

RULES CLARIFICATIONS - RULE BOOK EDITION 6.1 (2018)

(revised 4/17/19 - lsm)

Dark Arts Spell Incantation

The Incant listed for Dark Arts spells on pg 53 of the Rulebook, ed. 6.1, is incorrect - it should read "I invoke the Dark Arts..."

Divine Intervention Clarification

"Level of power" as used in the Divine Intervention skill, means the level at which the player normally would cast spells and resist effects that event, prior to any temporary adjustments that last less than the entire event (such as "Raise Power", "Blanket of Night," level drains or the effects from the time of day).

Temporary enhancements, such as Raise Power, CAN be stacked with Divine Intervention. However, Divine Intervention does not double their effects.

EXAMPLE: Praetor is a 6th level cleric of Caymlyn with the skill Divine Intervention. Assuming he has spent one hour praying in Sanctuary that event, he may use the Divine Intervention skill to temporarily double his level of power to 12 for one hour. During that hour, he also may cast Raise Power I upon himself (if he has the spell available), making the next spell he casts 13th level. If he were to cast Raise Power I upon himself first and then use Divine Intervention, his level of power still would be doubled to 12 and the next spell that he cast would be cast at Level 13, since Divine Intervention only doubles his normal level, not the temporary enhancement from the Raise Power I spell.

Faith:

The Faith Skill is available to all classes. Cleric and Holy Warrior classes purchase Faith at a cost of 10 skill points, and are the only classes that can cast Divine spells. All other classes can purchase Faith at a cost of 20 skill points, and can purchase Faith for roleplaying purposes.

Information Gathering:

To use the Information Gathering skill, your character will need to develop In-Game contacts (NPCs) from whom they can obtain the desired information. If information is sought for a particular event, a specific request will need to be submitted by the Pre-Registration deadline for that event. It will need to be directed to your contact, and can be submitted to FQcharacters@FantasyQuest.org - also, if you are not Pre-Registered for that Event, your Info Gather request will not be considered. You should receive your answer in your check-in packet.

Prayer.

1. Praying for spells takes 10 consecutive minutes per spell level. E.g. 2nd level spells take 20 consecutive minutes of prayer. 9th level spells take 90 consecutive minutes of prayer. If the prayer is interrupted, then it must be redone. The same thing applies to praying for Divine Intervention, which takes 60 consecutive minutes. Prayer does not necessarily require undivided attention, however. An “interruption” would have to be something that completely distracts the Character from the prayer, such as being attacked or leaving sanctuary to pick your friend up.

2. Prayer can be performed in Sanctuary, or in any other location of significance to the Deity in question. E.g., Peryn may be prayed to in Peryn’s retreat. Gheldan may be prayed to in a cemetery . However, unless the location is similarly significant to the deity in question, praying may not be successful. Moreover, simply performing commonplace activities may not be sufficient to satisfy a deity. For instance, Kyrriden may not accept simply crafting as sufficient worship. Nivlac may not accept simply playing cards as sufficient. Praying in Sanctuary is always sufficient. Regardless of where or how a character prays, the prayer must be reported to Ops in order to receive credit.

3. Setup and Breakdown do not count toward prayer. Prayer must be performed in-game. However, the Wild Card Point system may be updated shortly to add credit for prayer time as something that can be purchased with Wild Card Points.