

Ability Card

## Lich Detection Spell (Costs 1 unit of power)

Target a creature within 1 ZOC of you. You automatically learn whether the target is a lich or not. Ask a GM for the answer.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

## Knockout Spell (Costs 2 units of power)

Pick a target within 1 ZOC of you and announce out of game that you are targeting them with this spell. It is immediately obvious to all characters who can see or hear you that you are attempting to knock your target unconscious. Your target is knocked out for 5 minutes.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

## Major Resistance Spell (Costs 3 units of power)

If you cast this within five seconds of being targeted by a Kill Spell or Knock-out Spell, you ignore that spell. If you have been targeted by multiple Kill Spells and/or Knock-out Spells in the last five seconds, this only allows you to ignore one of your choice.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

## Pickpocket Spell (Costs 1 unit of power)

Pick a target within a 1 ZOC of you. Tell a GM who your target is. You will receive one item that your target is concealing on their person, chosen at random. If the target is not carrying any items, this spell has no effect. When using this spell, do not announce that you are casting a spell.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

## Kill Spell (Costs 5 units of power)

Pick a target within 1 ZOC of you and announce out of game that you are targeting them with this spell. It is immediately obvious to all characters who can see or hear you that you are attempting to murder your target. If the target is not a lich, they immediately die.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

## Fake Lich Aura Spell (Costs 1 unit of power)

For one hour, any Lich Detection Spell targeting you will claim that you are a lich. Tell a GM when you cast this.

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Not Transferable

Ability Card

Not Transferable

Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a Knockout Spell.

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Ability Card

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**Ability Effect**

You don't see me doing anything.

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**Ability Effect**

You perceive me casting a spell.

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**Ability Effect**

You perceive me casting a spell.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a Kill Spell.

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June 2, 2017

Ability Card

### **Destroy Phylactery Spell (Costs 4 units of power)**

If you are holding a phylactery, you can target it with this spell. Roll a D20. If your roll is greater than or equal to the amount of power in the phylactery, then you successfully destroy the phylactery. Otherwise, the spell has no effect. If you succeed, take the item card out of the phylactery's envelope and give it to a GM. The item that was previously a phylactery is now a non-magical item.

Society of Ethical Liches/June 2, 2017

Not Transferable

Ability Card

### **Resurrection Spell (Costs 2 units of power, One-time Use)**

Pick a corpse within 1 ZOC as a target, and they come back to life. This ability can be used once.

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Not Transferable

Ability Card

### **Minor Resistance Spell (Costs 1 unit of power)**

Pick a magical item that is not a phylactery. You can ignore its magical effects for 30 minutes.

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Not Transferable

Ability Card

### **Truthing Spell (Costs 1 units of power, One-time Use)**

For five minutes, you can only say things you believe to be true. Your listeners are sure that you mean what you say during this period.

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Not Transferable

Ability Card

### **Destroy Phylactery Spell (Costs 3 units of power, One-Time Use)**

If you are holding a phylactery, you can target it with this spell. Roll a D20. If your roll is greater than or equal to the amount of power in the phylactery, then you successfully destroy the phylactery. Otherwise, the spell has no effect. If you succeed, take the item card out of the phylactery's envelope and give it to a GM. The item that was previously a phylactery is now a non-magical item.

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Not Transferable

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### **Music Spell (Costs 1 units of power, One-time Use)**

For one minute, music of your choice plays. The instrument type is classified as "magic."

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Not Transferable

Ability Card

Not Transferable

**Ability Effect**

I cast a powerful spell. The ground rumbles, and you come back to life.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell. For five minutes, you are sure that I believe everything I am saying to be true.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell. Pretty magical music plays.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell.

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Ability Card

Not Transferable

**Ability Effect**

You perceive me casting a spell.

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Ability Card

### **Halo Spell (Costs 1 units of power, One-time Use)**

For one minute, an ethereal golden halo hovers over your head.

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Not Transferable

Ability Card

### **Eye Color Spell (Costs 1 units of power, One-time Use)**

For the rest of the day, your irises change to a color of your choice.

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Not Transferable

Ability Card

### **Efficiency Spell (Costs 2 units of power, One-time Use)**

For the next fifteen minutes, you can cast spells that require only 1 unit of power without paying the 1-unit cost.

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Not Transferable

Ability Card

Not Transferable

Ability Effect

You perceive me casting a spell. An airy golden halo appears above me.

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Ability Card

Not Transferable

Ability Effect

You perceive me casting a spell. My eye color changes.

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Ability Card

Not Transferable

Ability Effect

You perceive me casting a spell.

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