

Ability Card

Test Ability

You are a test.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Effect

This is a Test.

Pestilence

Late January

Ability Card

Special Powers

Special Powers

You have special powers, as detailed in your Test Greensheet greensheet.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Effect

I have special powers!

Pestilence

Late January

Ability Card

Ritual Sacrifice

Kill targeted character in order to appease the earth. To activate the ability, three player characters must form a triangle around the victim for 5 uninterrupted minutes. Victim is trapped within the triangle as long as no part of the triangle steps away or gets attacked. Victim does not need to be conscious for the ritual to start. At the end of 5 minutes, ask the victim if they are willing to give themselves to the earth. Regardless of the answer, the victim is sacrificed. Interruption resets timer.

Pestilence/Late January

Not Transferable

Ability Card

Entrapment

You may bind the earth spirit to any object. For this to work, the earth spirit must not be bound to a body or another object. The earth spirit is paralyzed at the start of ability. From there, the entrapment will take 3 uninterrupted minutes to complete. Once the ritual is successful, the earth spirit must remain within two ZOCs of the object it's bound to and obey every feasible command made by the one who wields that object.

Pestilence/Late January

Not Transferable

Ability Card

Prestidigitation

Some harmless, minor magic. Declare what you're doing to everyone in the same room.

Pestilence/Late January

Not Transferable

Ability Card

Blood Sorcery

Blood has its own power. You know its ways even without a spirit's help. You can sacrifice one portion of your own blood or one vial of extracted blood in order to gain +1 CR for five minutes. The ability is obviously magical in nature. Describe accordingly to onlookers

Pestilence/Late January

Not Transferable

Ability Card

True Sight

You are able to see those who are not bound to a body. However, you cannot hear them.

Pestilence/Late January

Not Transferable

Ability Card

Spread Plague

Put a sticker on a PC or NPC to infect them. The sticker doesn't have to be on a name badge; the infected must arrange that themselves once they know they're infected. You may use this ability even if restrained, provided you are close enough to your target to put a sticker on them.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

7694
If you are a formless earth spirit, you are paralyzed. People without True Sight see me casting an unknown spell.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7694
Tendrils of blood crawl over my hands

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7695
You feel your throat swell and your temperature rise. You are infected.

Pestilence

Late January

Ability Effect

9221
You see me chanting over someone with a bone dagger in hand

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7690
You see me creating light and butterflies from nowhere

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

1036
I can see ghosts and spirits

Pestilence

Late January

Ability Card

Immunity

You are not affected by the plague. You may choose to either display symptoms (have a sticker on your name badge) or not. Cures cannot take away your ability to spread the plague.

Pestilence/Late January

Not Transferable

Ability Card

First Aid

You have EMT training. For a minute, you work to save a wounded person through non-magical means. Show this card to target at the end. Interruption resets timer.

Pestilence/Late January

Not Transferable

Ability Card

Cure Infection

You can cure the plague. For 3 minutes, you work to shut down the plague's nexus within the target's body. At the end, show the card to your target. Interruption resets timer. You may cure yourself with this ability.

Pestilence/Late January

Not Transferable

Ability Card

Draw Blood

To draw blood, show this card to a consenting, wounded or unconscious character. Perform an interruptible 5 count, take their blood and mark it with a check. You may draw blood from yourself. If you use this ability without alcohol on your person, roll a d6. If you roll 2 or less, the target of this ability is infected. Inform the target if this happens. Using this ability does not consume alcohol. You cannot draw blood from the same person less than 5 minutes after you've taken blood from them

Pestilence/Late January

Not Transferable

Ability Card

Salvation

You can instantaneously cure the plague. Show the card to your target.

Pestilence/Late January

Not Transferable

Ability Card

Faith Healing

For a minute, you use your immense spiritual power in order to save a wounded person. Inform onlookers that the ability is magical in nature. Show this card to target at the end. Interruption resets timer.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

7173
You are no longer wounded. You may wake up
after 2 minutes

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7173
I take one portion of blood from you

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7173
You are no longer wounded. You may wake up
after 2 minutes

Pestilence

Late January

Ability Effect

7695
I am unaffected by your cure

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7695
You are no longer infected. You are restored to
your original CR and are unable to spread the
plague.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7695
You are no longer infected. You are restored to
your original CR and are unable to spread the
plague.

Pestilence

Late January

Ability Card

MakePotion

You know how to reproduce potion 0012. Gather 2 vials of uninfected blood and 5 copper coins to melt. The rest of the ingredients are easily accessible to you. Once you have the ingredients, you may destroy them and get item 0012 from Envelope X

Pestilence/Late January

Not Transferable

Ability Card

Return To Earth

Wear a red headband at the start of the ability. 3 minutes after you activate the ability, you melt back into the earth, and you are removed from game. Your body and all the items on you are destroyed. Combat resets timer. Nothing else can interrupt this ritual.

Pestilence/Late January

Not Transferable

Ability Card

Craft Body

You can spend 1 minute by the clay mound in the garden to craft a new body for the earth spirit. Interruption resets timer.

Pestilence/Late January

Not Transferable

Ability Card

Assist

You can assist someone else's attack. You must be within ZoC of both the attacker and target. Within two seconds of an attack, direct this at the attacker, saying "Assist" and your CR.

Pestilence/Late January

Not Transferable

Ability Card

Immortal Spirit

Your body disintegrates into clay when you are killed or when you will it. Until you can inhabit a new clay body, you may wear a yellow headband and spy on others. Only characters with True Sight can detect you in this form. You cannot attack, assist or be attacked when formless, but you can spread infection

Pestilence/Late January

Not Transferable

Ability Card

Knock Out

You can knock someone out as an attack. This requires a **blunt** weapon. Say "Knock Out" and your CR.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

Ability Effect

7173
You see a figure wreathed in blue flames,
chanting.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

2063
I assist your attack.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

3603
I knock you out.

Pestilence

Late January

Ability Effect

7173
I'm stirring melted copper into a nasty black
substance.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7173
You see me creating some form of clay sculpture

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

7173
You see my body dissolve into clay

Pestilence

Late January

Ability Card

Wound

You can wound someone as an attack. Say “Wound” and your CR.

Pestilence/Late January

Not Transferable

Ability Card

Killing Blow

You can perform a killing blow on someone else after an audible, interruptible 10-count. The target must be helpless (unconscious, wounded, or restrained). All NPC targets are considered helpless.

Pestilence/Late January

Not Transferable

Ability Card

Restrain

You can restrain someone as an attack. Say “Restrain” and your CR. You may freely drag, attack, or (if you have a weapon) killing-blow them. To do anything else, or if your health state changes, incant “release” and let them go.

Pestilence/Late January

Not Transferable

Ability Card

Not Transferable

Ability Effect

7188
I wound you.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

1294
I perform a killing blow on you after a 10-count.
“Killing blow 1, killing blow 2, ...” You are dead.

Pestilence

Late January

Ability Card

Not Transferable

Ability Effect

9242
I restrain you. You are restrained until I incant
“release.”

Pestilence

Late January