vigor thereafter.	Constant	None

VIGOR SKILLS

Skill Name	Build Cost	Casting Cost	Skill Description	Duration	Effect	Target	Prerequisites
Soul Hook	3	3v	This Skill allows the Nethermancer to forcibly raise an unwilling target as their minion. A Nethermancer may only have one forcibly raised minion at a time.	End of Summoning	Instant	Any	None

NETHERMANCER PRAYERS

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Break The Cycle of Life and Death To...</i>							
1	Feign Death	2	1m	This Prayer allows the target to appear as dead. Any detect or assess life skills will determine that the target of this spell is dead. Any movement from the Target will end this effect.	6 Hours	Invoked/1 hour	Any	Literacy
1	Siphon Your Soul	2	1m	This Prayer deals 5 Essence damage. If the Prayer is delivered successfully, the Nethermancer may heal 2 Essence to themselves. The Nethermancer may not heal themselves above their maximum healable Essence pool through this means. The Target must have at least 1 Essence to be affected by this Prayer.	Instant	Instant	Any	Literacy
1	Grant You Death's Vision	2	1m	This Prayer allows the Target to see Spirits. They may not speak with or hear Spirits.	30 minutes	Instant	Any	Literacy
1	Render Soul	2	1m	This prayer will allow a living target to receive any prayers or sacraments that enhances any undead target onto themselves as a living target. Render Soul lasts 5 minutes however, enhancing prayers and sacraments placed on a target during that 5 minutes each have their own duration listed under reduced. All such spells have a reduced duration on the target of Render Soul. A target under the effect of Render Soul may not receive any Eddar healing for the duration of Render Soul or for the duration of any effects received through use of Render Soul.	5 Minutes	Instant	Any Willing	Literacy
1	Grant Speed of the Souless	2	1m	This Prayer will remove the Shambling effect (only move walking pace) from an Undead.	End of Summoning	Instant	Undead	Literacy
1	Grant Whisper of the Spirits	2	1m	This Prayer allows the Target to speak with and hear Spirits. The Target does not gain the ability to see Spirits. The spirit cannot be forced to answer, or answer truthfully.	5 Minutes	Instant	Any	Literacy
1	Command Lesser Undead	2	1m	This Prayer will allow the caster to control any rank 1-2 Undead, forcing the Target to follow all the Nethermancer's commands. The Nethermancer may only have one Undead under their command at a time from this spell.	30 Minutes	Instant	Rank 1-2 Undead	Literacy

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Break The Cycle of Life And Death To...</i>							
2	Siphon Your Strength	3	2m	This prayer will drain the target of 1 strength. If the prayer is delivered successfully, the Nethermancer will then gain +1 strength for the duration of the prayer. A target may never be drained below the ability to swing 1 damage by this means. This prayer may not be combined with any other strength stealing effect.	5 Minutes	Instant	Any	Equal number of Rank 1 Nethermancer Prayers
2	Grant You Soul Shield	3	2m	The Prayer defends the target from any one effect that directly damages their Essence pool.	6 Hours	Invoked	Any	Equal number of Rank 1 Nethermancer Prayers
2	Grant Strength of Bone	3	2m	This Prayer grants an Undead +1 strength. This strength cannot be combined with any other strength giving Spell or Prayer effects. It will add to any natural strength of the Undead.	End of Summoning/ Reduced: 5 Minutes	Instant	Undead	Equal number of Rank 1 Nethermancer Prayers
2	Bestow Guise of the Living	3	2m	This Prayer will allow any Undead to appear as a living person. The undead will detect as alive to all life detection skills and effects.	End of Summoning/ Reduced: 1 hour	Instant	Undead	Equal number of Rank 1 Nethermancer Prayers
2	Shred Your Soul	3	2m	This Prayer deals 10 Essence damage to a Target. If the Prayer is delivered successfully, the caster may heal 5 essence to themselves. The caster may not heal above their maximum healable Essence pool through this means. The target of this spell must have at least 1 essence to be affected by this Prayer.	Instant	Instant	Any	Equal number of Rank 1 Nethermancer Prayers
2	Bestow Death's Grasp	3	2m	This Prayer will cause the Target to be Paralyzed from the waist down for 15 seconds. This will prevent the target from moving their legs on their own. This is not a pin or bind effect. Paralyzed limbs are unable to function properly therefor, the target will fall to the ground and be unable to get up for the duration of this prayer.	15 Seconds	Instant	Any	Equal number of Rank 1 Nethermancer Prayers
2	Summon Skeleton	3	2m	This Prayer allows the caster to raise a Fallen Target as a Skeleton. The Targets Death count is suspended, and will resume upon completion of the duration of this Prayer. However, if the Skeleton is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Skeleton's Death.	1 Hour	Instant	Fallen Target	Equal number of Rank 1 Nethermancer Prayers

Summoning: Skeleton

Costume Requirements: Skeleton Mask or Makeup, Undead Tabard

Essence: 12

Mana: 0

Vigor: 9

Knowledges: Short Claws (Black), Claw Proficiency, One-handed Weaponry

Skills: Stun 3v, Block 3v

Racials: Mindless, Tear Limb, Staggered Gait, Shambling (only move walking pace), Mute (can't speak)

Weakness: Elemental Damage

Mindless: Undead cannot be affected by mind effects.

Staggered Gait: Undead cannot be completely stopped by a pin/bind effect. The Undead will slow to half whatever speed it was at when struck with these effects; cumulative.

Tear Limb: After 30 seconds, a Skeleton can tear a limb from an unmoving victim. The limb can be used to replace a broken or severed limb on the Skeleton. The limb can also be used to feed a Zombie or Ghoul healing either for 5 essence.

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal <i>I Break The Cycle Of Life And Death Unending To...</i>								
3	Share Your Soul	4	3m	This prayer deals 15 essence damage to a target. If the prayer is delivered successfully, the caster may heal 7 essence to themselves or another target within 5 seconds. The target of this prayer must have at least 1 essence to be effected by this prayer. The caster may throw a spell packet to redirect the stolen essence. The caster may not heal another or themselves above their maximum essence pool in this manner. This prayer will not heal undead.	Instant	Instant	Any	Equal number of Rank 2 Nethermancer Prayers
3	Heal Unlife	4	3m	This Prayer allows the caster to heal Undead targets for 15 essence.	Instant	Instant	Undead	Equal number of Rank 2 Nethermancer Prayers
3	Extend Your Service	4	3m	This prayer will extend the duration of a summoned undead for +30mins. This prayer will not affect minions summoned under the effect of Soul Hook. Target may only be under this effect once per summoning.	30 Minutes	Instant	Undead	Equal number of Rank 2 Nethermancer Prayers
3	Spirit Tether	4	3m	This Payer allows all beneficial Prayers, Spells, Sacraments or Rituals that the target had upon them at Death to remain after Resurrection.	6 Hours	Reactive	Any	Equal number of Rank 2 Nethermancer Prayers
3	Grant You My Blessing	4	3m	This Prayer will transfer any or all beneficial effects, Latent or Active, currently on the caster and bestow them onto an undead as long as the undead is an eligible target for the transferred effects. All durations of effects remain the same, they are not refreshed. At the end of the Summoned Undead's duration, all effects are lost. Baptism and affinity rules apply.	End of Summoning/ Reduced: 30 Minutes	Instant	Any	Equal number of Rank 2 Nethermancer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
3	Create a Spirit Wall	4	3m	This Prayer will create a 10-foot-wide by 10-foot-tall Wall that any Rank 1-4 Undead cannot pass. This Wall will remain standing for 5 minutes or as long as the caster keeps his arm extended with the palm out, whichever duration happens first. The caster may move away from the Wall at a Heel-to-toe rate, but if the Nethermancer loses eye contact with the Wall, it will drop. The Wall will remain at the location that the Nethermancer created it. Walls require that a flashlight beam must be directed at the ground at the point where the it is cast and can be slowly pivoted to mark the length of the Wall. Targets that are caught in the Wall when cast will not take any damage and can choose to appear on either side of the it.	Channeled 5 Minutes	Instant	Ground	Equal number of Rank 2 Nethermancer Prayers
3	Borrow Your Skill	4	3m	This prayer allows the caster to steal a skill or knowledge from a sleeping, natural or magic induced, or unconscious target. The caster must know the name of the skill or knowledge they are targeting at the time of casting. If a skill, the caster uses the skill from their own vigor pool. The target of this prayer cannot use the skill or knowledge while under the duration of this prayer. The caster may only benefit from one stolen skill or knowledge at a time, and must wait until the end of the duration of the prayer before they are able to steal a different one.	30 Minutes	Instant	Any	Equal number of Rank 2 Nethermancer Prayers
Verbal	<i>I Break The Cycle Of Life And Death Unending To...</i>							
4	Bestow Rehnquist's Servant	5	4m	This Prayer gives an Undead 2 uses of the Skill Intercede on the caster at no additional cost. The caster will always determine what attack is Interceded.	End of Summoning/ Reduced: 30 Minutes	Instant	Undead	Equal number of Rank 3 Nethermancer Prayers
4	Chill Soul	5	4m	This prayer allows the Nethermancer to send a chill through the target's soul by striking them with a spell packet. If this prayer is delivered successfully the target is unable to take any action other than to try and flee as far and fast as possible directly away from the caster for 10 seconds. If the target is unable to flee because they are being held, against a wall, or for any other reason, the target becomes stunned in fear for 10 seconds. This stun works the same as the vigor skill stun, this prayer is considered a mind effect.	10 Seconds	Instant	Any	Equal number of Rank 3 Nethermancer Prayers
4	Bestow My Knowledge	5	4m	This Prayer will grant an Undead use of any Nethermancer Prayer that the caster knows. When the priest bestows this knowledge upon an undead, the caster will lose use of that Prayer for the duration. In addition, the caster may also give the Undead up to 20 temporary Mana from their own pool at a 1 for 1 ratio. When the duration of this Prayer is over, the caster gains back the lost Prayer, but any Mana transferred to the Undead remains spent. Undead must be able to speak in order to cast Prayers. This can be used with the Borrow your Knowledge Prayer. Baptism and affinity rules still apply.	End of Summoning/ Reduced: 30 Minutes	Instant	Undead	Equal number of Rank 3 Nethermancer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
4	Siphon Your Might	5	4m	This prayer lowers the constant damage the target swings (Base damage + Weapon Profs. + Strength) by half (round down). If this prayer is delivered successfully, the amount of damaged the caster swings is increased by the amount drained from the target. A target may not be drained below the ability to swing 1 damage. The caster may not combine the damage enhancement gained in this way with any other temporary damaging enhancing effect	1 Minute	Instant	Any	Equal number of Rank 3 Nethermancer Prayers
4	Borrow Your Knowledge	5	4m	This Prayer allows the caster to steal a Spell or Prayer from an unconscious Target. The caster must know the name of the Spell or Prayer that they are stealing at the time of casting. Eddar Prayers may not be Targeted by this Prayer. The target loses the spell for the duration, and the caster may cast the Spell or Prayer from his own Mana pool. The Nethermancer may only have one stolen Spell or Prayer at a time, and must wait until the end of the duration before they are able to steal a different one.	30 Minutes	Instant	Any	Equal number of Rank 3 Nethermancer Prayers
4	Create a Nethermantic Tehter	5	4m	This Prayer will allow the caster to summon into the target a latent undead summoning that will remain dormant until such a time that the Target falls to -1 Essence, at which point the Target will immediately raise as the Undead. The Undead Summoning Prayer or Sacrament must be cast along with this Prayer. The caster must give the Target all Tags associated with the summoning and mark on the tags what undead was summoned. In addition, the Undead may also be given any beneficial caster Prayer at this time, but again, the tags must be given to the target with the name of the spell written on them. Those Prayers may not be used until the undead is invoked, at which time summoning durations apply. A Nethermancer may never be the target of their own Nethermantic Tether	6 Hours	Reactive/ Varies	Any Living	Equal number of Rank 3 Nethermancer Prayers
4	Summon a Skeletal Champion/ Arcanist	5	4m	This Prayer allows the Nethermancer to raise a Fallen Target as a Skeletal Champion or Skeletal Arcanist. The Target's Death count is suspended, and will resume upon completion of the duration of this Prayer. However, if the Champion or Arcanist is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Champion's or Arcanist's Death.	1 Hour	Instant	Fallen Target	Equal number of Rank 3 Nethermancer Prayers

Summoning: Skeletal Champion

Costume Requirements: Skeleton Mask or Makeup, Undead Tabard

Essence 45

Mana 0

Vigor 30

Knowledges: Long Claws (Black), Weapon Master, Weapon Proficiency (One-handed), Weapon Proficiency (Two-handed), Strength +2, and Master Florentine or Shield.

Skills: Critical Strike 3v, Block 3v, Break Limb 3v, Parry 5v, Power Strike 5v

Racials: Mindless, Staggered Gait, Shambling (can't move faster than walking pace), Tear Limb, Mute (can't talk)

Defenses: Minimal from Normal damage

Weakness: Elemental Damage

Mindless: Undead cannot be affected by mind effects.

Staggered Gait: Undead cannot be completely stopped by a pin/bind effect. The Undead will slow to half whatever speed he was at when struck with these effects; cumulative.

Tear Limb: After 30 seconds, a Skeleton can tear a limb from an unmoving victim. The limb can be used to replace a broken or severed limb on the Skeleton. The limb can also be used to feed a Zombie or Ghoul healing either for 5 essence.

Summoning: Skeletal Arcanist

Costume Requirements: Skeleton Mask or Makeup, Undead Tabard

Essence: 25

Mana: 40

Vigor: 0

Knowledges: Long Claws (Black)

Racials: Mindless, Staggered Gait, Shambling (can't move faster than walking pace), Tear Limb

Defenses: Minimal to normal

Weakness: Elemental Damage

Spells: I invoke the shadows of darkness to...

Create a Sword of Shadows 1m

Stay your Distance 1m

Return your Damage 1m

Dim your Vision 2m

Summon a Scald of Power 2m

Summon an Energy Blast 3m

Slow your Weapon 3m

Mindless: Undead cannot be affected by mind effects.

Staggered Gait: Undead cannot be completely stopped by a pin/bind effect. The Undead will slow to half whatever speed he was at when struck with these effects; cumulative.

Tear Limb: After 30 seconds, a Skeleton can tear a limb from an unmoving victim. The limb can be used to replace a broken or severed limb on the Skeleton. The limb can also be used to feed a Zombie or Ghoul healing either for 5 essence.

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
Verbal	<i>I Break The Cycle Of Life And Death Unending And Eternal To...</i>							
5	Create a Nethermantic Link	6	5m	This Prayer will allow the caster to see through the eyes of an Undead. The caster is not granted this sight until his minion reports it to him, radios may be used for this effect. If the undead is killed, its Spirit will report what happened to the caster. Furthermore, this Prayer will give any target undead the ability to speak. Summoned undead are never capable of independent thought. However, rank 1-3 undead are capable of repeating anything the caster tells them, rank 4 and above are able to answer simple yes or no questions and are capable of holding a full conversation with the Nethermancer who summoned them only. Any undead capable of casting, instinctually know which spell/prayer to cast or may be directed by the Nethermancer. This will also dispel any active silence effects on the target undead. This prayer will also allow the caster to create a mental link between themselves and the target undead. After the prayer is cast, they may communicate using a walkie-talkie. The same caster may bring additional target undead into this link with added castings of the prayer. Players must provide their own walkie-talkie.	End of summoning/ Reduced 30 Minutes	Instant	Undead	Equal number of Rank 4 Nethermancer Prayers
5	Bestow Spirit's Riposte	6	5m	Once cast, when the Nethermancer is hit with an attack that drops the caster to bleeding this prayer reactively invokes, siphoning 10 essence damage from the attacker and healing the Nethermancer 5 essence. This prayer only effects Nethermancers and has a 1-minute cool down between each casting.	6 Hours	Reactive	Nethermancer Only	Equal number of Rank 4 Nethermancer Prayers
5	Bestow a Wraith's Touch	6	5m	If a Nethermancer successfully delivers this prayer upon a living target, the caster is able to extend the power of a wraith into themselves for a short time, granting the Nethermancer the ability to possess the target for 5 minutes. The Nethermancer must immediately don a white head band and stay within arms reach or closer to the target. During this time the Nethermancer has complete control over the target and are only vulnerable to mind effects. At the end of this prayer the Nethermancer is expelled from the target's body within arm's reach. Furthermore, a banish the corrupting foe or cleanse mind performed on the target or if the possessed target falls unconscious or to -1 essence the Nethermancer will be expelled from the target within an arm's reach. The target is aware they were possessed and of everything that took place while they were possessed. During the duration of this prayer the Nethermancer does not have access to any of their own abilities other than mind defenses. This prayer counts as a mind effect. The caster must be informed of any lower list mind defenses used.	5 Minutes	Instant	Any Living	Equal number of Rank 4 Nethermancer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Create a Haunting Spirit	6	5m	<p>When the target of this prayer falls into the 1st stage of their death count they may immediately don a red head band and leave a visible note marking where their body is. The target of this prayer then has the duration of their normal death counts (2 minutes for 1st and 2nd stage) to move around freely. During this time the Nethermancer must don a red headband and can't be seen except with see spirits and what or whoever dropped the target into their death count. While in spirit form the caster may not interact with or influence the physical world in anyway other than with what or whoever dropped the target of this prayer into their death count, and even then only in a hostile manner, but may interact with other spirits normally. For the invoked duration, the target's spirit, may only be effected by elemental and essence damage, and undead targeting spells/prayers, and has weakness to elemental, for the duration of this prayer the target is considered to be at a full tag, but may only use their Nethermancer skills and prayers. At the end of their death count the target of this prayer immediately returns to a normal spirit. The body of the target is unable to receive any healing while the spirit is away from it.</p> <p>Furthermore, if the target's spirit is killed as a haunting spirit they immediately take a death and the spirit is sent to Ungerok and must find plot.</p>	6 Hours	Reactive/ Special	Any Living	Equal number of Rank 4 Nethermancer Prayers
5	Grant Knowledge of the Ages	6	5m	<p>This prayer allows the caster to steal a skill or knowledge from a sleeping, natural or magic induced, or unconscious target and bestow it to a Target ally. The caster must know the name of the Skill or Knowledge they are Targeting at the time of casting. If a Skill, the Target ally uses the Skill from their own Vigor pool. The Target of this Prayer cannot use the given Skill or Knowledge while under the duration of this Prayer. The caster may grant one stolen Skill or Knowledge at a time, and must wait until the end of the duration before they are able to grant a different one.</p>	30 Minutes	Instant	Any	Equal number of Rank 4 Nethermancer Prayers
5	Bestow Teaching of the Known World	6	5m	<p>This Prayer will grant an undead any spell that the caster knows, even if it is not Nethermancy. When the caster bestows this knowledge upon an undead, the caster will lose use of that Prayer for the duration, unless that Prayer is a Nethermancer Prayer. Furthermore, the Nethermancer may also grant knowledge of a spell from a scroll to an undead at the cost of 1 charge of the scroll, provided the scroll is not of the Eddar or Woddar faith. In addition, the caster may also give the undead up to 40 temporary mana from their own pool at a 1 for 1 ratio. When the duration of this Prayer is over, the caster gains back the lost Prayer, but any Mana transferred to the Undead is still spent. Undead must be able to speak in order to cast Prayers. This can be used with the Borrow your Knowledge Prayer. Baptism and affinity rules still apply.</p>	End of Summoning/ Reduced: 30 Minutes	Instant	Undead	Equal number of Rank 4 Nethermancer Prayers

Rank	Prayer Name	Build Cost	Casting Cost	Prayer Description	Duration	Effect	Target	Prerequisites
5	Merge Souls	6	5m	This prayer will allow the caster to merge two separate undead into one target. By casting Merge Soul onto a fallen target then spending the appropriate time and spending costs for the two undead the caster wishes to merge, the target will raise as the two undead merged into one. The prayer will merge the two undeads' pools and abilities into one. The weakness of the merged undead will be that of either original undead before being merged at the caster's discretion. Two of the same undead may not be merged. This new creation is considered a rank 5 undead. Once the caster begins a summoning, it will suspend the target's death count. Once the target of this prayer is raised they follow all other rules of a summoned undead.	1 Hour	Instant	Fallen Target	Equal number of Rank 4 Nethermancer Prayers

SACRAMENTS

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
1	Sacrament of Death Armor	3	1m, 1v, 1e	This Sacrament will stop the next killing blow that is successful on the target, after which it will end. This killing blow will have no effect. The player does not need to call no effect, though a marshal may clarify this out of game. This sacrament may target a living or undead being.	6 Hours	Reactive	Any	Literacy
1	Sacrament of Skeletal Arm	3	1m, 1v, 1e	This Sacrament allows the caster to replace a target's arm with that of a Skeleton. The arm is created during this Sacrament. This new arm inflicts 1 damage with small claws (black), as well as grant the ability to block with the skeletal arm only. The target receiving the Skeletal Arm must pay vigor costs for each use of block (3v) from their own vigor pool. This arm may not use any other Skills. After the duration, the Arm will rot off, leaving the Targets arm with a Sever effect.	6 Hours	Instant	Any	Literacy
1	Sacrament of Zombie Summoning	3	1m, 1v, 1e	This Sacrament allows the caster to raise a Fallen Target as a Zombie. The target's Death count is suspended at the start of the casting of this Sacrament, and will resume upon completion of the duration of the Sacraments effect. However, if the Zombie is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Zombie's Death	1 Hour	Instant	Fallen Target	Literacy

Summoning: Zombie

Costume Requirements: Undead Tabard, Undead Mask

Essence: 16

Mana: 0

Vigor: 12

Knowledges: Small Claws (Black),

Skills – knockback 3v, stun 3v,

Devour 1v. - Heals 10 Essence after devouring a target that is unconscious or in their death count for 30 seconds, must remain in contact with target. Devour will deal 5 essence damage every 10 seconds. Counts as a Killing Blow

Racials- Mindless, Staggered Gait, Mute (can't talk), Shambling (Can't move faster than walking pace)

Staggered Gait: Undead cannot be completely stopped by a pin/bind effect. The Undead will slow to half whatever speed he was at when struck with these effects; cumulative.

Weakness: Elemental

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
2	Banner of Unlife	4	2m, 1v, 1e	This Banner allows all allies within sight the ability to cast all individual Summoning Sacraments and Rituals in 1 minute. A Ritualist must aide in the creation of this Banner. For the complete rules on raising a Banner please reference the Ritualist section of the Rule Book.	Channeled 30 Minutes	Instant	Any	Equal number of Rank 1 Nethermancer Sacraments
2	Sacrament of Zombie Arm	4	2m, 1v, 1e	This Sacrament allows the caster to replace a target's arm with the arm of a Zombie. The arm is created during this Sacrament. This new arm inflicts 2 damage with small claws (black), as well as grant the ability to stun with the zombie arm only. The target receiving the Zombie Arm must pay vigor costs for each use of stun (3v) from their own vigor pool. This arm may not use any other Skills. After the duration, the Arm will rot off, leaving the Targets arm with a Sever effect.	6 Hours	Instant	Any	Equal number of Rank 1 Nethermancer Sacraments
2	Sacrament of Ghoul Summoning	4	2m, 1v, 1e	This Sacrament allows the caster to raise a Fallen Target as a Ghoul. The Targets Death count is suspended at the start of the casting of this Sacrament, and will resume upon completion of the duration of the Sacraments effect. However, if the Ghoul is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Ghoul's Death	1 Hour	Instant	Fallen Target	Equal number of Rank 1 Nethermancer Sacraments

Summoning: Ghoul

Costume Requirements: Undead Tabard, Undead Mask, Blood around the mouth

Essence: 40

Knowledges: Short Claws (black), Claw Proficiencies (x2)

Skills: Stun 3e, Critical Strike 3e, Dodge 4e, Disarm 1e

Racials: Mindless, Staggered Gait, Devour, Blood Bond, Paralyzing Strike (costs 5 aggravated essence)

Devour: Heals 10 Essence after devouring a target that is unconscious or in their death count for 30 seconds, must remain in contact with target. Devour will deal 5 essence damage every 10 seconds. Counts as a Killing Blow

Blood Bond: The Ghoul may gain any 1 Racial as well as all alchemical effects from any Target that it has gained 10 essence from by using Devour.

Paralyzing Strike: Target becomes paralyzed and unable to move, speak, or make any physical actions, for 15 seconds. In addition, paralyzed targets are unable to hold anything in their hands or stand and thus, must drop anything they're holding and fall to the ground. The Ghoul must pay 5 aggravated essence per Paralyzing Strike.

Weakness: Elemental

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
3	Sacrament of Nether Weapon	5	3m, 1v, 1e	This Sacrament will cause a weapon to inflict +0 essence damage	30 Minutes	Instant	Weapon	Equal number of Rank 2 Nethermancer Sacraments
3	Sacrament of a Ghoul Arm	5	3m, 1v, 1e	This Sacrament allows the caster to replace a target's arm with that of a Ghoul's arm. The arm is created during this Sacrament. This new arm will inflict 2 Damage with Small Claws (black), as well as grant the ability to use the skill disarm master with the Ghoul Arm only. The target receiving the Ghoul Arm must pay vigor costs for each use of disarm master (3v) from their own vigor pool. In addition, the Ghoul Arm may invoke 3 uses of a Paralyzing Strike at the cost of 3 aggravated vigor each (Target becomes paralyzed and unable to move, speak, or make any physical actions, for 15 seconds. In addition, paralyzed targets are unable to hold anything in their hands or stand and thus, must drop anything they're holding and fall to the ground). This arm may not use any other Skills. After the duration, the Arm will rot off, leaving the Targets arm with a Sever effect.	6 Hours	Instant	Any	Equal number of Rank 2 Nethermancer Sacraments
3	Sacrament of a Banshee	5	3m, 1v, 1e	This Sacrament allows the caster to raise a Fallen Target as a Banshee. The Targets Death count is suspended at the start of the casting of this Sacrament, and will resume upon completion of the duration of the Sacraments effect. However, if the Banshee is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Banshee's Death.	1 Hour	Instant	Fallen Target	Equal number of Rank 2 Nethermancer Sacraments

Summoning: Banshee

Costume Requirements: Undead Tabard, White flowing robe, White face makeup or Undead mask

Essence – 35

Mana – 25

Vigor – 0

Knowledges- Small Claws (black)

Racials- Wail, Staggered Gait, Mindless, Break Resist 1m, Sever Resist 1m – Banshee are semi-incorporeal and may resist Break and Sever effects by spending 1m for each resist.

Defenses- Minimal from Normal

Spells- *I break the Cycle of Life and Death to...*

Command Lesser Undead – 1m

Shred your Soul – 2m

Create a Wall of Shadows – 3m

I invoke the Shadows of Darkness to...

Charm your Mind – 1m

Make you Quiet – 2m

Overwhelm You – 3m

Wail- 2 Mana - Causes a Target to be unable to move, attack, cast, or use any Defensive Skills for 30 seconds. Latent defenses may be invoked. Any Offensive action taken against the Target will end this effect. This attack must be delivered with a Spell Packet

Weakness: Elemental

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
4	Seal of Undead Sentinel	6	4m, 2v, 2e	Triggering this Seal will cause an Undead to appear. At the time of casting, the caster will determine what undead will be summoned. The caster can only use undead that they have the knowledge to summon. If there is a Marshal present they can play the undead summoning. If the caster of this Seal is inside the building they may play the sentinel, or designate a person present to do so. The stats of the undead used should be included on the area notes for this Seal. It is the Nethermancer's responsibility to leave a set of claws and mask in the room where the Seal is for its minion to use. For more information on seals, please reference the Casting of Seals section of the rulebook	6 Hours	Reactive/ 5 Chanrges	Seal	Equal number of Rank 3 Nethermancer Sacraments

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
4	Sacrament of Spirit Form	6	4m, 2v, 2e	Once invoked, this sacrament allows the Nethermancer to enter into spirit form for 5 minutes. During this time the Nethermancer must don a red headband and can't be seen except with see spirits. While in spirit form the caster may not interact or influence the physical world in any way and may only be effected by elemental damage and undead targeting abilities, but may interact with other spirits. At the end of this duration it takes 5 seconds to phase into the physical world before the caster can take any other actions. If the target of this Sacrament dies in spirit form, they must immediately see plot	6 Hours	Invoked/ 5 Minutes	Any	Equal number of Rank 3 Nethermancer Sacraments
4	Sacrament of the Wraith	6	4m, 2v, 2e	This Sacrament allows the caster to raise a Fallen Target as a Wraith. The Targets Death count is suspended at the start of the casting of this Sacrament, and will resume upon completion of the duration of the Sacraments effect. However, if the Wraith is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Wraith's Death.	1 Hour	Instant	Fallen Target	Equal number of Rank 3 Nethermancer Sacraments

Summoning: Wraith

Costume Requirements: Undead Tabard, Dark flowing robe, Undead Mask

Essence - 40

Mana - 30

Vigor- 15

Knowledges- Long Claws (black), +2 Strength, Essence damage, Claw Proficiency x1

Skills - Dodge (4v)

Racials- Mindless, Staggered Gait, Possession, Touch of Death, Mute,

Defenses- Minimal from Normal, Immune to Strength Drain, Stun Resist- 1v, Resist One Stun Effect

Touch of Death- 5m Claw-cast - Target must drop everything in both hands, and drop to one knee and shiver. The target is Under the effect of Stun.

Possession- 3m Claw-cast, max 3x per summoning - The Wraith inhabits the Targets body. The Wraith will don a white Headband and direct all actions of the Target. Wraith must remain close to the Target while Possessing. The Wraith will flee the Target if they fall unconscious or to -1 Essence. Possession lasts 15 minutes initially, but may be extended at a rate of 1m per 5 minutes.

Weakness: Elemental

Rank	Sacrament Name	Build Cost	Casting Cost	Sacrament Description	Duration	Effect	Target	Prerequisites
5	Revenant Arm	7	5m, 2v, 2e	This Sacrament allows the caster to replace a target's arm with that of a Revenant. This semi-incorporeal arm is created during this Sacrament. This new arm inflicts 3 essence damage (This includes the +1 strength in the damage) with Large Claws (black), this arm is considered to have +1 strength, and allow the caster to weapon cast through the Revenant Arm only. In addition, this arm is immune to breaks and severs, and may use all known Skills through its claw. After the duration, the Arm will rot off, leaving the Targets arm with a Sever effect.	6 Hours	Instant	Any	Equal number of Rank 4 Nethermancer Sacraments
5	Guardian Spirits	7	5m, 2v, 2e	Once invoked the Nethermancer is cloaked by spirits and takes minimal from everything except elemental. During the duration the Nethermancer may only move at a normal walking pace and is unable to make any physical offensive actions, but may cast spells/prayers and defend normally. Otherwise, the caster may move and act normally. Once invoked the target of this sacrament must hold an arm up at a 90-degree angle with a closed fist hold a red head band. The movement restriction of this sacrament may not be removed by any means.	6 Hours	Invoked/ 30 Minutes	Any	Equal number of Rank 4 Nethermancer Sacraments
5	Mummy	7	5m, 2v, 2e	This Sacrament allows the caster to raise a Fallen Target as a Mummy. The Targets Death count is suspended at the start of the casting of this Sacrament, and will resume upon completion of the duration of the Sacrament's effect. However, if the Mummy is brought to its Critical Stage Death Count, the Target will also be put into their Critical Stage Death Count at the conclusion of the Mummy's Death.	1 Hour	Instant	Fallen Target	Equal number of Rank 4 Nethermancer Sacraments

Summoning: Mummy

Costume Requirements: Undead tabard, Mummy Costuming and Mask

Essence: 50

Vigor: 25

Mana: 20

Knowledges- Long Claws (black), +3 Strength, (x2) Claw Proficiencies

Racials- Mindless, Staggered Gait, Choke

Skills- Block 3v, Crit 3v, Parry 5v, stun 3v, knockback3 v, Break Limb 3v

Defenses- Minimal from Normal, Minimal from Silver, Minimal from Mithril, Immune to Breaks, Immune to Severs

Spells - From the Ancient Darkness, I ...

Engulf you 1m- Both Legs are under a Pin effect

Shred your Soul 2m

Wither your Mind 3m- Spell casting is slowed to 1 spell every 10 seconds. Lasts 1 minute

Wither your Body 3m- Weapons swings slowed to 1 swing per 5 seconds. Lasts 1 minute

Choke – The Mummy must deliver this ability by striking the tunic area with both claws, this is considered a bind effect. Having more Strength than the Mummy may be used to defend against this attack. Target is unable to move, attack, cast, or use any Defensive Skills (other than escape bonds) for as long as both Claws remain on the Target. Latent defenses may be invoked. In addition, the Mummy may deal 1 damage per second to the Target, stated as “Choke, 1 damage”. For every damage dealt this way, the Mummy may heal 1 Essence. A person or group of people with a combined greater Strength than the Mummy may break the Target out of the effect.

Weaknesses- Elemental