

WARLOCK ABILITIES

RANK ONE [DISCIPLE]

DRAIN LIFE (MAJOR)

You can drain a target's life force with a successful PRE vs. PRE roll. Every hit point drained goes to the caster (minus the point it took to cast the spell). If the target dies as a result, the caster can drain a second target with a minor action (but no additional HP cost). This can continue until a target is not killed. Range is one region.

CURSE (MAJOR)

With a PRE vs. PRE roll, you can curse a target (range of one region). Each success gives the target a level of disadvantage for all rolls for a turn (cumulative levels of disadvantage with multiple castings). Alternatively, the curse can silence the target for a number of turns equal to the number of successes.

ELECTIVE:

Rank one Mage, Monk, Rogue, or Warrior abilities only.

INFERNAL RITUALS

Rank one infernal rituals can have minor effects related to darkness, death, and decay, including creating darkness or fog, speak with the dead, creating circles or wards to contain infernal creatures such as demons and undead, etc.

RANK TWO [ANIMATOR]

FEAR (MAJOR)

1 HP, COOLDOWN

This PRE vs. PRE attack does no damage, but causes the target to run in fear for a number of turns equal to the number of successes. While feared, a target must move away from the caster as much as possible and can only make attacks against targets that would prevent them from fleeing. If there is nowhere to run, the target can defend, but cannot attack. Can be applied to an additional target for each additional HP or MP used when casting. Has a range of one region.

IMMOLATE (MAJOR)

1 HP, COOLDOWN

You can cause a target to burst into flames with a successful PRE vs. FOR roll. Double any resulting damage, but this damage is applied at a rate of one point per turn instead of all at once. Can be applied to an additional target for each additional HP or MP used when casting. Has a range of one region.

ELECTIVE:

Rank one Mage, Monk, Rogue, or Warrior abilities only.

INFERNAL RITUALS

Rank two infernal rituals can spread disease and decay, even over moderately large areas. They can also animate lesser undead (skeletons and zombies).

RANK THREE [SUMMONER]

TELEPORT (MAJOR)

1 HP, COOLDOWN

The caster can teleport up to their PRE die in regions. Allies in the same region can be teleported along with the caster, so long as they are in contact with the caster, but they each take a point of damage as well (unless the caster uses a MP for each to prevent this).

DOMINATE (MAJOR)

2 HP, COOLDOWN

For every success on a PRE vs. PRE roll, the caster gets to control the actions of the target for a turn. This takes all of the caster's actions while this is done, with the target doing nothing on a turn in which the caster decides to use their actions elsewhere. These actions cannot be directly suicidal, unless the number of successes is very high—at least five. Has a range of one region.

ELECTIVE:

Rank one or two Mage, Monk, Rogue, or Warrior abilities only.

INFERNAL RITUALS

Rank three infernal rituals can summon, control, and banish lesser demons; raise greater undead (ghosts, wraiths, etc.) if there is a soul available that is powerful enough (generally a hero); cause insanity; and temporarily enslave the minds of others.

RANK FOUR [EXECUTOR]

DARKNESS (MAJOR)

3 HP, COOLDOWN

Everywhere around the caster and all adjacent regions are engulfed in a cold, terrifying darkness that not even magical light can counter. Anyone without the Darksight trait can barely see, all their rolls are disadvantaged, and can only take one action per turn. The darkness will last as long as the caster spends an action each turn to sustain it.

DOOM (MAJOR)

3 HP, COOLDOWN

This is a PRE vs. PRE attack, but the damage done is not applied immediately. It is accumulated each turn as long as the caster uses a minor action to sustain the attack. Each new roll adds to the damage total, until the caster does not (or cannot) continue, or the attack misses. When the attack ends, all the damage is applied to the target at once (even if the caster is dead). Has an initial range of one region, but unlimited range when being sustained.

ELECTIVE:

Rank one or two Mage, Monk, Rogue, or Warrior abilities only.

INFERNAL RITUALS

Rank four infernal rituals can summon or banish greater demons (and sometimes control them), permanently curse someone, permanently dominate someone, etc.