

# FAQ Arcanists, Priests, Priest-Mages

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This document is an aid to clarity (I hope) when mixing arcane/holy free mana with pure arcanists, priests and priest-mages.

(Please make sure you are already up to speed with sections 4.4.1 Mana points and 4.4.2 Mana Pools, of the rules).

## S8, S9 Free Mana and Access to the Mana Pool

1. The S8 order only uses the mana pool if the character has an arcane skill
2. The S9 order only uses the mana pool if the character has a priest skill
3. The S8 and S9 order will both access the mana pool when the character is a Priest-mage.

e.g. A Warlock with 11 mana in his pool equips an item (or has a familiar) which gives him miracle 297 Greater Blessing at 3 free holy mana. He can issue an S9 order to cast this miracle but only with the 3 free points from the item. If he uses Pool+Free mana =  $11+3 = 14$  points, the order will fail with an insufficient mana message.

Conversely, a priest equipping an item that gives an arcane spell with free arcane points, can issue an S8 order casting the spell with the free mana from the item but cannot access his mana pool for any additional points.

An amount of mana for a specific spell as granted by equipped items and familiars is “generic” free mana. It is available regardless of the S8 or S9 order being used.

## S8, S9 and Access to Spells

1. The S8 order can only use spells from items, familiars, and learnt spells in their arcane spell list.
2. The S9 order can only use spells from items, familiars, and spells in their religion's miracle list appropriate to the castor's priest level.

This means a priest-mage cannot use S9 to cast spells they have added to the arcane spell list (“learnt” spells), nor can they use S8 to cast spells in their religion's miracle list. Only spells granted from equipped items or a familiar have the option of being cast with either S8 or S9.

A priest-mage can only teach spells they know as an “arcanist”. They cannot teach spells in their priest religion's miracle list (no priest can). A priest-mage is allowed to have the same arcane spell in their “learnt” arcane list and their religion's miracle list, if they can find some way to learn the spell.

## Priest-Mages Casting 'indiscipline-miracles'

Regardless of how a spell is cast, if it is an arcane discipline spell and the character has the appropriate arcane skill, then they will get 3 free mana (holy or arcane) for that spell cast.

e.g a Priest-Wizard using S9 to cast a wizard spell will get 3 free mana towards that spell cast.

Less obviously a Wizard only character who has lots of free holy mana from an equipped item can use S9 to cast Wizard discipline spells using the free holy mana from the equipped item plus the 3 free mana for an in discipline spell. This however can only be done for Wizard discipline spells from their equipped items or familiar, because the S9 order cannot cast "learnt" arcanist spells.

This also works with the T1 order and battle/duel spells.

## Battle/Duel spells and Arcane/Priest Levels

When casting a battle or duel spell, the damage 'effect' is often a multiplier of the skill level.

Battle/duel spells whose effects depend on skill will always use the higher of the character's effective arcane or priest skill, regardless of the spell cast being arcane or holy.

The mana cost of the spell depends on how the character knows the spell.

1. Calculate the mana cost using free arcane mana and generic free mana as if it were cast by the S8 order. The spell must be available from an equipped item, familiar or if the character is an arcanist, be in their "learnt" arcane spell list.
2. Calculate the mana cost using free holy mana and generic free mana as if it were cast by the S9 order. The spell must be available from an equipped item, familiar or if the character is a priest, be in their religion's miracle list and available to their priest level.
3. If the spell is available as either an S8 or S9 cast, then the cost to cast is the lower of the two values above. If it is only available as an S8 spell, use the "arcane" cost. If it is only available as an S9 spell, use the "holy" cost. Otherwise the battle/duel spell cannot be cast.

Unlike the S8 and S9 orders, the character's mana pool is always usable for battle/duel spells, regardless of how the character can cast the spell.

e.g. Our Warlock above also has access to a Holy Battle Miracle from his equipped item. He loads the battle miracle (using S9, 1 in the mana box to load). He can use his mana pool plus either his free arcane mana or free holy mana, whichever is higher, to pay the mana cost of the spell. His arcane skill level will be used in the calculation for battle damage. A Priest-mage casting a battle/duel spell will use the higher the two skills.

## Troop training and Soldier status

The T1 order, when training a soldier status, calculates how many soldiers can be trained using all combinations of S8 or S9 spell casting, for all spells and miracles available to the character, plus the mana available in the character's mana pool. Unlike an S8 or S9 order, the T1 orders always uses the character's mana pool.

The order picks whichever spell and cost (holy or arcane) can train the most soldiers, up to the amount specified in the order, and which can train that amount for the least total mana cost.

## Recovery for Priest-mages

Arcane recovery is based upon the skill level of the mage and the local province value.

Holy recovery is based upon the base recovery of religion with modifiers for favoured seasons and races.

For a Priest-mage, both of these are separately calculated to determine how the character's mana pool would increase. These separate recovery calculations are each capped by the character's effective arcane or priest skill as appropriate. It then picks whichever leaves the most mana in the pool. .

e.g. Wizard 6 Priest 20 character has 5 mana in their pool. If arcane recovery is normally 8 and holy recovery is 4, then the arcane recovery calculation is  $5 + 8 = 13$  reduced to 6 because of Wizard level. The holy recovery calculation is  $5 + 4 = 9$  not reduced because it is still less than Priest level. The mana pool for this priest-mage recovers to 9 (the higher of the two values).

## Free Mana shown in the LPE

The LPE tries to calculate the correct mana cost for spells cast with the S8 or S9 order. However it is limited by what it knows about equipped items. Some items only give spells and free mana if the item's restrictions are met. If the LPE does not know the restrictions, the spells or the mana from the item (in the data view for the item, some fields will contain a '?'), then it cannot determine the true cost to cast a spell or even if the spell is allowed. If it does not know the restrictions, it assumes they are not satisfied. If it does not know an arcane or holy free mana value, it assumes it is zero. If it does not know if an item grants a spell, it assumes it does not.