



EOS

Magic Rules

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Credits

Written and Designed by Allen Stroud

Proof reading and editing by

Hicks with Sticks LRP
19 Beech Green
Dunstable
Bedfordshire
LU6 1EB
www.eoslrp.com



Introduction

Welcome to the Eos Magic Rules Guidebook. In this document we will explain all of the main body of rules that are used during game play as outlined in the Rules Guide. This document is designed for easier access to the rules components. It is recommended that you read through this section of the rulebook in detail to familiarise yourself with the methods of utilising your abilities and the abilities of others that may affect you. All page number references in this document apply to the main Rules Guide.

Overview

Magic in the World of Dawn is an ancient practice derived from the time before the fall. The skills that remain are disparate amongst the different survivors.

When you submit your character generation, if you choose a particular magic type, you will be given a specific lore sheet that relates the mechanics of how that type of magic works. Bear in mind that if you have purchased a magic type with character points you do not have any spells of that type unless you purchase those as extras.

All magical abilities are collaborative in Eos. This means that if you have the same type of magic as the person electing to cast a spell, you can elect to pledge will points to assist the caster. You do not need to know spell being cast, but must have a skill in the same magic type. This is determined before the caster begins the vocals and the will points are transferred by you maintaining contact with the caster. However, everyone must contribute a minimum of one will point of the cost of the spell. Once the vocals have begun and you are in contact, you are counted as contributing to the spell.

Casting

Casting vocals must be announced in a clear and measured voice. Hurrying spell vocals is permissible, but only to the point that the recipient or target can understand them. We trust that all participants will retain a level of common sense in this regard, as all powers and effects of a live role-playing game rely on consensus.

All cast spells require a free hand. Some have additional somatic gestures that require both hands. Where this is stated, you must make sure that both hands are free to cast. This means any weapon or other object held in your hand will prevent your spell from working.

If you are interrupted at any point during your casting, your spell will fail. An interruption is considered to be an action that distracts you from your purpose. Any physical damage will do this; including blows to armour or any other effect that forces you to react (for example strike down). In the case of a failed spell you only need to pay the cost of casting. See the relevant spell description for this information.

If a contest of will is resolved in your favour, then your spell succeeds, and you must pay the additional will cost. When casting a spell that contests will ratings, you should announce your vocals and make a “Will(x)” call where “X” is the total amount of will points you wish to expend on the spell. The target either take the effect or shout “Fail” in response. Until this is resolved for purposes of interruption you are still considered to be casting your spell.

Example: - Tarik casts a *Banish* spell on a shade that appears in the room he is in and calls out “Will five”. The Shade disappears so Tarik has successfully cast the spell and



must spend five will points.

If a spell is cast collaboratively that can be resisted by will, each collaborator must declare their pledged will to the caster and then the caster must declare the total will pledged to the spell including his own; providing the will expended equals or exceeds the target's will, the spell is cast in the usual way.

Example: - Tarik and his two friends cast a *Banish* spell on a shade that appears in the room he is in. Marcus calls out "Will two!", Petra calls out "Will one!" and Tarik calls out "Will five!" (The number of the total cast). The Shade disappears so Tarik has successfully cast the spell and they must spend the amount of will points they pledged to the casting.

Please note, once the spell vocal starts your pledged amount is given. If for any reason you do not have enough will points available, hesitate, or do not wish to spend the required amount of will points, you are no longer part of the spell.. The caster is aware of exactly how much power is granted to them from each individual.

If the total will pledged is lower than the target's will rating, then the spell fails as per the rules on fail (see page 52). All failed spells cost a minimum of one will point to cast for each participant and the target should call back "Fail".

Active and Passive Spells

Active spells are generally those that have an instantaneous effect. Passive spells are ones that have a duration effect or require additional maintenance. The rules for the dispelling of each of these types of spell are different. Each spell is labelled according to which category it fits into. Recipients of passive spells keep any non magical benefits of the spell that have already been conferred upon them.

Passive Example 1: - Tarik heals Brakka with the spell *Imbue Life*. However two minutes into the process the effect is dispelled. Brakka gains two body points and Tarik loses two body points, but no additional benefit is conferred and Tarik must cast the spell again.

Active Example 2: - Tarik casts *Enhance Vestment* on Brakka. About six minutes later, someone casts a *Dispel* and cancels this effect by touching Brakka. The magical hits conferred by the spell are immediately lost.

Physical Representation (Phys reps)

Some spells will require characters to appear in response to your casting them. Should this be necessary we ask that you inform a referee before you intend to cast, so that the required phys reps can be prepared.



Necromancy

This is the magical art of the manipulation of the dead. In some cultures, during the time after the fall, Necromancy has been frowned upon, but in others it has been the only means of survival.

A Note on Undead

No living character knows precisely what all of the different types of undead are, so any player who is raised by a necromancer will be briefed on what statistics they have and can do. More information for Necromancers on shades, corpses and imbued cadavers will appear in the Necromancy lore sheet.

Spells

Spell: Speak with Dead

Type: Necromancy

Category: Active

Vocals: By my necromantic art I speak with you - Will (X).

Actions: Touch recently deceased corpse.

Range: None (Touch only).

Cost: One will point per twenty four hours deceased.

Effects: This spell allows the caster to speak to a deceased character. The deceased must have died within twenty four hours per point of will the caster elects to spend for the spell to succeed. Only the caster can hear any answers the deceased makes. The spell lasts so long as the caster maintains contact with the body.

Spell: Raise Shade

Type: Necromancy

Category: Passive

Vocals: By my necromantic art I call you forth – Will (X).

Actions: Raise right hand slowly to accompany vocal and point at corpse.

Range: Shade will appear in general vicinity of corpse.

Cost: One will point per twenty four hours deceased. For each point spent the shade remains for up to one hour.

Effects: This spell allows the caster to summon forth a shade of a recently deceased character. The deceased must have died within twenty four hours per point of will the caster spends. The shade will remain for up to one hour per point of will expended.

Example: Grakka summons back Tarik's dead shade who just died. Grakka can spend as many will as he likes to keep Tarik there (one will per hour. If he had been dead twenty five hours, Grakka would have to spend two will points and Tarik would stay for up to two hours.

Spell: Animate Dead

Type: Necromancy

Category: Passive

Vocals: By my necromantic art I command you, rise! Will (x) (+plus phrased commands).

Actions: Point at target.

Range: Thirty feet.

Cost: One will point minimum.



Effects: This spell allows the caster to command the dead corpse of a recently deceased character. No shade or spirit is required to be present in the target. The corpse will obey commands of up to three words and will obey one command per point of will expended by the caster. Once the caster stops commanding the corpse or the commands are complete the corpse will turn into ash. The maximum duration of this spell is one hour. *Animate Dead* may not be cast upon the body a second time.

Spell: Imbue Cadaver

Type: Necromancy

Category: Passive

Vocals: By my necromantic art I bind you within this flesh.

Actions: Raise left hand to point at shade, touch right hand to corpse.

Range: Thirty feet to shade, touch of corpse.

Cost: Caster must spend equal will points to the will level held by the shade. If this is not possible or the caster does not, the attempt fails.

Effects: This spell can be used to place a shade inside the body of their own recently deceased corpse, creating a sentient undead creature. The necromancer effectively acts as a conduit for the shade to pass through. After completing the vocals, the shade will call out their current will rating to determine the cost of this spell.

Spell: Banish

Type: Necromancy

Category: Active

Vocals: By my Art I bid you begone!

Actions: Raise casting hand to point at target Undead.

Range: Thirty feet to shade, touch of corpse.

Cost: Caster must spend equal will points to the will level held by the shade. If this is not possible or the caster does not, the attempt fails.

Effects: This spell can be used to dismiss an undead creature, whether corporeal or not. After completing the vocals, the caster must call out the will rating of the cast spell and if the undead has a higher will rating the spell will fail. If it is equal or lower, then the Banish succeeds.

Spell: Spiritual Grasp

Type: Necromancy

Category: Active

Vocals: By my necromantic art I grasp your immortal form Will (x)! (repeat).

Actions: Raise right hand and make grasping gesture. Hold hand in fist in front of you to maintain spell. You must also remain immobile and count the duration of the spell. When it is complete, you must lower your right hand.

Range: Thirty feet to target.

Cost: One will point per minute

Effects: This spell grips the spiritual part of its target rendering them immobile for its duration causing incredible pain, but no physical damage. The target of the spell (unless resisted) may not move or speak and must remain this way until the caster lowers their hand at the end of the duration.

To determine the will rating required for this spell see the *Contesting Will* rules on page 46.

Spell: Grant Will

Type: Necromancy

Category: Active

Vocals: By my necromantic art, I bring life to the lost (repeat).



Actions: Touch target,

Range: Touch.

Cost: One will per point granted.

Effects: This spell allows a character to transfer will to an undead from their own rating. The recipient gains one will per minute the contact is maintained and the giver loses the same. If the contact is broken before a complete minute has elapsed then the will point is not transferred.



Druidism

The powers of life within the world, druids are the most ancient practitioners of magic, and concern themselves with the presence of life in all things. Most are also followers of the Land faith, but it is not unknown for druids to respect a different deity.

Spells

Spell: Heal

Type: Druidic

Category: Active

Vocals: By life and the world I heal your wound

Actions: Touch location.

Range: Touch.

Cost: One will point.

Effects: This spell allows a character to spend a will point and restore body points to a wounded location. One will point completely restores a wounded location, provided the victim is alive and that location is not below zero. Heal has no effect on a location wounded below zero.

Spell: Vivify

Type: Druidic

Category: Active

Vocals: By life and the world I make new what was broken.

Actions: Touch location.

Range: Touch.

Cost: One will point per wounded location.

Effects: This spell will mend a maimed location (that has dropped below zero). The caster must spend a will point, to restore the location to zero.

Spell: Imbue Life

Type: Druidic

Category: Passive

Vocals: By my art I take life from you(me), and grant it to you(me)! Will (x) Repeat

Actions: Touch giver and recipient.

Range: Touch.

Cost: One will point cost minimum if giver is not resisting the spell, or resisting but has no will points. If they are resisting, the caster must spend equal will points to giver's will rating.

Effects: This spell allows a character to transfer life energy between two people. Either may be the caster themselves. The recipient gains one body point per location per minute the contact is maintained and the giver loses the same. Each participant must choose where they gain or lose hits from. No recipient of this spell may go above their natural body point maximum, nor can a target be reduced below zero. Hits cannot be transferred to a location that is below zero.

To determine the will rating required for this spell see the *Contesting Will* rules on page 46.

Spell: Draw Strength

Type: Druidic

Category: Passive

Vocals: By life and the world I draw strength from the weave (repeat).



Actions: Close eyes, repeat.

Range: Self.

Cost: None.

Effects: This spell allows a character to restore their own body points at an increased rate as they are attuned to the world weave. The caster regains one body point per minute of quiet chanting; this cannot restore body hits to locations that are below zero. The spell automatically ceases when the caster is restored to full body points.

Spell: Purge Poison/Enhance Poison

Type: Druidic

Category: Passive

Vocals: By life I sense your ill and (Purge/Enhance) it.

Actions: Touch target.

Range: Touch.

Cost: One will point.

Effects: This spell allows a character to increase or decrease the virulence of a poison affecting the target. Purge will eliminate the poison completely from the target, whereas Enhance will double its effectiveness.

Spell: Cure Disease/Cause Disease

Type: Druidic

Category: Active

Vocals: By life I feel your ill and Cure it/ By life I Cause you ill

Actions: Touch target.

Range: Touch.

Cost: One will point (and when Causing Disease, one special card).

Effects: This spell allows the caster to remove a disease effect on a person, or to infect them with a known disease effect. The caster can research and collect diseases in downtime to use with this spell. See page 52 for more information. This skill does not allow any special recognition of diseases.

Spell: Mutate

Type: Druidic

Category: Active

Vocals: By life I bid you grow and change to my design.

Actions: Touch target.

Range: Touch.

Cost: One will point, plus one will point per minute of duration you wish the effect to last.

Effects: This spell mutates the target in the desired way that the caster chooses. The caster may pick a one point mutation from the Druidic mutations list on the lore sheet, and grant the target the stated special abilities. It is possible in downtime for the caster to render changes from this spell permanent.



Summoning

Summoning magic concerns itself with the summoning and controlling of creatures from other planes of existence. Practitioners acknowledge that their art is fraught with danger to themselves and those around them. However, the rewards are considered to be worth the risk. All Summoners recognise that their magic taps into a world or worlds beyond, and that these places are not subject to the same rules of existence as our own.

Spells

Spell: Draw forth the words

Type: Summoning

Category: Passive

Vocals: I touch beyond and ask the word of the wind (repeat).

Actions: Sit undisturbed for five minutes.

Range: Self.

Cost: One will point.

Effects: The magic user may put their ear to the void to ask a specific question and attempt to obtain information about it. Such scrying is imprecise at best, and may gain them a totally different response to the one they were seeking. When you have cast this spell, pass your question to a referee, who will return an answer to you as soon as possible.

Spell: Summon and Bind Entity (Type)

Type: Summoning

Category: Active

Vocals: I call forth from beyond an (type) to answer my call!

Actions: Raise both hands, look up.

Range: Self – Entity will appear instantly from caster's vocals, but may not appear in direct location of the caster.

Cost: One will point to summon and a minimum of one will point to bind. When attempting to bind, the caster must spend equal will points to the level held by the entity. If this is not possible or the caster does not do so, the binding fails. See page 46 for rules on *Contesting Will*.

Effects: The caster may summon a type of entity and attempt to bind them into an agreement to assist them. Once summoned, the entity is free to roam until bound into a specific agreement by the caster. The binding process is role-played with the summoned entity. The entity will not attack the caster for a period of one minute after it arrives in the caster's general vicinity, but otherwise is free to do as it wishes.

Spell: Condition Vessel

Type: Summoning

Category: Passive

Vocals: I prepare you as a vessel for the powers of beyond.

Actions: Touch corpse.

Range: Touch.

Cost: One will point.

Effects: This spell allows the magic user to prepare a dead body for the use of an incorporeal entity. If it is used before any necromantic power has been employed on the



corpse, then it banishes any residue of the corpse's former spirit. The specific rules on vessels will be provided for players who require them on a lore sheet.

Spell: Pact**Type: Summoning****Category: Passive****Vocals:** By my will I offer a pact to the powers and ask that they heed my call.**Actions:** Touch target.**Range:** Touch.**Cost:** One will point minimum cost, if recipient is willing. If the target resists, the caster must spend equal will points to the level held by the target to succeed, but always spends a minimum of one point. See page 46 for the rules on *Contesting Will*. This spell may be cast on yourself.**Effects:** This spell taps into other planes of existence for will points. The recipient regains one will point per minute of continued chanting. It also allows a minor incorporeal entity to possess the target. For the next hour, the target is open to possession by this type of entity and will attract their attention when within their presence. The specific rules on pacts will be provided for players who require them on a lore sheet. Pact may not be cast on yourself.

Enchantments & Wards

The power to create magical objects and the defensive arts of magic have been a practice of all races. However many of the means of making magical objects were lost. Only the most rudimentary of tools are still able to be produced, and the access to these abilities vary between different races and cultures.

Nevertheless many defences remain that have been taught and passed down through generations.

Spells

Spell: Enhance Vestment

Type: Enchantment

Category: Active

Vocals: By my will I place power in this vestment – Will (x).

Actions: Touch target.

Range: Touch

Cost: One will point per armour point to a maximum of three.

Effects: This spell grants the recipient up to three total armour points that are enchanted into their clothes or armour. In combat, these points are always the first to be expended and count against a hit on any location. Once they are gone, they cannot be recovered, unless the spell is cast again. This spell will stack with any other armour and body points the target has, but they may only have one of these spells cast on them at any one time. *Enhance Vestment* has a maximum duration of ten minutes.

Spell: Prevention

Type: Enchantment

Category: Passive

Vocals: By my will I prevent you – Will (x).

Actions: The magic user expends a number of will points and extends their arms in front of them.

Range: Ten feet

Cost: One will point per minute of duration.

Effects: The spell creates a magical barrier between two nominated objects that can be no more than ten feet away from the caster. The barrier is impenetrable to living creatures, but magic and projectile weapons can pass through it.

Spell: Wizard's Lock

Type: Enchantment

Category: Passive

Vocals: By my will I bid thee shut(repeat).

Actions: The caster expends a will point and extends their arms in front of them.

Range: Touch.

Cost: one will point.

Effects: The caster expends one point of will and may hold shut any door, window or hinged mechanism. The magic user must maintain a continuous chant and keep in contact with the target of the spell.

Spell: Preservation



Type: Enchantment**Category: Passive****Vocals:** By my will I defend your passing spirit.**Actions:** The magic user lays both hands on the corpse.**Range:** Touch.**Cost:** One will point.**Effects:** This spell protects a dead body from the influence of any magic for twenty-four hours per point of will expended. This will prevent most magical interference with the dead body unless an effect specifically states it will bypass a *Preservation* spell.**Spell: Resistance****Type: Enchantment****Category: Passive****Vocals:** By my will I defend you from natural harm.**Actions:** The caster touches the recipient**Range:** Touch.**Cost:** One will point.**Effects:** The recipient is made magically immune to the effects of poisons and potions for one hour.**Spell: Ethereal Mantle****Type: Enchantment****Category: Passive****Vocals:** By my will I defy the powers of beyond(repeat).**Actions:** Raise hands.**Range:** Self.**Cost:** One will point, plus one will point per minute.**Effects:** This spell makes the caster unapproachable to lesser entities (see page 79), and discourages all other entities from approaching them. Most will remain at a minimum distance of ten feet and may not approach them without suffering considerable pain.**Spell: Craft Rune****Type: Enchantment****Category: Active****Vocals:** Downtime only.**Actions:** Downtime only.**Range:** Downtime only.**Cost:** one will point (which is imbued).**Effects:** This spell may only be used in a downtime period. It allows the caster to place will points into a specifically shaped object. Each spell has a different rune associated with it, and therefore once a will point is placed within it, it may only be used to cast that particular spell. The known runes for each character will be listed in the Enchantment & Wards lore sheet. Players using runes will have all of their enchanted runes registered with Games Control so a running tally can be kept on how many they have. When used in the correct spell, a rune grants one will point to the power of the determined spell effect.

Evocation

Tapping powers of offensive magic have always been the most popular of the wizard's paths. Evocation magic was the prime source of study of the Atheneum of Sornasia and the path of power studied by the Dynast himself. Evocation deals with the manipulation and deployment of force and energy.

Spells

Spell: Strike Down

Type: Evocation

Category: Active

Vocals: By my will I strike you down!

Actions: Point at target.

Range: Thirty feet.

Cost: one will point.

Effects: This spell allows the caster to knock someone to the floor. For more information on Strike Down see the effects list on page 50.

Spell: Bolt of Power

Type: Evocation

Category: Active

Vocals: By my will I rend your (Location) Single!

Actions: Point at target.

Range: Thirty feet.

Cost: one will per point of damage you wish to cause.

Effects: This spell causes one point of damage to the nominated location per point of will spent, increase the damage call to double for 2 will spent, triple for 3 etc... to a maximum of 4 will points (quad damage). The damage is caused by an expression of physical energy and is identical to a blow from a weapon.

Spell: Force

Type: Evocation

Category: Active

Vocals: By my will I bid thee away!

Actions: Point at target.

Range: Touch.

Cost: One will point.

Effects: The caster expends one point of will and touches the target, who is driven backwards with force for twenty feet. Should they encounter another person, they will pull them backwards as well. Should the target strike an immovable object they will suffer one point of damage to the location struck.

Spell: Dispel

Type: Evocation

Category: Special

Vocals: By my will, I dispel that (this) effect – Will (x).

Actions: The magic user extends their arms in front of them.

Range: Thirty feet (active) touch (passive).

Cost: One will point to cast, plus one point per effect dispelled.



Effects: The magic user expends one point of will to cast this spell and can then spend one additional will point for every active spell effect they wish to counter. For damage effects, this means one point of will per point of damage. When countering an active spell that has an immediate effect (Like *Bolt of Power*, *Entrance*, etc..), *Dispel* must be cast within two seconds of the other spell being completed. When countering a passive spell (Like *Enhance Vestment*, *Wizard's Lock*, etc...), *Dispel* may be used at any point of the spells duration. *Dispel* cannot be used to counter another *Dispel*.

Spell: Identify Enchantment

Type: Evocation

Category: Passive

Vocals: By my will I perceive the magic around me.

Actions: Hold hands out, or examine individual closely.

Range: Thirty feet radius.

Cost: One will point..

Effects: This spell allows the caster to determine the presence of items and spell effects around them. If you are under the influence of a spell or carrying a magical item, you should say “ping”. See page 50 for details of the “ping” special call.

Spell: Shock

Type: Evocation

Category: Passive

Vocals: By my will imbue myself with power – Will (x).

Actions: Point at target.

Range: Self.

Cost: One will point, plus one additional point for every extra ten seconds of duration.

Effects: For thirty seconds plus ten seconds for every additional will point spent, the caster is filled with electrical energy and will cause a point of damage to any person who they touch or who touches them. This damage is physical and should be called aloud with the word “shock” - see page 50. This damage bypasses all normal armour protection, but magical armour protection will absorb it.



Charms

Traditionally a magic of the Elves, Charms are an intrinsically subtle use of magic. They work best on the vulnerable and weak-willed; if cast successfully, targets will be unaware that magic has been used upon them. They might remember words being said to them, but will not remember the vocal component of the spell.

Spells

Spell: Divine Will

Type: Charm

Category: Active

Vocals: None.

Actions: Point at target.

Range: Thirty feet.

Cost: One will point to cast.

Effects: This spell allows the caster to determine the will level of a target. This can be done by asking the target out of character their will rating, or by notifying a referee who can ask them for you.

Spell: Entrance

Type: Charm

Category: Passive

Vocals: By my will I Entrance you.

Actions: Point at target.

Range: Thirty feet.

Cost: Two will points to cast with ten minutes duration maximum.

Effects: This spell causes the target to become fascinated with the caster. This means that they will be drawn to believe their words, and follow their suggestions unless they have a strong reason not to. When cast, it will only work on a target that has three will points or less. Characters with no will points who are targeted with this, remain affected until they recover enough will to resist it (will rating 4). Characters with a lower maximum will than four remain affected for the full ten minutes.

Spell: Command

Type: Charm

Category: Active

Vocals: By my will I Command you Will (x).

Actions: Touch target.

Range: Touch.

Cost: Caster must spend equal will points to the will level held by the target. To determine the will rating required for this spell see the *Contesting Will* rules on page 46.

Effects: The caster may issue **a simple sentence** instruction to the target of this spell, and for the next ten minutes, the target will try to obey this command to the letter. The target will retain an innate sense of self preservation and a complete awareness of exactly what they are doing, but will be unaware that a spell has been cast upon them. Multiple command spells may not be cast on the same person at the same time. Once under the influence of a command spell, the character remains immune to the effect of any other command spell until the first is exhausted. Users of this spell should be aware of the responsibilities of consensual role-play and players who have out of character problems



with anything suggested by the use of a command spell should immediately drop out of character and inform a referee.

Spell: Forget**Type: Charm****Category: Active****Vocals:** By my will I bid you forget (name instance).**Actions:** Touch target.**Range:** Touch.**Cost:** Caster must spend equal will points to the will level held by the target. See page 46 for the rules on *Contesting Will*.**Effects:** The caster may instruct the target to forget a specific circumstance that has occurred in the last hour. If successfully cast the target will obey this instruction to the letter and will permanently forget what they have been instructed to.**Spell: Terrify****Type: Charm****Category: Active****Vocals:** By my will I make myself terrible to behold.**Actions:** Raise hands, call "Terrify Rank (y)!" (where Y is the amount of will spent +1)!**Range:** Thirty feet radius.**Cost:** One will point plus one additional point will for extra ranks beyond two.**Effects:** This spell works as per the Terrify effect. For more details, see the *Terrify* entry in the effects list on page 51. This effect works on any character with two will points or less who is present when it is cast. To affect people with higher will ratings the caster must expend more will points in the casting. For the next sixty seconds, no affected characters may approach the caster and will actively flee in fear if the caster approaches them. Characters with no will points that are within the radius when this is cast are affected until they recover enough will points to resist it or until its duration expires, whichever is the lesser amount of time.**Spell: Embolden****Type: Charm****Category: Passive****Vocals:** By my will I make you fearless.**Actions:** Touch target.**Range:** Touch.**Cost:** One will to cast.**Effects:** This spell works on any character with two will points or less. For the next five minutes, the target becomes fearless to the point of recklessness, rendering them immune to any other charm effect. They are still affected by other spells and influences as normal, but will dare anything and risk any challenge or conflict. Characters with no will points that are targeted with this spell are affected until they recover enough will to get above a will rating of two or the duration of the spell ends, whichever is the lesser amount of time.



EOS

**Hicks with Sticks LRP
19 Beech Green Dunstable
Bedfordshire
LU6 1EB
www.eoslrp.com**

