

# Phalanx

Will Skills v 1.0



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# Skills

Skills provide the greatest utility to make a character unique. They include augments to actions performed within the game, as well as specific adaptations to combat roles, making a character better at attack or defence, breaking armour, archery, and many other roles.

## Skill Profile

Armour Breaker			
Ability	Might	Rank	2
Passive/Active (uses)	Active (2)	Prerequisites	1xD12
Details	Use alongside an attack action. Declare the use of this skill before rolling to attack If the attack does damage, the attack will automatically damage armour.		

Each skill is explained on the above profile, which covers everything the skill does and how it works:

**Ability** – which ability the skill relies upon

**Rank** – the rank of the skill, which is useful during character creation, and to determine how relatively strong the skill is

**Passive/Active (uses)** – if the skill is passive, then it is in affect all the time. Otherwise, the player must declare when this skill is being used. Usually this will be made alongside an action. Only one skill may be used per action performed. The number in parenthesis is the number of times the skill can be activated between long rests

**Prerequisites** – what the character must possess in order to take this skill any dice shown will pertain to the ability of the skill

**Details** – this is how the skill works, and what it does. Often, the skill is used as part of an action, and must be declared beforehand. Only one skill that's used as an action may be used at one time.

## Acquiring Skills Multiple Times

**Passive skills** may only ever be **purchased once**.

**Active skills** may be acquired by a character **multiple times**, if the player wishes. When this occurs, the number of uses the character has for the skill is increased by the amount shown on the skill profile.

**Racial skills** may only be acquired once, and each character may only ever possess one racial skill.

## Skills/Spells

Some of the skills (especially those under Willpower) are described as spells rather than skills. This is because, in Phalanx RPG, spells are essentially skills which allow the user to cast a spell. Spells are counted as skills in the mechanical sense of the game, and are almost always active skills.

## Skills – Will (Rank 1)

<b>Dark Magic Affinity</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	This skill passively affects the casting of all spells as detailed below. The caster gains a +1 bonus to casting spells marked as Dark magic The caster gains a -1 penalty to casting spells marked as Light magic		

<b>Light Magic Affinity</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	This skill passively affects the casting of all spells as detailed below. The caster gains a +1 bonus to casting spells marked as Light magic The caster gains a -1 penalty to casting spells marked as Dark magic		

<b>Wild Magic Affinity</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	This skill passively affects the casting of all spells as detailed below. The caster gains a +1 bonus to casting spells marked as Wild magic The caster gains a -1 penalty to casting spells marked as Earthen magic		

<b>Earthen Magic Affinity</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	1xD12
<b>Details</b>	This skill passively affects the casting of all spells as detailed below. The caster gains a +1 bonus to casting spells marked as Earthen magic The caster gains a -1 penalty to casting spells marked as Wild magic		

<b>Acid Arrow Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2xD12
<b>Details</b>	<p>Casts against one target within 30' that's in line of site of the caster.</p> <p>Roll Will die vs target Guile. If the caster's roll is higher, the spell does 4 damage plus the difference in the rolls.</p> <p>At the start of the following turn, half that damage is done again. Might save vs D8 to resist this second damage</p> <p>This spell also automatically damage's the target's armour each time it does damage.</p>		

<b>Bless Spell (light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell affects up to half as many creatures as the die roll (round up). These creatures must be within 30' of the caster, and can also include the caster themselves. All effected creatures add +1 to all die rolls they make for the duration of the spell.</p> <p>The spell lasts for the duration of a combat, or for five minutes out of combat.</p>		

<b>Darkness Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell shrouds an area around the caster in darkness.</p> <p>The darkness extends for 5' around the caster for each point rolled on the die used to cast this spell.</p> <p>The darkness extinguishes light sources which are not magical. Otherwise, it acts in the same way as normal darkness for die rolls for all characters who can't see in the dark.</p> <p>The spell lasts until the start of the caster's next turn. Where the caster to move, the darkness does not follow them.</p>		

<b>Fire Shield Spell (wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (4)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>When attacked, the caster may cast this instead of rolling to defend themselves.</p> <p>They defend with a will die rather than might/guile in the usual way. Regardless of the result, the attacker will take D6 fire damage</p>		

## Fog Spell (Earthen)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	The caster conjures an area of dense fog around themselves which obscures them from enemies. The fog stretches 5' away from the caster. Aside from the caster, anyone in the fog, attacking to or from it, suffer disadvantage to their attack rolls		

## Force Bolt Spell

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (4)	<b>Prerequisites</b>	1xD12
<b>Details</b>	Force bolt may be cast on any creature within 40' of the caster and is within line of sight This spell damages the health of the target for the amount rolled on the die used to cast the spell.		

## Gust Spell (Wild)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	1xD12
<b>Details</b>	This spell is cast at any creature within 15' of the caster. Any creature between the caster and the target is also affected. Will casters Will vs target(s) Might. If the caster's roll wins, the target(s) are blown back 10' The target(s) failing a Might roll must also roll Guile vis the caster's Will (use the previous Will roll's result). If they fail the Guile roll, the targets are also knocked down. They suffer D6 health damage, and are at half movement and disadvantage to might and guile rolls for their next turn.		

## Heal Spell (light)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (3)	<b>Prerequisites</b>	1xD12
<b>Details</b>	This spell can be cast on a target within 5' of the caster It will heal health equals to the roll of the die spent to cast this spell.		

## Identify Spell

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	This spell can be cast upon an item in the character's possession, or that's within 5' away. Depending on the nature of the item, a successful cast will reveal mechanical details of the item (how it works in the game, for example, for weapons) or the lore of the item (for example, the artist of a painting). An opposing roll by the GM is made depending on the obscurity of the knowledge being sought and the rarity of the item itself.		

<b>Ice Sheet Spell (Earthen)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>The caster creates a sheet of slippery ice.</p> <p>The ice covers an area of 20' diameter anywhere within 40' of the caster</p> <p>All creatures moving upon this surface needs to make a guile roll against a D8 or fall.</p> <p>Fallen creatures need to spend half their speed to get up again. While prone, attacks against them are made with advantage, and they attack and defend with disadvantage.</p>		

<b>Lightning Bolt Spell (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	2xD12
<b>Details</b>	<p>The caster may target this spell at any creature within 40'.</p> <p>The spell will do damage equals to the die roll. The target moves at half speed next turn, and suffers -1 to all rolls. In addition, the spell will do double damage again if the target is wearing metal armour</p>		

<b>Mind Control Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>Cast on one creature within 5'.</p> <p>Roll Will die vs target Will.</p> <p>If the caster's score is higher, the caster can control the actions of the creature in their following turn. This may include moving and attacking, but could also may involve them saying things and performing other actions instead.</p> <p>If this spell fails the target is likely to become hostile if is not already.</p>		

<b>Raise Dead (minor) Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell can be cast upon a corpse within 5' (touch).</p> <p>The corpse must be small – no larger than a cat or rat – or the spell will fail.</p> <p>The caster rolls Will vs the target's Will (or what their Will was in life).</p> <p>If the roll fails, the caster suffers D6 health damage.</p> <p>If the roll succeeds, then the corpse is risen to life as undead.</p> <p>While under the control of the caster, the corpse will enact the caster's bidding, and blindly obey while under the caster's control.</p> <p>The spell lasts for as many turns, or minutes, as the caster's roll beat the target's. An equal roll results in the spell lasting for one turn/minute.</p> <p>Raising the dead is illegal in most of the civilised lands of the world.</p>		

## Read Thoughts Spell

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2XD8
<b>Details</b>	Casts against one creature within 5'. Test against the creature's will. If successful, the caster will be able to glean thoughts about a specific subject from the target. The target will be aware if the spell fails, and unaware if it is successful		

## Shield Spell

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	This spell affects the caster. The die rolled is the amount of damage the spell absorbs before the caster starts taking health damage.		

## Sleet Spell (Earthen)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1XD12
<b>Details</b>	The caster summons a fierce sleet storm which covers an area of 15' within 35' of them Creatures within the area defend with might and take damage equal to the difference between the two rolls In addition, creatures within the spells area suffer disadvantage to guile rolls for the next turn		

## Sustenance Spell (Earthen)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1XD12
<b>Details</b>	The caster replaces their need to eat a provision and instead magically sustains themselves. The caster rolls a die. If this die roll is higher than the number of Might dice the character have in their pool (not counting D6's), then the spell has sustained them and counts as them having eaten a provision. A roll of a 1 always fails.		

## Veil of Shadows Spell (Dark)

<b>Ability</b>	Will	<b>Rank</b>	1
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	The area directly around the caster is plunged into a whirling wind of shadows. Attacks made against the caster are made at disadvantage. The number of these attacks are determined by the die roll.		

## Skills – Will (Rank 2)

<b>Blind Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	4xD8
<b>Details</b>	Caster casts against a creature within 15'. Save vs will or target is blind until the end of their next turn. On their turn, target will move at half speed in a random direction. They will be unable to attack. Attacks and other rolls against them are made with advantage		

<b>Confusion Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	3xD12
<b>Details</b>	This spell affects up to 3 enemies within 20' of the caster. Each tests vs will against the roll of the spell. Those who fail will do one of three things at the start of their turn (roll a D6): 1-2 stand and do nothing. Attacks have advantage against them. 3-4 attack the nearest creature in melee. 5-6 come to their senses and are no longer affected by the spell.		

<b>Cure Ailment Spell (Light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	2xD8
<b>Details</b>	This spell may be cast on any creature the caster can physically touch. The caster attempts to cure an ailment the target has, such as poison, disease, or illness. Willpower is rolled against the DM who decides how difficult the ailment is to cure.		

<b>Fireball Spell (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2XD12
<b>Details</b>	This spell can be cast anywhere within 40' Caster loses 5 points of health. Spell affects all creatures within 10'. Roll caster's Will vs Might (one die for caster, roll individually for target(s)). Creatures take 5 damage altered by the difference in the rolls.		



<b>Focussed Mind</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Passive	<b>Prerequisites</b>	2xD12
<b>Details</b>	The character adds +1 to all Willpower rolls		

<b>Greater Bless Spell (Light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	Bless Spell
<b>Details</b>	<p>This spell affects up to half as many creatures as the die roll (round up). These creatures must be within 30' of the caster, and can also include the caster themselves</p> <p>All effected creatures add +3 to all die rolls they make for the duration of the spell.</p> <p>The spell lasts for the duration of a combat, or for five minutes out of combat.</p>		

<b>Greater Heal Spell (Light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	Heal Spell
<b>Details</b>	<p>This spell can be cast on a target within 5' of the caster</p> <p>It will heal health equals double the roll of the die spent to cast this spell.</p>		

<b>Greater Mind Control Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell affects all creatures within 10'.</p> <p>Roll Will die vs target Will.</p> <p>If the caster's score is higher, the caster can control the actions of the creature in their following turn. This may include moving and attacking, but could also may involve them saying things and performing other actions instead.</p> <p>If this spell fails the target is likely to become hostile if is not already.</p>		

<b>Float (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell affects the caster.</p> <p>It is cast by rolling two Will dice – one is a D6, and the other is one of the caster’s choosing.</p> <p>The duration of the spell is the difference between the two rolls, in minutes/combat turns.</p> <p>It enables them to drift for a few feet off the ground and stay floating in the air for the duration of the spell.</p> <p>While in effect, the caster moves at 40’ and is not in contact with the ground. They float a foot above their current position and will remain at that elevation unless the caster wishes to lower themselves.</p> <p>This spell can be used to traverse a river or chasm, avoid harmful surfaces such as acid, or to aid a swift retreat</p> <p>Float does not enable an elevation of more that a foot above where the caster was standing when the spell is cast.</p> <p>Once the spell ends, the caster will return to ground level (which may be further below them if the spell ends with them floating over a pit!)</p>		

<b>Inflict Pain Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD12
<b>Details</b>	<p>This spell can be cast upon a creature within 5’ of the caster (touch).</p> <p>The caster rolls Will against target’s Might.</p> <p>If the caster’s roll is higher, then the target’s body is wracked with terrible pain, causing them to suffer disadvantage to all of their rolls for the duration of the spell.</p> <p>The duration of the spell is equals to the number the caster’s roll beats the targets, which is either in minutes (out of combat or turns (in combat). Equal rolls will mean that the target is affected by the spell for one turn/minute.</p> <p>This can also be used out of combat as an effective method of torture and interrogation.</p>		

<b>Raise Dead Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2xD12
<b>Details</b>	<p>This spell can be cast upon a corpse within 5' (touch).  The corpse must be no larger the size of a human. Halflings, atia and dwarfs are also affected, but not larger creatures such as grellkin, horses, or such other large creatures.  The caster rolls Will vs the target's Will (or what their Will was in life).  If the roll fails, the caster suffers D8 health damage.  If the roll succeeds, then the corpse is risen to life as undead.  While under the control of the caster, the corpse will enact the caster's bidding, and blindly obey while under the caster's control.  The spell lasts for as many turns, or minutes, as the caster's roll beat the target's. An equal roll results in the spell lasting for one turn/minute.  Raising the dead is illegal in most of the civilised lands of the world.</p>		

<b>Restoration Spell (Light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2XD12
<b>Details</b>	<p>This spell may be cast upon an adjacent ally, and heal them the amount rolled for the cast of the spell.  If the character is KOed, the spell will restore them to 0 health, and then heal the amount rolled on the die.  The recipient of this spell also restores one spent die into their die pool which is a tier lower than the one used to cast this spell (D6 minimum).</p>		

<b>Speak To Dead Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2XD12
<b>Details</b>	<p>May be cast on a corpse 5' from the caster.  Caster makes a willpower test vs difficulty.  The difficulty of the spell is based on the length of time the corpse has been dead, and the condition of it (dismembered/burnt enemies will be harder to speak with).  If successful, the character may ask three questions to the corpse, which will be answered truthfully, but only in a few words or short sentences.  All of the questions need to be asked within five minutes, or the link to the corpse's mind is lost.  Speak to Dead may only be used on a corpse once.</p>		

## Water of Life Spell (Earthen)

<b>Ability</b>	Will	<b>Rank</b>	2
<b>Passive/Active (uses)</b>	Active (2)	<b>Prerequisites</b>	2xD8
<b>Details</b>	<p>Caster conjures a measure of water that can fill a flask, mug, or similar container.</p> <p>When the water is drunk, it will heal health equals to die rolled to cast the spell (so if a D6 is used to cast this spell, the water heals D6 health).</p> <p>The water acts as a potion of health in all other regards.</p> <p>The water will turn to regular water once the caster long rests.</p> <p>If the water has not been drunk by that time, it becomes a provision.</p>		

## Skills – Will (Rank 3)

<b>Arcane Recovery Spell</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>The caster casts this spell on themselves.</p> <p>They must pass a Will roll vs D12 or the spell fizzles and does nothing.</p> <p>If successful, it enables them to either:</p> <p>Restore the use of two spells of rank 2 or below to their maximum uses OR</p> <p>Restore four dice which are either D8's or D12's into their Wits die pool.</p>		

<b>Bind Dead Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell can be cast upon a corpse within 5' (touch) which has been raised to the Undead by the caster.</p> <p>The caster rolls Will vs the target's Will (in life)</p> <p>If the roll fails, the caster suffers D12 health damage.</p> <p>If the rolls succeeds, then the target is permanently undead, effectively removing the duration placed during the various Raise Dead spells.</p> <p>The corpse can still be slain in the usual way (reducing its health to 0), but otherwise will obey the caster mindlessly for eternity.</p>		

<b>Chain Lightning Spell (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	Lightning Spell
<b>Details</b>	<p>This spell will affect a creature within 30' of the caster.</p> <p>The spell will do damage equals to the die roll. The target moves at half speed next turn, and suffers -1 to all rolls.</p> <p>In addition, the spell will do double damage again if the target is wearing metal armour</p> <p>In addition, if the caster wills it, the spell will affect creature(s) within 10' of the initial target, which it will affect in the same way. The spell may spread to multiple targets at a time, and will only stop when there are no further targets. A creature may not be the target of this spell more than once in a turn.</p> <p>Large metallic objects, such as anvils, may also be used as targets.</p>		

<b>Fly (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	4xD12
<b>Details</b>	<p>This spell affects the caster.</p> <p>It is cast by rolling two Will dice – one is a D6, and the other is one of the caster’s choosing.</p> <p>The duration of the spell is the difference between the two rolls, in minutes/combat turns.</p> <p>While in effect, the caster moves at 40’ and is not in contact with the ground. Unlike Float, Fly will also allow the caster to move vertically as well as horizontally, so they can soar up into the air as they wish.</p> <p>Once the spell ends, the caster will return to ground level.</p>		

<b>Leech Life Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	2xD20
<b>Details</b>	<p>This spell is cast on a creature within 5’ (touch) of the caster.</p> <p>The caster rolls Will against the opponents Will.</p> <p>If the caster’s roll is higher, the caster drains away one year’s worth of life from the victim and imbues themselves with it.</p> <p>The victim suffers half of their max health in damage. They also suffer disadvantage on all rolls until they long rest.</p> <p>The caster increases their max health by 1, and heals their current health to this value. They also roll advantage on all rolls until they long rest.</p> <p>This spell is extremely taboo and its use outlawed in most civilised lands.</p>		

<b>Magma Spell (Wild)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell is cast on a surface within 30’ and in line of sight of the caster, and will affect an area with a radius of 15’ of that point.</p> <p>The surface within the affected area boils away and is turned into molten magma.</p> <p>The spell lasts for three turns, or one minute.</p> <p>The caster rolls one die and makes a note of the number rolled and the die used.</p> <p>At the start of their turn, anyone standing within the affected area is unable to perform any actions except a roll a Guile check.</p> <p>The difficulty is the number rolled by the caster when casting this spell.</p> <p>A failed Guile check results in damage taken equals to the die rolled by the caster (roll separately for each damage).</p> <p>Successful Guile checks enables a move of 5’ and only half of this damage to be taken (roll separately for each damage, half and round up).</p> <p>If creatures remain within the affected area while the spell is active, they must make a Guile test again in the same way as above at the start of their turn.</p>		

<b>Mass Raise Dead Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell can be cast upon up to three corpses within 15' of the caster. The corpse must be no larger the size of a human. Halflings, atia and dwarfs are also affected, but not larger creatures such as grellkin, horses, or such other large creatures.</p> <p>The caster rolls Will vs the target's Will (or what their Will was in life). Roll separately for each target creature and use the highest roll.</p> <p>If any of the rolls fail, the caster suffers D12 health damage, and none of the dead are returned to life.</p> <p>If the roll succeeds, then all of the corpses rise to life as undead. While under the control of the caster, the corpse will enact the caster's bidding, and blindly obey while under the caster's control.</p> <p>The spell lasts for as many turns, or minutes, as the caster's roll beat the highest roll of target's. An equal roll results in the spell lasting for one turn/minute.</p> <p>Raising the dead is illegal in most of the civilised lands of the world.</p>		

<b>Raise Dead (greater) Spell (Dark)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell can be cast upon a corpse within 5' (touch). The corpse can be larger, such as a grellkin, ogre, or troll</p> <p>The caster rolls Will vs the target's Will (or what their Will was in life). If the roll fails, the caster suffers D12 health damage.</p> <p>If the roll succeeds, then the corpse is risen to life as undead. While under the control of the caster, the corpse will enact the caster's bidding, and blindly obey while under the caster's control.</p> <p>The spell lasts for as many turns, or minutes, as the caster's roll beat the target's. An equal roll results in the spell lasting for one turn/minute.</p> <p>Raising the dead is illegal in most of the civilised lands of the world.</p>		

<b>Rejuvenating Rainfall (Earthen)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell is centred on the caster and affects a diameter of 30'.</p> <p>Every creature that is not undead within the spell's affect restores health equals to double the die roll used to cast this spell.</p> <p>Everything within the spell's area of effect also becomes wet.</p>		

<b>Resurrect Spell (Light)</b>			
<b>Ability</b>	Will	<b>Rank</b>	3
<b>Passive/Active (uses)</b>	Active (1)	<b>Prerequisites</b>	1xD20
<b>Details</b>	<p>This spell will bring one character back to life, should they die.</p> <p>When casting it, this spell causes the caster to lose 15 health instantly.</p> <p>The caster rolls a die to indicate the amount of health healed on the dead character. if this brings them back to 1 health or more, then they are resurrected.</p> <p>The caster may add to the roll by 1 for each point of their current health they spend, in addition to the 15 lost in casting the spell.</p> <p>This spell only works if the character's corpse is available and relatively intact.</p>		