

Humaktaye Specialists

The following are specialist members of the cult, they are restricted in both their availability and in most cases number.

High Priest

(100xp Cost – paid 50xp at 3rd level, and 50xp at 8th level) Only 1 at a time.

From First level onwards they receive all abilities of both classes (Humaktaye and Priest).

With the following restrictions;

- They MUST be Draconsmerian.
- They do NOT get the 'Draconsmerian Berserk'.
- They do NOT automatically gain blade tolerance/weapon/armour/shield use these must be purchased as per Priest with priest skill points.
- They receive the life points and power from their Priest class.
- They receive the Nat Heal from their Humaktaye class, though it is transferable as per their priest class.
- They have access to the Humak only Priestly miracles.

Shaman

(100xp Cost – paid 50xp at 3rd level, and 50xp at 8th level)

Only 1 at a time, and only if there are 6 or more PC Humak in play.

From First level onwards they receive all abilities of both classes (Humaktaye and Shaman).

With the following restrictions;

- They must be Draconsmerian.
- They do NOT get the 'Draconsmerian Berserk'.
- They receive the life points and power from their Shaman class.
- They receive the Nat Heal from their Humaktaye class, it will be transferable as per their shaman class however.
- They have access to the Humak only Priestly miracle list for their miracle choices.

Acolyte (Templar)

(100xp Cost – paid 50xp at 3rd level, and 50xp at 8th level) Only 2 at a time.

They begin play as a Templar of the Lords of Death. From First level onwards they receive the abilities of their Templar class only.

With the following restrictions;

- From 3rd level they begin to gain Humaktaye (beginning with 1st level Humaktaye). From this point on they receive all abilities of both classes (Humaktaye and Templar).
- They do NOT need to be Draconsmerian although those that are do NOT get the 'Draconsmerian Berserk' ability.
- They receive the life points and power from their Templar class
- They gain Humak Nat Heal per level
- All Templar 'vs evil' abilities become vs. undead.
- They have access to the Humak only Priestly miracle list.

Scout

(100xp Cost – paid 50xp at 3rd level, and 50xp at 8th level)

No more than one allowed in play per two Humaktaye in the cult.

From First level onwards they receive all abilities of both classes (Humaktaye and Scout).

With the following restrictions;

- They do NOT need to be Draconsmerian although those that are do NOT get the 'Draconsmerian Berserk' ability.
- They gain the life points and power from their Scout parent class
- They gain the Nat Heal as per their Humaktaye class.