

## Information



A stated member of the Dark Brethren Sect can take the title of Priest.

- Eminent High Priest: Mothac Storm

## Background

The Dark Brethren are a Sect dedicated to the Evil Sphere. They are a martial sect and the Priests are trained to command warriors in battle and use their invocations to support them.

## Guildmembers

- Daark - Part-uruk, High Priest and Hero of the Valley.
- Maggot - Part-balrog, High Priest and Hero of the Valley.

## Requirements to join

The Dark Brethren will not accept anyone with a connection with the Good Sphere. Anyone learning a connection with the Good Sphere will be ejected from the Sect.

## Guild Skills

These skills are available to Guildmembers at normal use of character points but do not require specific expenditure of Status:

- [Enhanced Armour Mastery](#)
- [Discern Spiritual Influence](#)
- [Discern Paralysis](#)
- [Connection with 2nd Sphere](#)
- [Cast from 2nd Sphere Ranks 1 - 5](#)
- [Write Lay Power Invocation Scrolls](#)

### Status Skills Ranks 20 - 63

These skills are available to all Guildmembers at normal use of character points and the expenditure of one point of status.

- [Make Talisman](#)
- [Learn Invocations Rank 1 - 8](#)
- [Write Ritual Power Invocation Scroll](#)
- [Discern Alchemical Potion](#)
- [Discern Alchemical Potion Mastery](#)
- [Enhanced Discern Alchemical Potion Mastery](#)

Note that the spending of one status point allows your character to learn all of the Discern Alchemical Potions skills. Character points must still be spent on them however.

### Invocations Available to Priests

The invocations below can be selected by Priests of the Dark Brethren using the Learn Additional Invocations status skill from the list above.

All Dark Brethren Priests are taught the invocation [Invoke Sphere 5](#) upon gaining their Talisman.

- [Arm of Might 6](#) - 8
- [Destroy Spiritual Protection 7](#)
- [Possession 8](#)

- [Shroud of Ushaz 7](#)
- [Beguilement 1 - 8](#)
- [Favour of Ushaz 6 - 8](#)
- [Power Drain 6 - 8](#)
- [Spiritual Barrier 8](#)
- [Blight 6 - 8](#)
- [Greater Curse 8](#)
- [Power Drain Range 3 - 8](#)
- [Touch of Evil 6](#)
- [Cause Mortal 6 - 8](#)
- [Mass Curse 8](#)
- [Power Steal 6 - 8](#)
- [Weapon of Woe 6 - 8](#)

More information on the [casting of Ritual Power](#) .

### **Status Skills Ranks 64 - 127**

These skills are available to all Guildmembers with more than 640 points at normal use of character points and the expenditure of one point of status.

- [High Priest in Primary Sphere](#)
- [Learn Rank 9 Invocations](#)
- [Priest in 2nd Sphere](#)
- [Write Cosmic Power Invocation Scrolls Rank 9](#)
- [Improved Empowering](#)
- [Improved Ensorcelling](#)

More information on the [casting of Cosmic Power](#) .

### **Status Skills Ranks 128+**

These skills are available to all Guildmembers with more than 1280 points at normal use of character points and the expenditure of one point of status.

- [Learn Rank 10 Invocations](#)
- [Write Cosmic Power Invocation Scrolls Rank 10](#)

## Invocations Available to High Priests

The invocations below can be selected by High Priests of the Dark Brethren using the Learn Additional Invocations 9 or 10 status skills from the list above.

- [Arm of Might 9](#)
- [Fear Pact 9](#)
- [Blight 9](#)
- [Might of Ushaz 9, 10](#)
- [Cause Mortal 9](#)
- [Shroud of Ushaz 9, 10](#)
- [Curse 9](#)
- [Unhallowed Ground 9](#)
- [Curse Pact 10](#)
- [Weapon of Woe 9](#)